Victory By Any Means

SECOND EDITION



Campaign Guide

A STRATEGIC GAME OF EXPANSION, DIPLOMACY AND CONQUEST

Table of Contents

Chapter 1 ▸ Introduction 4

1.1 ▸ About the Game 4
1.2 ▸ What You Need to Play 5
1.3 ▸ Campaign Moderator 5
1.4 ▸ Playing Without a Moderator 6
1.5 ▸ Rules Organization 7
1.6 ▸ Combat Resolution 7
1.7 ▸ Changes in Second Edition 8
1.8 ▸ Your First Game 8
1.9 ▸ Basic Terms 9

Chapter 2 ▸ Before the Game 17

2.1 ▸ Choosing a Scenario 17
2.2 ▸ Empire Selection 18
2.3 ▸ Time Period 18
2.4 ▸ Choose Optional Rules 19
2.5 ▸ Map Setup 19
2.5.1 ▸ Map Iconography 19
2.5.2 ▸ Generic Maps 19
2.5.3 ▸ Random Galaxy Generator 20
2.5.3.1 ▸ The Hub 20
2.5.3.2 ▸ The Rings 20
2.5.3.3 ▸ The Last Ring 20
2.5.3.4 ▸ System Generation 20
2.5.4 ▸ Master Systems List 21
2.6 ▸ Setting Up the Game 21
2.6.1 ▸ Choosing Homeworlds 24
2.6.2 ▸ Placing Starting Colonies 24
2.6.3 ▸ Political Situation 25
2.6.4 ▸ Purchasing Starting Forces 25
2.6.5 ▸ Starting Force Considerations 26
2.6.6 ▸ Placing Starting Forces 26
2.6.7 ▸ Start the Campaign 27

Chapter 3 ▸ Playing the Game 28

3.1 ▸ Economic Phase 28
3.1.1 ▸ System Income 29
3.1.2 ▸ Commerce Income 29
3.1.3 ▸ Miscellaneous Income/Expense 30
3.1.4 ▸ Maintenance Costs 30
3.2 ▸ Turn Orders Phase 31
3.2.1 ▸ Imperial Asset Sheets 31
3.2.2 ▸ Recording Turn Orders 32
3.2.2.1 ▸ Fleet Reorganization 32
3.2.2.2 ▸ Movement Orders 32
3.2.2.3 ▸ Political Orders 32
3.2.2.4 ▸ Construction Orders 33
3.2.2.5 ▸ Tech Orders 33
3.2.2.6 ▸ Update Orders 33
3.2.3 ▸ Resolving Turn Orders 33
3.2.4 ▸ Fog of War 34
3.2.5 ▸ Update Treasury 34
3.3 ▸ Movement Phase 34
3.3.1 ▸ Starship Movement 34
3.3.2 ▸ Moving Cargo 35
3.3.3 ▸ Moving Census 36
3.3.4 ▸ Landings & Deployments 36
3.3.5 ▸ Trade Routes 36
3.3.6 ▸ Convoy Escorts 36
3.3.7 ▸ Towing 37
3.3.8 ▸ Stealth & Concealment 37
3.4 ▸ Politics Phase 38
3.4.1 ▸ Intel 38
3.4.2 ▸ Diplomatic Relations 38
3.4.2.1 ▸ First Contact 38
3.4.2.2 ▸ Sustained Contact 38
3.4.2.3 ▸ Diplomatic States 39
3.4.3 ▸ Diplomatic Actions 40
3.4.3.1 ▸ Offering a Treaty 40
3.4.3.2 ▸ Breaking a Treaty 40
3.4.3.3 ▸ Declaring War 42
3.4.3.4 ▸ Diplomatic Actions & Intel 42
3.4.4 ▸ Armistices 42
3.4.5 ▸ Co-Belligerency Pacts 43
3.4.6 ▸ Covert Diplomacy 43
3.4.6.1 ▸ Covert Treaties 43
3.4.6.2 ▸ Covert Declarations 44
3.4.6.3 ▸ Uncovering Covert Diplomacy 44
3.4.7 ▸ Intel Missions 44
3.4.7.1 ▸ Espionage 44
3.4.7.2 ▸ Sabotage 45
3.4.7.3 ▸ Propaganda 46
3.4.7.4 ▸ Defensive Intel 46
3.4.7.5 ▸ Conducting an Intel Mission 47
3.4.7.6 ▸ Mission Success or Failure 47
3.5 ▸ Supply Phase 48
3.5.1 ▸ Supply Points 48
3.5.2 ▸ Supply Depots 48
3.5.3 ▸ Basic Supply Routes 48
3.5.4 ▸ Military Supply Ships 48
3.5.5 ▸ Out of Supply 49
3.5.6 ▸ Raiding 50
3.6 ▸ Combat Phase 52
3.6.1 ▸ Encounters 52
3.6.1.1 ▸ Jump Lane Encounters 52

3.6.1.2 ▸ System Encounters 53
3.6.1.3 ▸ Encounter Resolution 53
3.6.2 ▸ Space Combat 54
3.6.2.1 ▸ Breakout Scenario 54
3.6.2.2 ▸ Deep Space Scenario 54
3.6.2.3 ▸ Defensive Scenario 54
3.6.2.4 ▸ Pursuit Scenario 54
3.6.2.5 ▸ Task Force Setup 54
3.6.2.6 ▸ Formations 56
3.6.2.7 ▸ Surprise 57
3.6.2.8 ▸ Scenario Length 57
3.6.2.9 ▸ Space Combat Sequence 57
3.6.2.10 ▸ Assignments Phase 57
3.6.2.11 ▸ Fire Phase One: Ships vs. Ships 59
3.6.2.12 ▸ Fire Phase Two: Ships vs. Flights 59
3.6.2.13 ▸ Fire Phase Three: Flights vs. Flights 59
3.6.2.14 ▸ Fire Phase Four: Flights vs. Ships 59
3.6.2.15 ▸ Directed Damage 60
3.6.2.16 ▸ Minefields 60
3.6.2.17 ▸ Combat Towing 61
3.6.2.18 ▸ Capturing Ships 61
3.6.2.19 ▸ End of Round Phase 61
3.6.2.20 ▸ After the Battle 62
3.6.3 ▸ Orbital Bombardment 63
3.6.3.1 ▸ Bombardment Value 63
3.6.3.2 ▸ Bombardment Missions 63
3.6.3.3 ▸ Mass Drivers 63
3.6.3.4 ▸ Intense Bombardment 64
3.6.3.5 ▸ Sustained Bombardment 64
3.6.3.6 ▸ Bombardment Surrender 64
3.6.4 ▸ Ground Combat 64
3.6.4.1 ▸ Ground Combat Procedure 64
3.6.4.2 ▸ Invasions 65
3.6.4.3 ▸ Productivity Suppression 66
3.6.4.4 ▸ Conquest of a System 66
3.6.5 ▸ Blockades 67
3.6.5.1 ▸ Blockading a System 67
3.6.5.2 ▸ Blockades & Economy 67
3.6.5.3 ▸ Blockades & Supply 67
3.6.5.4 ▸ Lifting a Blockade 68
3.6.6 ▸ Encounter Example 68
3.7 ▸ Construction Phase 72
3.7.1 ▸ Construction Capacity & Slipways 72
3.7.2 ▸ Planetary Construction 74
3.7.3 ▸ Orbital Construction 74
3.7.4 ▸ Construction Pipelines 75
3.7.5 ▸ Purchasing Convoys 75
3.7.6 ▸ Repairs 75
3.7.7 ▸ Field Repairs 76
3.7.8 ▸ Refits 76
3.7.9 ▸ Attrition Damage Repair 76
3.7.10 ▸ Scrapping 76
3.7.11 ▸ Activations & Deactivations 77
3.7.12 ▸ Construction Times 77
3.7.13 ▸ Flight & Mine Replenishment 77
3.8 ▸ Tech Phase 78
3.8.1 ▸ Tech Investment 78
3.8.2 ▸ Tech Advancement 78
3.8.3 ▸ Overpaying Tech Investment 78
3.8.4 ▸ Tech Advancement Effects 79
3.8.5 ▸ Tech Trading 79
3.8.6 ▸ Operating Alien Units 79
3.8.7 ▸ Reverse Engineering 80
3.9 ▸ Update Phase 81
3.9.1 ▸ Productivity Investment 81
3.9.2 ▸ Terraforming 81
3.9.3 ▸ Morale & System Loyalty 81
3.9.4 ▸ Martial Law 81
3.9.5 ▸ Rebellion 81
3.9.6 ▸ Reprisals 82
3.9.7 ▸ Population Increases 82
3.9.8 ▸ Colonizing a System 83
3.9.9 ▸ Moving a Capital 83
3.9.10 ▸ Depopulation 83
3.9.11 ▸ Determine Victory 83

Chapter 4 ▸ Optional Rules 84

4.1 ▸ Wartime Economies 84
4.1.1 ▸ Peacetime 84
4.1.2 ▸ Economic Gear Up 84
4.1.3 ▸ Wartime 85
4.1.4 ▸ Gearing Down 85
4.1.5 ▸ Economic Exhaustion 85
4.2 ▸ War Taxes 85
4.3 ▸ Emergency Effort 85
4.4 ▸ Smaller Militaries 85
4.5 ▸ Faster Major Lane Movement 85
4.6 ▸ Exploration 86
4.6.1 ▸ Unexplored Lanes 86
4.6.2 ▸ Uncharted Systems 86
4.6.3 ▸ Scout Forces 86
4.6.4 ▸ Exploring a Jump Lane 86
4.6.5 ▸ Scouts in Peril 86
4.6.6 ▸ Jump Lane Discovery 86
4.7 ▸ Biosphere 87
4.7.1 ▸ Assigning Biosphere Value 87
4.7.2 ▸ Biosphere & Commerce 87
4.7.3 ▸ Biosphere & Population Growth 87

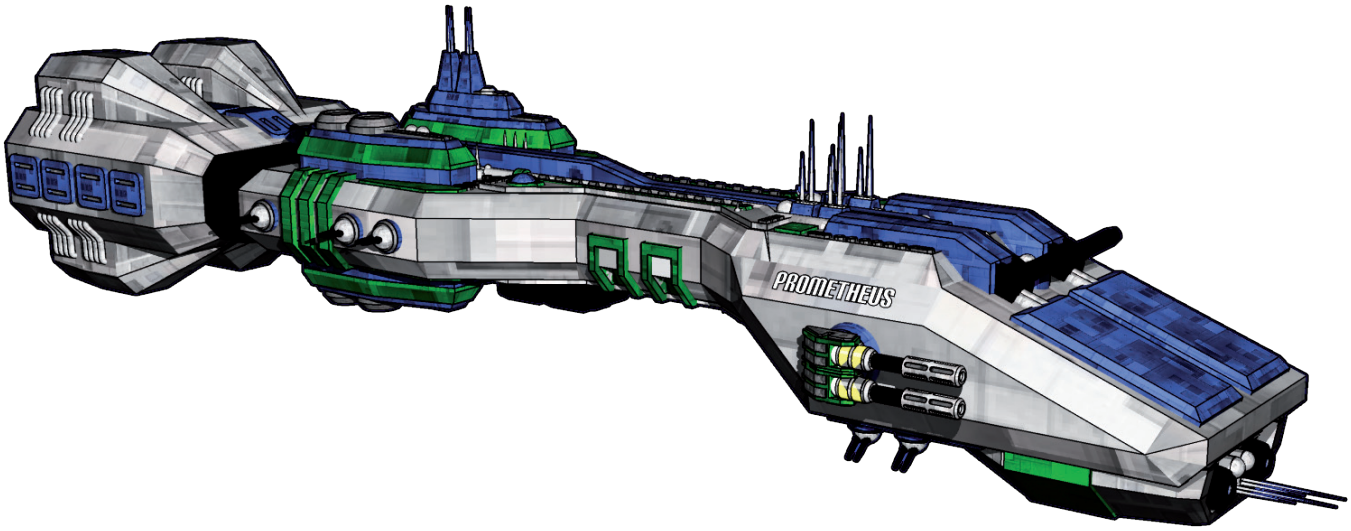
4.8 ▸ Non-Aligned Worlds 87
4.9 ▸ Simplified Piracy 89
4.10 ▸ Squadron Command Costs 89
4.11 ▸ Ramming 89
4.12 ▸ Ship Security Detachments 90
4.13 ▸ Crash Mothball Activations 90
4.14 ▸ Hyperdrive Loss 91
4.15 ▸ Emergency FTL Retreats 91
4.16 ▸ Crash Production 91
4.17 ▸ Mass Production 91
4.18 ▸ Shipyard Specialization 92
4.19 ▸ Frontier Shipyards 92
4.20 ▸ Ordnance Packages 92
4.21 ▸ Tech Roulette 92
4.22 ▸ Alternate Productivity Costs 93
4.23 ▸ Alternate Population Growth 93
4.24 ▸ Jump Lane Improvement 93
4.24.1 ▸ Lane Upgrades 93
4.24.2 ▸ Lane Downgrades 93
4.25 ▸ Random Events 94
4.26 ▸ Accelerated Campaigns 95
4.26.1 ▸ Faster Construction Times 95
4.26.2 ▸ Faster Tech Advancement 95
4.26.3 ▸ Faster Population Increases 96
4.27 ▸ Quick Expansion Colony Fleets 96
4.28 ▸ Colonization Alternative 96
4.29 ▸ Annual Morale Shifts 96

Chapter 5 ▸ Source Materials 97

5.1 ▸ Sample Scenarios 97
5.1.1 ▸ Classic Duel 97
5.1.2 ▸ Small Empires 98
5.1.3 ▸ Land Grab 98
5.1.4 ▸ Triangulation 98
5.1.5 ▸ Slaying the Giant 98
5.1.6 ▸ Free For All 99
5.1.7 ▸ Clash of Stars 99
5.1.8 ▸ Barbarians at the Gates 99
5.2 ▸ Creating Your Own Scenario 100
5.2.1 ▸ Scenario Setting 100
5.2.2 ▸ Alien Factions 102
5.2.3 ▸ Creating a Star Map 102
5.2.4 ▸ Choose Optional Rules 103
5.2.5 ▸ Setting Victory Conditions 104
5.2.6 ▸ Setup Starting Forces 104
5.2.7 ▸ Finishing Up the Scenario 104
5.3 ▸ Sample Empires 105
5.3.1 ▸ Brindaki Empire 105
5.3.2 ▸ Graal Kingdoms 105
5.3.3 ▸ Human Commonwealth 106
5.3.4 ▸ Jain Khanate 106
5.3.5 ▸ Kili Republic 107
5.3.6 ▸ Loran Imperium 107
5.3.7 ▸ Senorian Federation 107
5.3.8 ▸ Tirelon Theocracy 108
5.4 ▸ Creating Your Own Empire 108
5.4.1 ▸ Creating Space Units 109
5.4.1.1 ▸ Types of Space Units 109
5.4.1.2 ▸ Construction & Maintenance Costs 109
5.4.1.3 ▸ In-Service Date 112
5.4.1.4 ▸ Defense Values 112
5.4.1.5 ▸ Anti-Ship Values 112
5.4.1.6 ▸ Anti-Fighter Values 112
5.4.1.7 ▸ Carrier Values 112
5.4.1.8 ▸ Command Ratings & Costs 112
5.4.1.9 ▸ Space Unit Special Abilities 113
5.4.2 ▸ Creating Ground Units 117
5.4.2.1 ▸ Ground Unit Types 117
5.4.2.2 ▸ Construction & Maintenance Costs 118
5.4.2.3 ▸ In-Service Date 118
5.4.2.4 ▸ Attrition Values 118
5.4.2.5 ▸ Defense Values 118
5.4.2.6 ▸ Attack Values 118
5.4.2.7 ▸ D Factor 118
5.4.2.8 ▸ Ground Unit Special Abilities 118
5.4.3 ▸ Unit Construction Rules 119
5.4.3.1 ▸ Unit Templates 119
5.4.3.2 ▸ Set In-Service Date 120
5.4.3.3 ▸ Tech Bonus 120
5.4.3.4 ▸ Unit Statistics & Special Abilities 122
5.4.3.5 ▸ Titan Construction 123
5.4.3.6 ▸ Unit Construction Examples 123
5.4.4 ▸ Creating Your Force List 125
5.5 ▸ Source Material Conversions 125
5.5.1 ▸ Base Game Compatibility 125
5.5.2 ▸ Tech Baseline 126
5.5.3 ▸ Tech Eras 126
5.5.4 ▸ In-Service Date Conversions 126
5.5.5 ▸ Creating Unit Statistics 127
5.5.6 ▸ Tactical System Conversions 127

Chapter 6 ▸ Credits 129

6.1 ▸ Designer's Notes 130
6.2 ▸ Submission Guidelines 131
6.3 ▸ Contact VBAM Games 132
6.4 ▸ Copyright Information 132



Chapter 1 ▸ Introduction

The universe is a vast, mysterious, and dangerous place. These "billions and billions" of stars are home to an untold number of alien civilizations, each of them reaching out into space to fulfill their birthright of galactic domination. Some empires may use peaceful exploration, expansion, and diplomacy to achieve their goals. Other civilizations may seek to forge an empire of blood and iron, relying on their military forces to subjugate an unprepared galaxy. This is the battleground upon which players pit their empires against one another in a battle for supremacy and victory by any means.

1.1 ▸ About the Game

VICTORY BY ANY MEANS is a 4X science fiction strategy game that lets you guide an interstellar empire to victory by exploring the galaxy, meeting strange new alien civilizations, and fighting epic wars to determine the fate of the universe. The *CAMPAIGN GUIDE* includes all of the basic rules that you'll need to run a successful *VICTORY BY ANY MEANS* campaign.

But what is a campaign? A campaign is defined as a strategic gaming experience in the classic 4X style in which players command their forces to eXplore, eXpand, eXploit, and eXterminate in order to achieve victory. The term 4X was coined by Alan Emrich in his September 1993 preview of the classic game *Master of Orion*. Since then it has come to refer to any strategy game that offers a detailed, multi-layered experience that requires players to take command of a faction and manage its resources while trying to meet a series of victory conditions or other objectives as specified by the scenario. Combat, diplomacy, research, and spying are all common elements of the 4X genre.

VICTORY BY ANY MEANS is a modular campaign system that allows players to scale the complexity of the game to meet their needs. You should think of it as a toolbox that contains all of the rules that you'll need to run a complete science fiction strategy game in any imaginable campaign setting. A number of optional rules are included later in this book that add extra depth to the basic rules, and experienced players can make large-scale changes to the basic rules if they think it will improve their game experience. This modularity is especially useful when players want to integrate *VICTORY BY ANY MEANS* with their favorite tactical combat game. For example, if the tactical game already includes rules for unit construction and tech advancement you can have them effectively replace the respective rules from this book. In most cases this just requires a few spot rules to cover how the two sets of rules interact with each other.

There are two ways that players can approach a *VICTORY BY ANY MEANS* campaign. The first is to play the

game like it's a classic freeform 4X space strategy game where the players are openly competing with one another to achieve predetermined victory conditions. This provides a very traditional strategic gaming experience akin to what you would find in games like *Master of Orion* or *Galactic Civilizations*. These rules can also be used to run traditional wargame scenarios that provide players with a "historical" snapshot of a collection of empires at a specific point in time. These scenarios often attempt to replicate events that occurred in that particular setting but give the players enough control to "change history" with their actions. This is similar to how historical wargamers will replay major land or sea battles, like Waterloo or Leyte Gulf, to see how closely their results align with the historical outcome of those battles.

1.2 ▸ What You Need to Play

Players must have a copy of this book (which you already have) and a collection of polyhedral dice. You will need several six-sided (d6), ten-sided (d10), and twenty-sided (d20) dice to play this game. At least two d10 dice are required because many rules require the player to roll a d100 (percentile die) against a target number. When asked to roll a d100 or percentile die, the player should instead roll one d10 die for the tens place and the other d10 for the ones place. For example, if the tens die rolls a 4 and the ones die rolls an 8, then the final result on the d100 roll is 48. Rolling two 0's produces a result of 100.

Players will also need pencils, paper, and all of the other paraphernalia required to record and track information during the game. Some sample forms are included in the appendices, but players shouldn't feel obligated to use these forms in their own games if they don't want to. You can create new versions of these forms or use other methods of tracking campaign and empire information in whatever way is the easiest or most intuitive for you and your gaming group.

Perhaps the most important asset players will need to have available is *time*. Campaigns can take days, weeks, months, or maybe even years to run to completion depending on how often the players can meet or otherwise submit and process their turn orders. Players should consider how much time they have available when deciding on the size and scope of the campaign they are going to participate in.

While a campaign can be successfully run using nothing more than pen-and-paper, it is obviously much easier to track campaign information and make calculations on the fly using electronic aids such as word processors and spreadsheets. This is especially true for players that find themselves overwhelmed by the concept of running a campaign completely by hand. Players that have access to a laptop, netbook, or tablet can easily bring these electronic aids to the gaming table to help automate certain aspects of running the game.

An effective approach to electronic campaign data management is to create a text document for each player that contains their economic and military organization information (e.g., things that are updated each turn that can be more easily stored in a word processor) and then use a spreadsheet to generate a list of the players' colonies, along with how much they're producing for their owner each turn, and calculate maintenance costs for their military units. These forms can then be converted into PDF files and distributed to the players at the beginning of each campaign turn so that they can draft their turn orders for that turn.

1.3 ▸ Campaign Moderator

One player usually takes on the role of the Campaign Moderator ("CM" for short) who is responsible for organizing and running the game. The main job of a CM is to collect and resolve the turn orders that the players submit every turn and then let the players know what happened so that they can prepare for the next turn.

Before each game, you should decide if your campaign is going to be run with or without a CM. The main advantage to having a CM run the game is that he can control what information each player has access to, adding a fog of war element to the game. This forces players to gather intelligence on their opponents or risk being left in the dark. This added uncertainty can make the game more exciting for the players, especially those that thrive on the social aspect of the game that comes from conducting diplomacy with their friends and enemies around the gaming table.

Another perk of playing with a CM is that he can string together otherwise unrelated campaign events

to form an overarching campaign storyline, plot, or narrative. This infusion of imagination can increase the tension and intensity of action within the campaign and make disparate events all seems like they are part of an interwoven story. For example, let's suppose that several players have begun finding mysterious ancient ruins scattered throughout the galaxy. Normally these random discoveries would be just that: random. However, the CM can craft a story that connects these disparate ruins and provide hints or clues as to what happened to the vanished civilization that built them. The culmination of that storyline might be that the force that wiped out these colonies is returning… or maybe it was a complex alien bio-weapon, a deadly contagion that will infect the populations of the empires now exploring through the ruins? The CM has broad liberty to incorporate these kinds of game play elements into a campaign.

When resolving turn orders and generating new campaign turns the CM should adhere to the written campaign rules except as modified by any special scenario or house rules that are being used in the campaign. Players should feel free to query the CM when they feel that a rule isn't being applied correctly, fairly, or uniformly. There are enough "moving parts" within these rules that it's easy for either the player or CM to make a mistake, and these kinds of challenges are a healthy part of the gaming experience. However, the CM is the final arbiter of the campaign rules in his game and once he has ruled on an issue — hopefully after polling his players for feedback and consulting the relevant campaign rules — the issue should be considered settled. That being said, CMs should be careful to avoid capricious, off-the-cuff decisions as it will almost certainly alienate their players and can ultimately derail the game.

1.4 ▸ Playing Without a Moderator

Players can choose to run a campaign without the aid of a neutral moderator. In this case, most (but not all) fog of war aspects are eliminated from the game and the campaign is run in an "open-handed" fashion in which very little information is actually kept secret. This lack of secrecy is a necessary evil because the players need to know what each other are doing so that they can make sure that everyone is following the rules. This is not to say that you should suspect that your opponents are actively cheating when playing without a CM — we would hope that you're gaming with trustworthy players — but honest mistakes are possible and even likely, especially when players are first learning the rules. By making game play and turn resolution as transparent as possible the players will be able to catch any rules errors quickly enough to prevent them from having a major effect on the game.

Players secretly draft their turn orders during the Turn Orders Phase just as they would in a moderated campaign. However, rather than handing these orders over to a CM to be processed, the players will get together and process them as a group by stepping through the Sequence of Play. During each phase the players will take turns revealing and resolving their actions that occurred in that phase. Turn generation continues until all of the players' turn orders have been resolved, at which point the players will be ready to begin drafting orders for the next campaign turn.

In the event there is a debate about the interpretation of a rule or the legality of an order, it is up to the players to collectively decide what to do about it. In most circumstances the easiest way to resolve these disputes is to put it up to a player vote. The option that receives a simple majority of the player support in the vote is then adopted as the solution to the problem until such time as an official ruling can be procured that contravenes the players' own ruling.

Please be aware that arguments between players in an unmoderated campaign can be even more destructive than in a moderated campaign because all of the players are involved in the resolution process in the former, while in the latter a neutral CM is responsible for making the final decision. It only takes one extremely contentious rule dispute for a campaign to fall apart. Players should attempt to be as impartial as possible when making these decisions, and they should be prepared to vote against their own empire's best interests if doing so will enforce the "correct" interpretation of a rule.

In the event of a "no-win" argument, the players should at least consider finding a compromise that will satisfy the majority of the players, even if it doesn't satisfy everyone completely. For example, consider that a rule has been misinterpreted for a large part of the campaign, and one or more players planned their strategy around either exploiting or

defending against this rules misinterpretation. This rule change might even be "game ending" in that their military force might be completely nullified by the correct interpretation of the rules. At this point in the campaign correcting the rule will put these players at a distinct disadvantage compared to their opponents whose decision making processes weren't affected by the ruling. In such a situation, especially if the mistake was made by multiple players in the same campaign, the players may want to give the affected players the opportunity to retroactively alter their existing fleet compositions so that they can remain competitive even after the rules change goes into effect in order to keep the campaign alive. For example, the player could exchange a certain Construction Cost of units for the same cost of other units.

1.5 ▸ Rules Organization

Before we delve deeper into the campaign rules it's important to say a few things about the way that rules are organized in this book and how it relates back to how you'll use this book during play. Care has been taken to present the rules in more or less the same order in which you will use them during the game. The following is a brief overview of each of the chapters of the books:

Chapter 1 ▸ Introduction is the first chapter of the book, and the one that you're reading now. Here you will find a general overview of the game and its core concepts. A glossary of basic game terms can be found at the end of this chapter.

Chapter 2 ▸ Before the Game provides all of the rules for setting up a campaign. These rules are presented at the beginning of the book because your first order of business when learning the campaign system is going to be to start a new campaign.

Chapter 3 ▸ Playing the Game is where you will find all of the rules that you need to actually play the game. The contents of this chapter are written in the same order as the Sequence of Play. This reinforces the order in which events occur and are resolved during a campaign turn and makes it easier to find specific rules when flipping through the *CAMPAIGN GUIDE*.

Chapter 4 ▸ Optional Rules contains an extensive list of additional rules that you can use in your campaigns. These are a mix of advanced or alternative rules that you can choose to play with when you're setting up your game.

Chapter 5 ▸ Source Materials is where you can find all of the sample scenarios and empires that are included with this book. These scenarios provide starting conditions and special rules for setting up a campaign (you'll refer to these when you're starting the game), while the sample empires are pre-generated alien factions that players can use in their campaigns.

1.6 ▸ Combat Resolution

Space and ground combat in *VICTORY BY ANY MEANS* are normally resolved using the included Campaign Strategic Combat Resolution (CSCR) rules that are outlined in *3.6 Combat Phase* later in this book, or you can use your favorite tactical combat system to determine the outcome of some or all of the battles as they occur during the campaign. Players should discuss their combat resolution options before the start of the game and decide if they're going to exclusively use the strategic combat resolution rules or if they're going to be using a third-party tactical rules system for space or ground combat battles. The default option is to use the CSCR to resolve all battles in the campaign.

If you're using these rules in conjunction with another tactical combat system, you'll need to decide upon guidelines for deciding which battles are going to be resolved strategically or tactically. Playing out each and every battle using a tactical system can become quite tedious. It's strongly recommended that you use the CSCR to resolve smaller engagements or those where one side is completely outmatched by their opponent. These battles are less important and their outcomes are often foregone conclusions. Gaming time is typically at a premium as it is, so it just makes more sense to resolve these minor battles strategically and reserve the use of your preferred tactical system for the resolution of only the most important, climactic battles in your campaign.

You should try to integrate as many of the strategic combat concepts into your tactical rules as possible when using a tactical system to resolve combat. In particular, you should find a way to translate surprise, readiness modifiers, and scenario length into your tactical battles.

1.7 ▸ Changes in Second Edition

This is the Second Edition of the *VICTORY BY ANY MEANS* campaign system. The First Edition was released over ten years ago, in 2004, and has grown over the years into an extensive, robust strategic campaign resource. This new edition is an evolutionary advancement over the original First Edition rules. All of the core concepts that made First Edition a compelling experience remain intact but the rules have been updated to make them more accessible and give players more options in the basic game. Rules organization has been improved in this edition and every effort has been made to clearly define all of the terms and concepts that were originally scattered throughout the First Edition *CAMPAIGN GUIDE*. This makes it easier for players to find the rules they are looking for when they try to reference them during the game.

This version of the campaign system places a special emphasis on speed of play. First Edition campaigns often got bogged down in what always felt like unnecessarily complex bookkeeping towards the latter half of the game. This was largely a side effect of the number of die rolls that players had to make every turn to maintain their empires and check conditions in their star systems. We've tried to eliminate as much of this busy work as possible in the Second Edition, either by altering the core gameplay to hasten turn resolution or offering important new optional rules that provide faster alternatives. As part of this shift in focus you'll find more binary conditions in the rules. These simple yes/no tests are easier to resolve than the alternatives from the previous edition where you might be asked to track attrition damage across turns or constantly have to look up what effects being out of supply would have on a unit.

Another major addition to the Second Edition repertoire is a set of basic unit design rules that you can use as a starting point for creating your own empires. First Edition left these statistics up to the whim of the players or CM, but now there are actual guidelines available that make it easier for players to design new unit classes and custom empires. More importantly, the unit classes that are created using these construction rules are internally consistent, which was a problem that source developers often ran into when they were statting out ships and flights in the First Edition.

The Second Edition *CAMPAIGN GUIDE* is chock full of an assortment of other quality of life upgrades and rules modifications that are the culmination of over five years of active development. More than anything it is our hope that these new rules will prove to be easier for you to use and reference as you become more acquainted with the campaign system and start pushing the rules to their limits.

1.8 ▸ Your First Game

The focus of your first game of *VICTORY BY ANY MEANS* should be on learning the rules and getting better acquainted with how the campaign system works. It's recommended that new players start out by running a game using the Classic Duel scenario from *Chapter 5: Source Materials*. This is a small two-player game that places extra emphasis on combat and will let you get some experience with how the rules work before you try to tackle a larger campaign. You can play through a year or two of the Classic Duel scenario (12 to 24 turns, as each turn represents about a month of game time) before taking a break to take stock of where you're at in the game and review the rules to see what mistakes you might have made or if there are any rules that you're still unclear on. If things seem to be going well you can continue playing the game, but if you found that you made some particularly egregious errors you might consider restarting the scenario to see how those corrections affect play.

Part of the difficulty that you'll run into when you run your first game is trying to learn how the rule system works when so much of the terminology and game concepts are still foreign to you. This is a problem inherent with learning any new game, but it's made worse with pen-and-paper rules like this because there aren't any outside visual cues that you can use to help you out. Reading through the basic terms at the end of this chapter should give you a good idea of what the basic building blocks of a campaign look like, the problem is figuring out how they all fit together. *Chapter 3: Playing the Game* tries to bridge that knowledge gap and explain in order how everything relates to one another and how you step through and resolve events during a campaign turn. While it might be obvious, you really need to read through that chapter before you play your first game.

Once you've run a Classic Duel you should understand enough of the fundamentals of the game to set up and play through one of the other included campaign scenarios. The Small Empires scenario is a good starting point for players that have played other 4X strategy games in the past, but there's no reason why you couldn't choose to run any of the other available scenarios.

While it might be tempting for a group of four or more players to just jump right into a campaign together, at least one of the players should set up and run through a sample campaign first so that they will have a better idea of how the game works. That player can then help bring everyone else up to speed. Otherwise, if none of the players have any experience with the rules prior to the first game, there's a good chance that a misinterpreted rule will end up derailing the game before you get very far. This can still be a great learning experience, of course, but it also means that the players might have to go through campaign setup a second time if the rules mistakes they made can't be corrected on the fly during their first game.

1.9 ▸ Basic Terms

Every game system ends up with a considerable amount of jargon that players have to become familiar with in order to read and understand their rules. This section provides a list of the most commonly used terms in the book (arranged alphabetically) that players can refer to later on when they need to quickly look up what a term means. New players should feel free to skip this section and come back later when they need to look up a specific term.

Allied: The empires are members of the same Alliance.

Anti-Fighter (AF) encompasses all of the active point defense and anti-fighter weapons that units can use to protect themselves against flights of fighters. This includes such things as anti-fighter batteries, flak cannons, counter-missiles, and sand casters.

Anti-Ship (AS) is a measure of a unit's offensive firepower that quantifies the lethality of the beam, kinetic, and/or missile weapons that are part of its standard arsenal. The more heavily armed a unit is, the higher its Anti-Ship value will be. While Anti-Ship weapons are effective against most enemy targets they are completely ineffective against flights.

Attack (ATK) represents a ground unit's offensive firepower. This statistic is the basic Attack bonus that is added to an attacking unit's combat roll. The target takes Attrition damage if its modified Attack roll exceeds the target's modified Defense value.

Attrition (ATR) is the amount of damage that a ground force can take before they are neutralized. Ground forces don't cripple and are simply destroyed when their Attrition reaches zero.

Bases are immobile orbital defenses that range in size from small satellites to massive space stations. They are larger than their starship equivalents and can devote more of their internal volume towards weapons, defenses, and other support systems that improve their combat capabilities.

Empires mainly invest in orbital fortifications in strategically valuable systems, especially at choke points in the galactic jump lane network that can be used to control access to the other systems that are under their control. Enemies have to deal with these defenses before they can perform orbital bombardment or land troops in the system.

Basic Supply Route: Military forces are in supply if they can trace a basic supply route back to a friendly supply point (usually a Supply Depot). The length of a basic supply route is two jumps.

Beachhead: An empire establishes a beachhead in an enemy controlled system if they are capable of eliminating even a single defending ground force during an invasion. Empires can only land ground forces in an enemy system if they have a beachhead.

Bombardment Value: Ships and flights generate bombardment value that may be used to perform *3.6.3 Orbital Bombardment*.

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 combat resolution system that allows players to quickly resolve campaign battles without the need for or as a supplement to other third-party tactical combat systems.

Campaign Turn: Gameplay in *VICTORY BY ANY MEANS* is divided into turns. By default, each turn represents one

month of campaign activity, and twelve turns equals one campaign year. Campaign turns are assigned numeric identifiers corresponding to the current turn of the year that is represents. For example, the seventh campaign turn of campaign year 2258 would be recorded as 2258.7. This means the current turn is covering the events that occurred during July 2258.

Carrying Capacity determines the maximum size of the population that a system can support. None of a system's Census, Morale, or Productivity values can exceed its Carrying Capacity. Large planets or those with hospitable planetary environments are the most likely to have high Carrying Capacity values.

Census represents the current size of a system's civilian population. Uninhabited systems always have a Census value of zero, but any system whose Census value is greater than that is inhabited by anywhere from a few thousand colonists on the low end to several billion on the high end. These Census are used to utilize Productivity and turn local Raw Materials into economic output.

Carrier Value (CV): Starships and bases can be outfitted with hangars and launch tubes that can be used to transport and deploy flights into combat. The number of flights that a carrier can carry is equal to its Carrier Value.

Co-Belligerency Pacts allow two empires that are at war with a common enemy to fight together as if they were Mutual Defense partners or members of the same Alliance.

Colony: A colony is any inhabited system that an empire controls. Empires establish colonies for a number of reasons. The most common reason for colonizing a system is to gain access to natural resources to help fuel its economy. Other systems make good colonies because of favorable planetary conditions that allow them to support larger colonies. An empire might also decide to place a colony in a system simply because it is located at a strategic location on the map and establishing control over the system is a major defense priority.

Colony Fleets are groups of massive spacecraft that are primarily used to establish new colonies in uninhabited star systems (*3.9.8 Colonizing a System*). They can also move Census points from one system to another (*3.3.3 Moving Census*). The default cost of a Colony Fleet is 30 economic points.

Combat Factors: When referring to spacecraft, combat factors refer to the unit's Anti-Ship (AS), Anti-Fighter (AF), and Carrier Value (CV) statistics, but it most notably does not include its Defense Value (DV).

Command Cost (CC) is the amount of Command Rating that a command ship must spend to include a unit in its squadron. For example, a CR 4 command ship could include two CC 2 ships in its squadron. Command Costs are relative to the Construction Cost of the unit class, with larger units having higher Command Costs.

Command Rating (CR) is used to coordinate command and control operations. The maximum Command Cost of units that a command ship can include in its squadron is equal to its own Command Rating, and the maximum number of squadrons that a Task Force flagship can command is equal to its own Command Rating. Units with high CR values make better command ships because they can bring more units into battle with them.

Command Ship: Any ship that is in command of a squadron is called a command ship. This unit's Command Rating is used to determine the maximum Command Cost of other units that can be included in that squadron.

Commerce Income: An empire's Trade Fleets produce income in the systems where they are trading. The base amount of Commerce Income that an empire earns from each Trade Fleet is equal to the system's Utilized Productivity (*3.1.2 Commerce Income*).

Construction Capacity refers to the capability of a system to build military units. The construction capacity of a system is equal to its Raw times Utilized Productivity.

Construction Cost is the number of economic points that a power must spend to purchase a unit of this class or type. The costs to repair or refit a damaged unit are also based on its Construction Cost. Larger, more powerful units have higher Construction Costs and are more expensive to build or repair.

Construction Time is the number of turns that a unit must be under construction before it is completed.

The construction times for both new construction and repairs is equal to the economic cost of the operation. For example, it takes 6 turns to complete a ship that costs 6 economic points.

Contested: A system is contested if it contains military forces that belong to competing, mutually hostile powers. This can mean that opposing fleets are in the system, or that there are enemy ground forces landed in the system.

Controlled: Used to refer to a player owned system that is not occupied by hostile forces. It means that fleets of only friendly powers are in the system.

Convoys are fleets that are drawn from an empire's civilian freighter network. Colony, Trade, and Transport Fleets are all examples of civilian convoys. Convoys are tracked separately from your other military units but they are still considered to be starships for the purposes of performing jump lane movement. Unlike military ships, convoys and their escorts can move into and through systems that are controlled by other powers as long as their empire has a Trade treaty with them. This lets them move through their territories to deliver cargo or engage in interstellar trade.

Crippled: Starships and bases become crippled when they take damage equal to their Defense Value. Crippled units are reduced to half their normal Anti-Ship and Anti-Fighter values (retaining fractions). Units can't use any of their special abilities (ex: Fast) when they are crippled. Repairing a unit removes its crippled status.

D Factor (DF) is a random element that improves a ground unit's Attack and Defense factors during combat. It usually represents its overall command and control ability, or its ability to adapt to changing situations in the middle of a fire fight.

Defense (DEF) allows a ground force to avoid taking damage. It is added to your defensive combat roll when a unit is attacked by enemy forces, and the greater your Defense value the lower the chance that you'll actually take Attrition damage from the attack.

Defense Value (DV) represents the effectiveness of the various defensive systems (active or passive) that a unit has available to protect itself against incoming weapons fire. This includes everything from armor plating, point defense guns, and chaff pods to more esoteric technologies such as electromagnetic deflector shields, stealth jamming, or organic hulls. The amount of damage that is required to score a damage level against a unit is equal to its Defense Value. Ships and bases are crippled by their first damage level and destroyed by their second. Flights and minefields don't cripple and are instead destroyed once they take damage equal to their Defense Values.

Defsat: Short for "defense satellite," this term is commonly used to describe small, cheap bases that can be mass produced at an empire's colonies and easily moved to other star systems by ships that have the Towing special ability (*3.3.7 Towing*).

Economic Factors: When referring to military units, economic factors are the three strategic unit statistics: Construction Cost, Maintenance Cost, In-Service Date. These factors tell the player how much the unit costs to build, how much it costs to maintain, and at what Tech Year it becomes available.

Economic Point: The basic currency of the *VICTORY BY ANY MEANS* campaign system is the economic point (EP). These are abstract units that quantify an empire's ability to use its economy, industry, and resources to accomplish tasks. Economic points are most often generated by the colonies that an empire controls, but they can also be earned from trade and other miscellaneous investments. An empire uses economic points for everything from purchasing military units to investing in new technologies.

Economic Output: This is the amount of economic points that a system generates for its owner each turn and is equal to its Utilized Productivity times Raw Materials.

Empire: An empire is any alien faction that wields political or military influence in a campaign. These can be nation states, independent systems, pirate clans, corporations, or anything in between. Empires are the major powers in a campaign, the movers and shakers that shape the course of events during the game. Each player assumes the role of the leader of an empire, and it's up to him to guide his forces to victory or defeat, whichever comes first.

Encounter: An encounter occurs when two opposing forces meet, either in the same system or in the

middle of a jump lane during movement. Encounters are resolved during the Combat Phase.

Enemy: An empire considers another power to be an enemy if they are in a state of Non-Intercourse or War.

Flights are groups of small, short-range spacecraft that are used to support larger warships during fleet actions. Their size and agility means that they can't be fired upon by a warship's primary Anti-Ship batteries. Only point defense Anti-Fighter weapons are capable of shooting down incoming enemy flights, and only then once they're well within attack range.

These small craft have limited life support systems that can only sustain them over short distances. This significantly limits their operational range. As a rule, flights are incapable of strategic movement and can't use jump lanes to move from system to system as a starship can. The only way to bring flights into battle is to base them aboard carriers or using planetary fighter garrisons.

The end result is that flights are a useful supplement to an empire's naval forces but can rarely win the day on their own. Nations that favor flights are forced to rely on fleets of carriers to move them across the stars to where they are needed. Flights are powerful enough that deploying them is usually worth the cost to build and maintain the requisite carriers, especially if your opponent is weak on Anti-Fighter defenses.

Fixed Defenses: All of the orbital bases, minefields, and flights that a power has based in a system are part of its fixed defenses.

Fleets: A fleet is an organizational unit that is comprised of one or more squadrons that are operating together. Each squadron is assigned to a fleet after it's formed. The movement orders that a player issues during the game are given to fleets rather than squadrons. This allows the player to easily direct multiple squadrons to perform the same set of actions without having to write out duplicate orders for each squadron. Instead, he just issues the order once to the fleet as a whole and then all of the squadrons in that fleet will attempt to perform the requested action.

Each convoy (Transport, Trade, or Colony Fleet) is considered to be an independent fleet. As such, these units are never included in normal squadrons or fleets. Players that want to protect these civilian fleets can assign them *3.3.6 Convoy Escorts*.

Force List: This is a list of all of the unit classes that an empire is capable of building during the game. A force list typically separates units out by type (starship, flight, base, etc.) and lists them in order by their In-Service Dates. This makes it easy for the player to determine exactly what units his empire can purchase based on its current Tech Year.

Friendly: Empires that have signed at least a Non-Aggression treaty are considered to be Friendly.

Good Order: A system is in good order when its Morale is greater than or equal to half its Census. This indicates that control of the planet is uncontested and it is not in a state of unrest or rebellion.

Ground Forces are the soldiers, marines, tanks, aircraft, and other combat support that empires rely on to both protect their own colonies from invasion and take the fight to enemy soil. Each ground force represents a mix of mechanized and non-mechanized infantry, armored cavalry, artillery, and aircraft that act together as part of a single organizational unit for the purposes of ground combat operations.

Homeworld: A homeworld is a planet on which an alien species evolved and developed sapience before taking to the stars. Alien homeworlds are generally the most important systems in the galaxy, with the largest populations and highest concentrations of natural resources. This makes them particularly important. Protecting your homeworld from outside attack is of paramount importance because very few empires can survive the loss of their home system to an enemy invasion. Conversely, conquering an opponent's homeworld is usually an easy way to decapitate their empire and hasten their ultimate defeat.

Imperial Capital: This is the administrative center from which an empire governs the systems that it controls. Every empire begins with an imperial capital in its home system. This capital acts as a limited Supply Depot that can resupply forces that are operating in that system.

In-Service Date (ISD): This is the Tech Year in which a unit class becomes available and demonstrates how advanced it is relative to the empire's other military

units. For the basic alien factions, there is a direct correlation between a unit's ISD and its overall tech level. Advanced units tend to have better combat capabilities or more special abilities than similar units that are available at previous Tech Years.

Intel represents elements of an empire's intelligence network. It is used to gather information on nearby systems, perform acts of sabotage, manipulate public opinion, or influence diplomatic actions.

Jump Lanes: A jump lane is a hyperspace conduit that ships can use to move from one system to another. Jump lanes create a network of artificial terrain on the map that constrains movement along specific predefined paths. This produces strategic defensive choke points at various points on the map that players can fortify to protect their empires against invasion while preparing for their next wave of expansion. There are three different jump lane classes, and each has a different effect on movement (*3.3.1 Starship Movement*).

Major lanes are heavily-traveled jump lanes that have been thoroughly mapped and pre-plotted into core navigation systems. These routes provide the quickest, most reliable movement between galactic destinations.

Minor lanes are secondary jump lanes that are less frequently traveled. While they have been mapped there is either less reliability in the navigation aids for the jump point or the lane suffers from an odd hyperspace distortion that makes travelling across the lane more difficult.

Restricted lanes are tenuous hyperspace routes that suffer from a lack of reliable navigation data. Frequently, these lanes have either been only tentatively mapped or the hyperspace route is so treacherous that authorities strongly caution against any passage.

Maintenance Cost: The economic cost to maintain units of a class is determined by its Maintenance Cost. This is written in a fractional notation that gives the economic point cost (numerator) per number of units of this class (denominator). For example, a destroyer that has a maintenance cost of 2/6 would cost its owner 2 economic point for every 6 destroyers of that class in service. Total maintenance costs can be reduced by changing a unit's maintenance state and transitioning them into the reserves or mothballing them entirely. Please refer to *3.1.4 Maintenance* Costs for more information.

Mass Drivers are a special type of orbital bombardment weapon that cause widespread destruction to all of a system's major assets.

Military Supply Ships perform all the functions of fast combat supply ships. Military supply ships can be used to extend basic supply routes and perform fleet resupply (*3.5.4 Military Supply Ships*), or conduct field repairs (*3.7.7 Field Repairs*).

Minefields are autonomous defense systems that have a terrain-like effect on combat. The actual offensive use of mines is extremely difficult. They typically aren't used to destroy enemy spacecraft directly but instead force an opponent to slow down and clear a path through the mines before they can engage your own fleet. This makes minefields an effective defensive weapon that insulates friendly fleets from attack as their enemies are forced to split their attention between participating in the fleet battle and sweeping the minefield.

Morale determines how loyal the system's population is to the power that controls it. Unhappy colonies are less productive and extreme discontent can even lead to open rebellion! Morale values tend to be fairly static, only changing when a colony is affected by external factors such as war. A system's Morale value cannot exceed its current Census value.

Morale Check: When a system meets a condition on the Morale Conditions Table, a Morale check is rolled to see if the system gains or loses Morale. Refer to *3.9.3 Morale & System Loyalty*.

Non-Aligned World: These are independent star systems that aren't controlled by any of the empires in the game. Non-aligned worlds exist to give players additional political entities that they can trade with or conquer as they see fit.

Orbital Shipyards are massive orbital facilities that allow for the construction of starships and flights in a zero-gravity environment. Orbital Shipyards cost 20 economic points to build and 2 economic points per turn to maintain.

Out of Supply Levels (OSL) are earned when units are unable to trace a basic supply route back to a friendly supply point. They have a detrimental effect on a unit's combat capabilities.

Planetary Shipyards are planetary construction facilities that are used to build ships and flights (but not bases, minefields, or ground forces). Planetary Shipyards cost 20 economic points to build and 1 economic point per turn to maintain.

Productivity represents all of the mining and industrial infrastructure that has been built in a system to extract resources and produce new units.

Raiders: These are pirates and brigands that prey on civilian shipping and undefended colonies. Players must protect their systems against these threats or risk suffering economic and Morale losses.

Raw Materials (often just called Raw) is the amount of resources that are available to be exploited by local industry and converted into economic points. Mineral rich star systems have high Raw values, but ease of extraction is also an important part of the equation because it's more expensive to access resource deposits on planets with harsh climates. Systems that have better planetary conditions therefore also tend to have higher Raw Materials values.

Readiness Modifier: In CSCR combat, the readiness modifier is the value that is added to your damage roll before multiplying if by your Anti-Ship (AS) or Anti-Fighter (AF) values. Readiness modifiers are incurred as the result of your *3.6.2.7 Surprise* roll at the start of the combat scenario. A readiness modifier cannot reduce a die roll below a minimum value of 1.

Rebellion: A system descends into rebellion once its Morale value reaches zero. Systems that are in rebellion have their Utilized Productivity values reduced to zero and a number of rebel ground forces appear that will try to seize control of the colony. See *3.9.5 Rebellion*.

Scenario: A scenario defines the setting, setup, and victory conditions for a campaign, including any optional rules that players should use when playing that scenario. A selection of pre-generated scenarios can be found in *5.1 Sample Scenarios*.

Scouts are units that have the Scout special ability. These units have scout functions that measure their electronic warfare capabilities. Scouts can have a major impact on combat scenarios, and are also used to perform exploration.

Sequence of Play: This is the order in which activities are resolved during every campaign turn.

Shipyards are planetary or orbital facilities that are used to build ships and flights. The amount of construction that a shipyard can perform is limited by its construction capacity and available slipways. Damaged shipyards can't be used to perform any construction or repair orders until they are themselves repaired.

Slipways: In ship construction, each ship built at a shipyard or planet occupies one slipway while it is under construction. Two ships cannot use the same slipway at the same time.

Special Abilities: Some units have truly exceptional qualities outside of the standard unit values and these are tracked as special abilities for campaign purposes. These abilities can either change the way that a unit behaves during the campaign, selectively breaking or altering certain campaign rules, or they can give the unit new abilities that go beyond what is normally possible for a unit of their type.

A complete list of special abilities and their effects are provided in *Chapter 5: Source Materials*. Most special abilities are assigned values that measure their overall level of effectiveness compared to other similar units that also have that ability. For example, an Assault (4) can support twice the Construction Cost of ground forces as one that only has Assault (2). Unrated abilities meanwhile have fixed conditions that never change from unit to unit.

Squadrons are the basic formations into which ships are assembled and tracked during the game. A squadron consists of a command ship and a number of additional ships whose total Command Cost doesn't exceed the squadron leader's own Command Rating. The command ship's own Command Cost doesn't count against this command limit. For example, a CR 9 battlecruiser that is commanding a squadron could include up to 9 CC of other ships with it in the squadron.

Star Map: A star map is a strategic map that plots the position of all of the star systems and jump lanes in the galaxy. Star maps are traditionally mapped out on hex grids with each hex containing a single system, however you can also create a map by arbitrarily placing star systems on the map and then connecting them together with jump lanes.

In moderated campaigns, each player should have his own star map that only shows the position of those systems that his empire has visited during the game or that it has learned about from its dealings with other powers. Maintaining a separate star map for every player in the game is a lot of work, however, and CMs often opt to use a single public map instead. This eliminates much of the fog of war element from the game but for some players it's a worthwhile concession for making the game play faster.

Starships are spacecraft, ranging in size from the smallest gunboat to the largest dreadnought, that are capable of moving between star systems using jump lanes. An empire uses its fleets of starships to project power across the galaxy. As such, starships are the most important element of an empire's military forces. Fixed defenses can help to protect a single star system from attack, but they can't be sent out on the offensive to capture enemy systems. This is the arena where starships come into their own, as they can be re-deployed as needed throughout your empire to counter alien threats as they arise.

Not all of an empire's starships are necessarily going to be armed for war, however. Support craft such as military supply ships, hospital ships, or tugs often are outfitted with little or no weaponry, the owner opting to focus on its given mission rather than worrying about arming it for battle.

Supply Depots are military installations that are used to extend supply lines out into surrounding star systems to keep friendly military forces in supply. Building a Supply Depot in a system converts it into a supply point that can be used to resupply nearby military forces. Supply Depots cost 20 economic points and have a Maintenance Cost of 1/1.

Supply Point: A supply point is a star system that is capable of resupplying friendly military forces. The requirements for a system to be considered a supply point can be found in *3.5.1 Supply Points*. Units are in supply if they can trace a basic supply route back to a supply point during the Supply Phase.

System: A star system is comprised of one or more planets, moons, and asteroid belts that orbit the same star. Each star system is given a unique name that clearly identifies it during the game. This can either be the name of the primary star ("Sol") or the most important planet in the system ("Earth").

A system has five statistics: Carrying Capacity, Raw Materials, Census, Morale, and Productivity. These statistics can either represent the overall quality of the system itself or describe the characteristics of the most important planetary body in the system. The details of what a system's statistics represent are largely left up to the imagination of the players. What matters is the amount of resources that are available in the system that a power can harvest and exploit.

System Importance: Each star system is assigned an importance that describes its overall material value. These importance levels are used to classify systems and allow players to easily ascertain their value without having to consult their actual statistics. The size of a star system's representation on a star map is usually linked to its system importance so that you can quickly differentiate systems by their importance when looking at the map.

Major systems contain Earth-like garden worlds that are prime candidates for colonization. These systems have the highest possible system resource values in the game, but they are also exceedingly rare. This makes them extremely valuable.

Minor systems possess worlds that are capable of sustaining life, but these planets are usually post-garden worlds that have barren environments or other adverse planetary conditions that make them less suitable for colonization.

Unimportant systems have hostile planetary environments that make them largely unsuitable for colonization. Scouts can sometimes find Unimportant systems that are rich in certain rare elements and others that have fair climates, but rarely will one of these systems have both.

System Income is the amount of economic points that an empire earns from a system each turn. This is

calculated by taking the system's Utilized Productivity times its Raw value.

Task Force: Squadrons are assembled into Task Forces during space combat engagements. One squadron in the Task Force is assigned the role of Task Force flag squadron, and its command ship serves as the Task Force flagship. The number of squadrons that a flagship can include in its Task Force (including its own) is equal to its Command Rating.

Tech Pool: The economic points that an empire invests into technology research are placed into its Tech Pool. The chance of gaining a tech advance increases as more economic points are invested into tech. *3.8.2 Tech Advancement* checks are made for each empire at the end of each campaign year. The Tech Pool is reset to zero if the empire's Tech Year increases as the result of this check, otherwise the economic points carry over to the next campaign year.

Tech Year: Each empire has a Tech Year that establishes how technologically advanced it is. All of the pre-generated alien factions that are included in this book have a starting Tech Year of 3000. Empires can only purchase units off their force list that have In-Service Dates (ISD) that are less than or equal to their current Tech Year.

Trade Fleets represent a collection of merchant ships that are used to move trade goods between systems. Empires earn income from their Trade Fleets during the Economic Phase, and this income supplements the income that they earn from their colonies. The default cost of a Trade Fleet is 10 economic points.

Transport Fleets are drawn from the pool of transports that are normally used to move materials and supplies back and forth between the worlds in your empire. This includes everything from the bulk ore haulers to small tramp freighters that are taking on odd contracts here and there to make ends meet.

The primary function of a Transport Fleet is to move ground forces and other cargo across the stars, as discussed in *3.3.2 Moving Cargo*. Any empire that intends to launch an invasion of a rival star system is going to need Transport Fleets to move its troops into the combat zone. Transport Fleets that aren't being used to move troops or cargo can be ordered to run *3.7.4 Construction Pipelines* to transfer construction capacity between star systems. The default cost of a Transport Fleet is 10 economic points.

Treasury: All of the economic points that an empire earns are placed into its Treasury. The player can then spend economic points from this pool to make new purchases or investments each turn.

Universal List: This is a generic force list that contains a number of basic campaign units that any empire in the game can purchase. These units are in addition to those found on the empire's usual force list. The unit classes found on the universal list tend to be non-combatant classes that fill support roles that might not otherwise be available to that empire.

Unrest: Colonies are in a state of unrest when their Morale values are less than half their Census but still greater than zero. Systems that are experiencing unrest are gripped by a deep malaise that can manifest itself in the form of labor stoppages, anti-government protests, and rioting. A system's Utilized Productivity is halved when it's in unrest. Round fractional Utilized Productivity values up.

Unit Class: A unit class defines the statistics that apply to all of the units that are members of that class. Each unit class is assigned a unique class name that is used to identify it during the game. A unit class can either be given an arbitrary name (ex: "Halcyon") or a utilitarian name (ex: "Destroyer-III"), but no two unit classes on the same force list can have the same class name. In the event that an empire receives a unit whose class has the same name as one of its existing units, the player must give the new unit class a different name to clearly differentiate it from the existing unit class.

Utilized Productivity: The amount of Productivity that a system's population is capable of operating is called its Utilized Productivity and is equal to the lesser of its Census or Productivity values. To put it a different way, each point of Census can only "utilize" one point of Productivity. Any excess Productivity beyond the system's Census value is left unused due to a lack of available manpower.



Chapter 2 ▸ Before the Game

This chapter walks you through all of the basic steps that are required to set up and run a *VICTORY BY ANY MEANS* campaign. When starting a game you must choose a scenario, pick your empires, set a time period, and finish setting up the game based on the starting conditions and special rules as dictated by your chosen scenario. Once these steps are completed you'll be ready to sit down and start playing the game.

2.1 ▸ Choosing a Scenario

Before the game, you must choose which scenario you're going to play. Several basic campaign scenarios can be found in *5.1 Sample Scenarios*. Each scenario includes a description of its premise, starting conditions for each of the players, any special rules that are to be used, and the victory conditions that need to be met in order to win the game. Additional scenarios will be provided in future expansions, and you can always choose to create your own scenarios.

If you're new to the rules, play a game or two of the Classic Duel (2 player) or Triangulation (3 player) scenarios to get a better feel for how the game operates in a small scale campaign setting. These scenarios give players control of established empires from the first turn of the game so that they can jump right into the action. This is an excellent starting point for players that are new to *VICTORY BY ANY MEANS* because it effectively eliminates the early exploration and expansion phases of the game and lets them immediately start waging wars and getting used to the economic and combat rules.

The Small Empires scenarios is recommended for players that are fans of the classic 4X strategy game genre. Small Empires is a "start from scratch" scenario where each player starts with a single homeworld and must expand outwards into the galaxy in search of galactic domination. This scenario offers more of a sandbox experience that encourages players to spend more time exploring and building up colonies with less emphasis on warfare and military conquest.

When choosing a scenario you should think about the type of game your players want to play to make sure

that the scenario will be a good fit for your particular group. How long of a campaign do your players want to play? Some scenarios are going to take longer than others to resolve, and some scenarios may take several campaign years to hit their stride depending on how limited the players' resources are at the start of the game. If your group isn't up for a long campaign it's going to be better to choose a scenario where each empire starts with a number of colonies and enough military forces to allow them to jump straight into the action on the first turn of the game.

2.2 ▸ Empire Selection

After choosing a scenario, the players take turns selecting which empires they are going to play in the campaign. This book includes eight different alien factions that players can choose from. The empire that you choose determines which types of units you'll have available during the game. Each empire has its own unique tech tree and no two empires are the same. This forces players to adopt different tactics and strategies depending on the empire that they're playing as — and who they are playing against.

The following is a brief overview of the empires that are included in this book. Complete descriptions for each of these factions are provided in *5.3 Sample Empires*. Force lists for each of these factions can be found in the appendices at the end of this book.

Brindaki Empire: mammalian desert dwellers whose fleet is built for long range operations

Graal Kingdoms: avians that are known for their fast warships and deadly disruptor weaponry

Human Commonwealth: a familiar species, they are jacks of all trades and masters of none

Jain Khanate: aggressive amphibians with a penchant for orbital bombardment and planetary invasions

Kili Republic: arboreals that have improved defenses that make them harder to damage

Loran Imperium: a parasitic species that relies on its carriers and strong fighters to carry them to victory

Senorian Federation: insectoids that are known for their ruthlessness and mastery of stealth technology

Tirelon Theocracy: subterranean scavengers that employ swarm tactics, both in space and on the ground

Your scenario may include additional empires that are specific to its particular campaign setting. While these empires are designed to be used with their associated scenarios, you can use them in other campaigns to expand the number of empires that your players have to choose from at the start of the game. These alien factions are usually going to be balanced against the sample empires, however there are some exceptions and it is ultimately up to you to decide which empires are allowed in your campaigns.

Experienced players can create their own alien empires using the guidelines found in *5.4 Creating Your Own Empire*. These empires can be alien powers of your own invention, or you can convert over your favorite sci-fi empire into the campaign system. Custom empires can be used alongside the sample empires or replace them entirely, depending on the type of campaign that you want to run. Creating your own custom faction gives you full control over the composition of your starting force list. This is an excellent opportunity to try out new military strategies to see how beginning with a different set of starting forces affects gameplay.

Randomly choose a player to go first. Starting with this player and proceeding clockwise, each player chooses an empire from the list of those available in your scenario. Once a player chooses an empire none of the other players can choose to play as that same power. They must pick one of the other available factions instead. Some scenarios might include special rules that apply to certain empires, and this might influence your decision as to which empire you want to play as. These kinds of scenario specific conditions should be clearly communicated to the players before they start selecting their empires.

2.3 ▸ Time Period

Players need to agree on a starting Tech Year for the campaign. This Tech Year establishes which units are available at the beginning of the game based on the In-Service Dates (ISD) provided on their respective force lists. Any unit that has an ISD that is less than or equal to the starting Tech Year is immediately available. Meanwhile, units that have an ISD greater than the selected Tech Year will only become available after an empire increases its Tech Year by successfully researching new technologies during the campaign.

The force lists that are included for the sample empires contain unit classes that range in Tech Year from 3000 to 3024. The default starting Tech Year is 3000. In the event that a campaign lasts long enough that an empire increases its Tech Year beyond 3024, the players can use the *5.4 Creating Your Own Empire* rules to add new unit classes to their force lists at those higher tech levels. Advanced force lists for the sample empires will appear in future supplements.

2.4 ▸ Choose Optional Rules

Now is the time to decide whether or not you'll be using any optional rules in your campaign. You can use one or more of the rules found in *Chapter 4: Optional Rules* or else you can create and use your own house rules. You must make a list of all of the optional rules that are being used in your campaign before you start the game. That way everyone will know which optional rules are being used.

New players should stick to the basic campaign rules until they are more comfortable with *VICTORY BY ANY MEANS*, then they can start playing with the advanced or optional rules that are found later in this book.

2.5 ▸ Map Setup

The players must choose a map to use for their campaign. A series of generic maps of different sizes that can be used with any scenario are included in the appendices. Many scenarios include star maps that have been tailored to their specific setting as part of the scenario package. If you don't want to use a pre-generated map, you can instead choose to randomly generate a new map using the *2.5.3 Random Galaxy Generator*.

2.5.1 ▸ Map Iconography

Players rely on star maps to give them a sense of the general strategic environment and determine the movement options that are available to their forces. For this reason it's important for all of the elements on the map to be clearly labeled and identifiable to prevent confusion during play. To this end, it's advised that players use a standard set of map iconography guidelines for their campaign maps as it will make it easier for players to pick up a map and know exactly what each element means.

Star systems should appear as circles or some other form of star-like icon on the map. It's customary for the size of a star system's marker to correlate to its system importance so that players can look at the map and instantly ascertain which star systems contain the most resources. Inhabited systems are typically color coded to identify which empire controls them. Neutral systems that haven't been colonized yet are assigned a white or neutral grey color to differentiate them from other player controlled system. This color coding system allows players to determine who controls a system simply by looking at the map.

Player home systems should have a starburst effect applied to them to denote that they contain an alien homeworld. These home systems often represent the location of starting positions on the map, too, but that can differ from map to map depending on the scenario. Imperial capitals are marked with a star to clearly identify their position on the map.

Jump lanes should appear as lines that connect systems together on the map. Each class is assigned a unique style or color to clearly identify them on the map. A recommended scheme that works well with grayscale printing is a dark solid line for major lanes, a lighter solid line for minor lanes, and a dashed line for restricted lanes. This keeps the lane styles distinct enough to stand out at a glance and still be recognizable when the map is printed out using a grayscale printer.

The size and extent of each empire's sphere of influence should also be depicted on a campaign map. The simplest manner to demarcate these spheres of influence is to draw a shaded linear border around all of an empire's systems. Applying a background color to these regions makes it clear which star systems are included within an empire's sphere of influence.

2.5.2 ▸ Generic Maps

The generic maps found in this book are included for players who either want to play on a predefined map or that don't have the time to create a random galaxy map. The generic maps come in five different sizes: Tiny (2 player), Small (3 player), Medium (4 player), Large (5 player), and Huge (6 player). Each map is comprised of a single "hub" system that is surrounded by a number of rings of extra systems equal to the number of players in the game. For example, a Huge

map has a central hub system plus six rings of systems around it. These maps are compatible with all of the scenarios listed in *5.1 Sample Scenarios*. Statistics for each of the systems on these maps can also be found in the appendices. These values can be altered by the CM to suit their needs or they can be used as-is in any game. Blank map templates for each of these generic maps are also included in the appendices so that players can easily print out a copy and starting creating their own star maps.

2.5.3 ▸ Random Galaxy Generator

The following rules can be used to randomly generate a new star map using a hex map to guide system placement. Creating a random map provides a unique experience that is different each time you play the game. A random map is generated starting from a central system at the center of the map (the "hub") and working outwards by adding additional "rings" of hexes, with each hex containing a different star system. As you generate each system's statistics you'll determine if additional systems need to be created in the next ring.

2.5.3.1 ▸ The Hub

The first system on the map is the hub that is located in the central map hex. This is a special system and is always a Major (Homeworld) system that has six jump lanes that connect it to each of the systems in the first ring. This ensures that the hub system will be a strategically important system and a nexus for hyperspace travel as players move from one side of the map to the other regardless of what the rest of the map ends up looking like when you finish creating the star map.

2.5.3.2 ▸ The Rings

Several rings of additional map hexes are placed around the center hex that contains the hub system. The number of rings that a map should have is equal to the number of players in the game. A map created for a five-player game will have five rings of hexes surrounding the hub, for example.

Roll on the system generation tables to generate statistics for each of the systems in the current ring. Rolling up stats for these systems will determine how many jump lanes they have and how many of them connect to systems in the next ring. Once you're done generating systems in the current ring, proceed to the next ring. Continue generating statistics for the systems until you reach the last ring.

2.5.3.3 ▸ The Last Ring

The last ring of the map is where all of the player home systems are located. Any jump lanes in the last ring that attempt to connect to systems that are located in the next ring up are simply removed from play. System statistics are generated normally for the systems in this ring; however, any systems that are chosen as player homeworlds later during setup will have their statistics changed to the default values for a player home system.

If you end up with fewer systems in the last ring than the number of players, give the system with the fewest jump lanes in the next to the last ring an extra jump lane and then connect it to a new system in an empty hex in the last ring. If more than one system in the next ring is tied for the fewest jump lanes, randomly select one of the eligible systems to receive the extra lane. Repeat this procedure until there is at least one system for each player in the last ring.

2.5.3.4 ▸ System Generation

Players roll on a series of system generation tables to randomly determine the statistics of new star systems as they add them to their star maps (see Exhibit A on pages 22 and 23).

After generating the hub system, roll randomly to choose which system in the next ring you'll generate statistics for first. Generate the remaining systems in that ring in clockwise order, then proceed to the next ring. Complete these four steps to generate a system:

Step 1 ▸ Roll for System Importance

Rolling on the System Importance Table determines the system importance and colony size of the star system. These two characteristics are then used to find the base statistics for the system, as shown on the Base System Statistics Table.

It is important to note that the Census, Morale, and Productivity results indicated on this table only apply if the system ends up being inhabited at the end of campaign setup. All uninhabited systems reduce these statistic values to zero before the game begins.

Step 2 ▸ Roll for Special Traits

Each system receives one or more special traits that acts to randomize its base statistic values. The number of rolls that a system makes on the System Traits Table is based on its system importance. Unimportant systems roll once, Minor systems roll twice, and Major systems roll thrice. The effects of these special traits are cumulative.

Any system that rolls a *System Anomaly* result on the Special Traits Table contains something peculiar. This can be a nebula, ancient ruins, or a strategic resource deposit. The specifics are left up to your scenario or CM. In campaigns where anomalies don't make any sense, just treat this as a *Roll Twice* result.

Step 3 ▸ Roll for Number of Jump Lanes

The number of jump lanes that connect to a system is determined by rolling on the Jump Lanes Table. However, the system you are resolving will have at least one jump lane connecting to it already. The jump lanes already connected to the system count against the system's total number of jump lanes. If the number of jump lanes rolled for a system is less than the number already connected to it, add no further lanes but don't remove any of the existing lanes, either. A system may end up having more jump lanes connect to it later on if future systems generate new jump lanes that link back to it.

Step 4 ▸ Roll for Jump Lane Position

The system's jump lanes must now be connected to other systems. The first jump lane in the system will always connect to a system in the next ring up. If no system exists in that ring, create a new system and connect the jump lane to it. This ensures that the system will have at least one jump lane connecting to the next ring.

For each remaining jump lane, roll on the Jump Lane Position Table to determine where the jump lane should connect to. Depending on the die result, a jump lane will either connect to a random system in the previous ring, the same ring, or the next ring. Jump lanes should connect to the nearest applicable neighbors, if at all possible. When a jump lane connects to a system in the previous ring it will increase the number of jump lanes connecting to these already resolved systems.

If a system has already linked to all possible targets of a Jump Lane Position Table result, simply re-roll until you can legally position the jump lane.

2.5.3.5 ▸ Finalizing the Map

After all of the systems have been placed on the map, it's time to finalize the map by determining the quality of the jump lanes. Roll on the Jump Lane Class Table for every jump lane on the map. Apply modifiers to the roll based on both systems that the jump lane connects to. For example, if both the systems that a jump lane connects to are Unimportant then the lane would have a -2 modifier to its roll on the Jump Lane Class Table (i.e., -1 for each Unimportant system).

The map is complete once all of the jump lanes have been assigned a class. It's now setup and ready for you to use in your campaign!

2.5.4 ▸ Master Systems List

The master system list is a comprehensive list of all of the star systems in the game and their associated statistics. In some campaigns the master systems list may be completely populated at the start of the game, which is the case when the boundaries of the map are set in stone before the game begins with no possibility of the players finding any new systems. At that point the players only have to worry about keeping the list up-to-date based on events that affect these system statistics. However, in games that have a strong exploration focus, the CM or players will be continually adding systems to the list as their scouts continue to discover new worlds out along the rim of known space.

In moderated campaigns, only the CM will have access to the master systems list and it is his responsibility to keep the list current. However, in games without a moderator, all of the players in the game have access to the list and it becomes a community effort to make sure that all of the system information is correct.

2.6 ▸ Setting Up the Game

Once a scenario, time period, and map have been selected and each player has chosen an empire, you can finally start setting up the game. The players must place their homeworlds and colonies on the map, determine the initial diplomatic relations between their empires, and then purchase and place their

Exhibit A: System Generation Tables

System Importance Table (2d6)

Roll	System Importance	Colony Size
2-3	Unimportant	Outpost
4-5	Unimportant	Settlement
6-7	Minor	Minor Colony
8-9	Minor	Colony
10-11	Major	Major Colony
12	Major	Homeworld

Base System Statistics Table

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

Special Traits Table (2d6)

Roll	Special Trait
1	System Anomaly (or Roll Twice)
2	Fair Government (+1 Morale, +1 Productivity)
3-5	Rare Metals (+1 Raw)
6	Fair Climate (+1 Productivity)
7	Precious Minerals (+2 Raw)
8	Heavy Industry (+2 Productivity)
9	Expanded Population (+1 Census, +1 Morale)
10	Robust Economy (+1 Capacity, +1 Productivity)
11	Fair Biosphere (+2 Capacity, +1 Census)
12	System Anomaly (or Roll Twice)
13	Roll Twice

Modifiers:
-1 Unimportant System
+1 Major System

Exhibit A: System Generation Tables (cont.)

Jump Lanes Table (d6)

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

Modifiers:
-1 Unimportant System
+1 Major System

Jump Lane Position Table (d6)

Roll	Jump Lane Position
1	Link to a system in the previous ring
2-4	Link to system in the same ring
5-6	Link to a system in the next ring

Note: Systems in the last ring that roll a 5+ on this table remove a jump lane instead of adding a new system. This is because no systems can be added beyond the last ring of the map.

Jump Lane Class Table (d6)

Roll	Jump Lane Class
2 or less	Restricted Lane
3-4	Minor Lane
5 or more	Major Lane

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

starting forces. After these steps are complete you'll be ready to start playing the game.

Scenarios can specify the exact starting conditions for the campaign. This is mostly seen in scenarios that are attempting to recreate a "historical" conflict, and in that context it makes sense for the scenario to tell the players exactly what resources they have available at the start of the game and where all of their forces are currently located. For this reason it's important that you consult your scenario when you're setting up the game to see what specific instructions it has that might affect campaign setup.

2.6.1 ▸ Choosing Homeworlds

The players take turns choosing systems in the last ring to be their homeworlds. The minimum distance between home systems is found by dividing the number of systems in the last ring by the number of players in the game, dropping any fractions. This is how many jumps apart the homeworlds must be from each other. This forces players to spread out their homeworlds and space themselves more evenly around the outer edge of the map. Each player must select a system that won't prevent any of the remaining players from being able to legally place a homeworld on the map.

Any system that is selected as a player's homeworld automatically receives the base Homeworld stats, as shown on the Base System Statistics Table. Any special traits rolled during system generation are then applied to the system to further improve its statistics. Some players may prefer to ignore these special traits in order to ensure that they all start the game with identical home systems. This is perfectly acceptable, but must be agreed upon by all of the players before the game begins.

2.6.2 ▸ Placing Starting Colonies

Once homeworld selection is complete, players then take turns placing their initial colonies on the map. The number of colonies that each player starts with is determined by your scenario. It's recommended that each empire start with 1 Major system, 2 Minor systems, and 3 Unimportant systems in addition to its homeworld. This gives each player a suitable economic base from which to grow and expand during the early part of the game.

Random map generation rarely gives players the opportunity to acquire such a perfect alignment of systems when they're placing their initial colonies. As a result, each player receives a number of colony points that can be spent to claim systems during map setup. The default colony point total is 6 times the number of players, however players can adjust this up or down depending on how much real estate they want their empires to control at the start of the game. A system's colony point cost is based on its colony size as follows: Outpost (1), Settlement (2), Minor Colony (4), Colony (6), Major Colony (8), Homeworld (10).

Colony placement is resolved in the reverse order of homeworld placement. The last player to place a homeworld on the map gets first choice on which other systems his empire controls. That player places all of his available colonies before the next player gets to place any of his on the map.

Players can only place colonies in systems that are connected to one of their other systems by a jump lane. This ensures that all of the empire's starting worlds will be contiguous to one another. More to the point, it prevents a player from spreading his starting colonies all over the map with the goal of scooping up all of the best systems before his opponents get a chance to place their own colonies.

Continue placing colonies on the map until the last player (i.e., the one that got first pick during homeworld placement) has finished placing his empire's starting colonies.

Any systems that aren't controlled by any empires after all starting colonies have been placed on the map will start the game in an uninhabited state. Reduce their Census, Morale, and Productivity values to zero. These are the neutral systems that the empires are going to be fighting over during the game. It's up to the players to move Colony Fleets in to colonize these systems during the campaign.

Player's Note: *There's nothing wrong with running campaigns where each player only starts with a homeworld system and no other colonies. The main disadvantage is that it will take several years for these empires to get any colonies set up in other systems, and this encourages games that focus solely on capturing enemy homeworlds instead of establishing new colonies.*

2.6.3 ▸ Political Situation

Scenario rules often establish the political situation that exists at the beginning of the game. This lets the players know who their friends and enemies are at the start of the campaign so that they can plan accordingly when it comes time to start purchasing and placing their starting forces.

If your scenario doesn't specify the starting diplomatic relations between each of the player empires, the players are free to engage in negotiations before the game to determine what treaties they want to have signed with their opponents at the start of the game. Importantly, this lets them enter into trade agreements that they can then use to place Trade Fleets in each others territories when they are purchasing their starting forces.

All of the treaties that players sign before the game are publicly revealed before moving on to the next step of campaign setup. This ensures that everyone knows where they stand with their neighbors, and it gives them a chance to see a clear picture of the political landscape before they begin purchasing and placing their starting forces.

CMs may want to impose limits on just what kinds of treaties that their players can sign before the game. Allowing players to form pre-game alliances can have a disruptive effect on the game if it forces their opponents to use more of their limited resources to defend against the alliance. Under normal circumstances these resources would've been used to grow and expand during the early game, and an empire whose growth is stunted during the early game might not be able to recover if conditions aren't right later on in the campaign.

2.6.4 ▸ Purchasing Starting Forces

Players are normally given a fixed number of economic points that they use to purchase starting forces for their empires before the game. The number of economic points each player has to spend varies from scenario to scenario. When the amount of points to purchase starting forces is not defined, a default of five (5) times the player's total System Income is used. This is normally enough economic points to field a respectable military at the start of the game.

These points can be spent on units of the player's choosing that are available to his empire. Unit availability is based on the Tech Year that the empire is beginning the campaign at. All units that have an ISD less than or equal to the empire's starting Tech Year are available to the player. For example, if a campaign has a starting date of 3005 the players can only purchase units off their force lists that have an ISD of 3005 or earlier. A player won't gain access to any of the more advanced units off his force list until his empire's Tech Year increases during the game.

In addition to the units on their own force lists, players may also purchase units off of the universal list which contains a selection of basic campaign units that all empires are able to build regardless of their Tech Year. This includes things like Supply Depots, Orbital Shipyards, Planetary Shipyards, and convoys. If your empire seems to be lacking a certain type of unit, you'll probably find a unit on the universal list that can serve in that mission role.

Some scenarios also give your empire a number of free starting forces that are in addition to those that you can purchase with your initial allotment of economic points. It's fairly common for scenarios to give empires one or more free Supply Depots, Orbital Shipyards, Planetary Shipyards, or convoys. This ensures that the empires will start with a certain level of basic infrastructure already in place regardless of how they spent their starting points.

The total amount of economic points spent on starting forces cannot exceed the number of economic points that the empire was given to purchase starting forces with. Any points that the player doesn't spend are placed into his empire's Treasury and will carry over to the first campaign turn. It's best to spend as many of your starting points as you can during campaign setup. Spending fewer starting points gives you more purchasing flexibility once the campaign begins, but you'll likely be placed at a disadvantage compared to any of your neighbors that spent all of their starting points on military forces.

Players are free to adjust the number of economic points their empires have available to spend on starting forces before the game. Increasing the number of economic points that players are given to purchase starting forces is an easy way to jump start

a campaign. The purchases that are made with these extra economic points are purchases that the players would normally have made during the first few dozen turns of the campaign. Also, because these starting points are usually spent on extra military units, each player is going to be in a better position to start early wars with their opponents. Just be aware that the larger your starting military forces are the more they will cost to maintain, which can be a problem for empires that can't generate enough income to cover those extra maintenance costs.

2.6.5 ▸ Starting Force Considerations

As a player, there are many things you have to take into consideration when you're purchasing your empire's starting forces. Your first concern is to make sure that you purchase enough military units to adequately defend your holdings at the start of the game. This means purchasing enough defenses to protect all of your colonies while still having ships available that you could move into nearby neutral systems to stake a claim for your empire and keep them out of your opponent's hands. You also have to make sure that you have enough shipyards and Supply Depots available to meet your empires immediate ship construction and logistics needs, respectively.

In most cases, you won't have enough starting points to purchase sufficient military forces to properly defend all of your systems. This leaves you in a position where you must decide to either purchase fewer but more powerful units or a larger number of cheaper, less capable units. This is the classic philosophical question of quantity versus quality. Usually it's better to diversify your military so that you can have larger fleets in your empire's most strategic systems while still maintaining small patrol fleets in the others.

Another issue that players often wrestle with is when and where to invest starting points into fixed defenses (bases, minefields, flights) at their colonies. These kinds of defenses can be quite effective because you can bring large numbers of them into a Defensive space battle at no command cost, and their presence in a system is often enough to dissuade an opponent from launching an attack. Unfortunately, fixed defenses are by their very nature immobile and most players prefer to spend their resources on mobile fleet elements that they can redeploy as needed.

The best use of fixed defenses is to place them in strategic choke point systems. These are the systems that an enemy must break through in order to gain access to the jump lanes that lead to your empire's other colonies. Similarly, star systems that have large numbers of jump lanes connecting to them also tend to be good candidates for fixed defense investment.

When you're planning the defenses for your starting systems it is worth considering using flights and minefields to protect worlds that don't warrant a major fleet presence. These planetary defenses are cheap to build and maintain and can be easily replaced should they be eliminated by an alien fleet.

Players must also remember to spend some of their starting points on ground forces to protect their colonies against alien invasion or insurrection. Because this game focuses so much on space combat it's easy for players to forget that they need to garrison their planets. A good rule of thumb is to have at least one ground force for every Census in the system. If you don't have enough troops guarding your systems you'll leave them vulnerable to invasion by even a token enemy assault force.

2.6.6 ▸ Placing Starting Forces

After purchasing your empire's starting forces you have to decide where to place them on the map. You can place your starting forces in systems that are at most one jump away from a system that your empire already controls (i.e., at your homeworld or initial colonies), but you cannot place starting forces in systems that are controlled by other empires. An exception is made for Trade Fleets, and you can place them in an opponent's systems as long as your empire already has a Trade relationship with them.

The initial placement of your military forces is typically not a major concern because most of them can be redeployed to other systems during the game. For example, fleets of starships can use jump lanes to move to other systems as needed, and most other types of units can be loaded on to transports and then moved to other locations where they can be disembarked. If a fleet gets placed in the wrong system by mistake at the start of the game, you can always just move it to another location on a future turn. This kind of movement is routine.

On the other hand, fixed defenses (including orbital system improvements like Orbital Shipyards) usually can't be moved after they are built. There are a few ways that you can move defenses from one system to another, but it's not very common. This makes it more important for you to pick the right system to place them in at the start of the campaign.

Orbital defenses (bases and minefields) should be placed in a player's more strategically important systems to guard them against enemy attacks. Jump lanes tend to constrain movement on the star map, which means there are usually a few natural choke point systems that an empire can fortify and protect that will prevent an opponent from gaining access to his other systems. The wise deployment of mobile and static forces allows an empire to maintain a safe border against aggressors as they expand.

You should consider where your opponents are likely to place their starting forces when you are deciding where to place your own starting forces. You don't want to be caught flat footed on the first turn of a campaign when an opponent declares war on your empire and moves a powerful armada into your territory from an adjacent star system. Look at the campaign map and see if there are any strategically valuable systems that you may need to secure with your starting forces. If these systems are within a jump of your existing systems you can place some of your starting forces there now. Otherwise, you should instead plan on putting your forces as close to them as you can so that they can make a beeline for the systems at the start of the campaign.

Sequence of Play

(3.1) Economic Phase

(3.2) Turn Orders Phase

(3.3) Movement Phase

(3.4) Politics Phase

(3.5) Supply Phase

(3.6) Combat Phase

- (3.6.1) Encounters
- (3.6.2) Space Combat
- (3.6.3) Orbital Bombardment
- (3.6.4) Ground Combat
- (3.6.5) Blockades

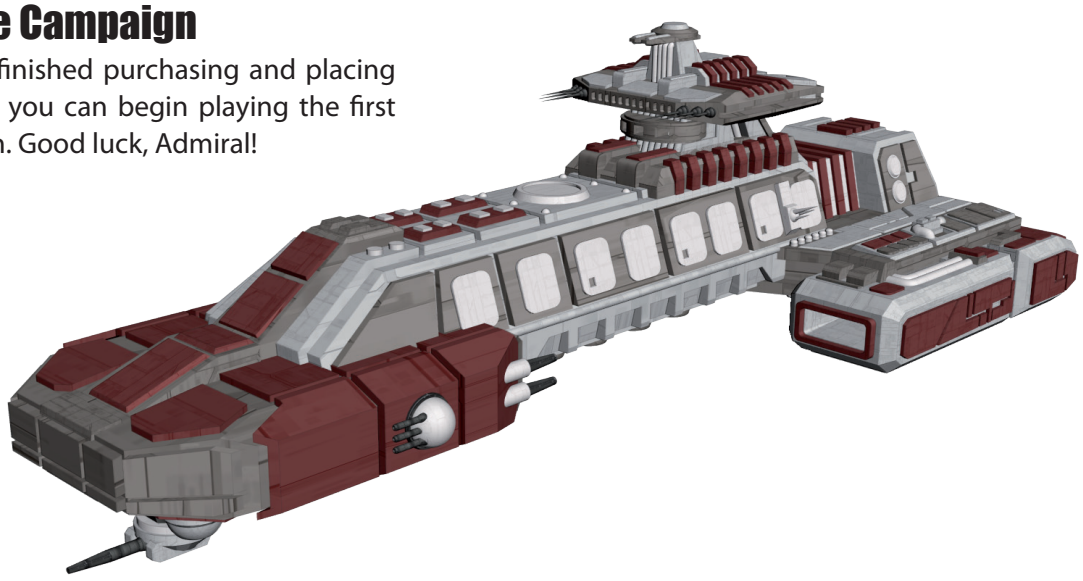
(3.7) Construction Phase

(3.8) Tech Phase

(3.9) Update Phase

2.6.7 ▸ Start the Campaign

Once everyone has finished purchasing and placing their starting forces, you can begin playing the first turn of the campaign. Good luck, Admiral!





Chapter 3 ▸ Playing the Game

Once you've finished setting up your campaign, it's time to start playing the game. The campaign turn is the basic unit of timekeeping in *VICTORY BY ANY MEANS*, and a campaign is resolved by playing through multiple campaign turns until one of the players fulfills his empire's victory conditions for the scenario. Each turn is divided into different phases, and the order in which these phases are resolved is called the Sequence of Play.

A campaign turn begins with the players evaluating the economic state of their empires in the Economic Phase. This is immediately followed by the Turn Orders Phase where the players record their orders for the turn. These orders are than resolved during the appropriate phase of the campaign turn. All orders within a phase are resolved simultaneously. Players must completely resolve their actions in the current phase before they can advance to the next phase of the campaign turn. Play advances to the next campaign turn at the end of each Update Phase.

The rules in this chapter are presented in the same order as they appear in the Sequence of Play. This makes it easier to learn the rules because you can read through the book phase-by-phase and resolve turn orders as you go. It also gives new players a better sense for the flow of a campaign turn while at the same time helping veterans to find and reference rules as they go through a turn.

3.1 ▸ Economic Phase

Empires live and die by the strength of their economies. Players begin the campaign turn by calculating their income and expenses to determine how many economic points they will have available to make purchases this turn. Income is derived primarily from two sources: star systems and trade routes. Other miscellaneous income can be earned via random events or from payments made to your empire from other players. Expenses typically are limited to maintenance costs, although certain incidental miscellaneous expenses can also be incurred.

The number of economic points that an empire earns each turn is calculated using the following formula:

System Income + Commerce Income + Miscellaneous Income - Maintenance Cost - Miscellaneous Expense = Total Income

In short, we take the economic points generated by a player's colonized systems (System Income), add income from any other sources (Commerce Income and Miscellaneous Income), and then subtract from this total the costs associated with operating the empire's infrastructure (Maintenance Cost and Miscellaneous Expense).

Income earned during the Economic Phase is placed into an empire's Treasury. During the Turn Orders Phase, players spend economic points from their respective Treasuries to make purchases. Economic points that are left unspent in the Treasury carry over to the next campaign turn. You won't be able to make any purchases this turn if your Treasury balance is currently a negative value.

3.1.1 ▸ System Income

System Income is the total economic output of all of an empire's colony worlds. A system's economic output is calculated by multiplying its Utilized Productivity times its Raw statistic. Utilized Productivity is a special derived statistic that is equal to either Census or Productivity, whichever is lower. This is the amount of local industry that the population can actually operate. Simply put, each point of Productivity in a system requires a Census in order to provide any tangible benefit. Additional Productivity goes unused because there aren't enough Census to "utilize" it.

Morale can have an effect on Utilized Productivity. A system's Utilized Productivity is halved when it is in a state of unrest (Morale less than half its Census but greater than zero), and Utilized Productivity is reduced to zero when it is in a state of rebellion (Morale is at zero). Round fractional Utilized Productivity values up to the nearest whole number.

Systems that are currently blockaded by enemy forces (see *3.6.5 Blockades*) won't produce any System Income until the blockade is lifted. This has the dual effect of encouraging players to properly defend their colonies while at the same time making it possible for an attacker to deny their opponent's income simply by blockading their systems.

Example #1: *The Brindaki empire currently controls two systems: Asdra (10 Census, 8 Morale, 12 Productivity, 4 Raw) and Iolor (4 Census, 3 Morale, 3 Productivity, 2 Raw). Asdra's Census is lower than its Productivity, which means that it has a Utilized Productivity of 10. The system's economic output is therefore equal to 10 (Utilized Productivity) times 4 (Raw), or 40 EP per turn. Iolor's Productivity is less than its Census, so it has a Utilized Productivity of 3. The system's economic output is equal to 3 (Utilized Productivity) times 2 (Raw), or 6 EP per turn. The Brindaki player totals the economic outputs of his systems during the Economic Phase, which gives him 46 economic points of System Income for the turn.*

Example #2: *If Iolor had 1 Morale it would be in a state of unrest (Morale less than half its Census), and its Utilized Productivity would drop to half that of normal, which rounds to 2 Utilized Productivity. This would reduce its output to 4 EP per turn. If Iolor was in a state of rebellion (0 Morale) or blockaded by an enemy fleet its output would drop to 0 EP per turn.*

3.1.2 ▸ Commerce Income

Empires can place Trade Fleets in systems in order to establish *3.3.5 Trade Routes* that they can then use to generate Commerce Income. Total the Utilized Productivity values of all non-blockaded systems where your empire has active Trade Fleets to calculate the number of economic points earned by your Trade Fleets this turn.

Trade Fleets won't produce any Commerce Income this turn if they are crippled, located in blockaded systems, or unable to trace a path of jump lanes back to a supply point that doesn't pass through systems that contain enemy fleets or are controlled by powers that it doesn't have Trade relations with. Fulfilling these requirements demonstrates that the Trade Fleet can safely move trade goods back and forth from its location to its owner's other systems.

Example: *Building on the previous example, the Brindaki player has Trade Fleets in both Asdra and Iolor. These systems have a total of 13 Utilized Productivity, for a total of 13 EP of Commerce Income per turn.*

3.1.3 ▸ Miscellaneous Income/Expense

Occasionally, a random event or other one-time payment will provide your empire with extra income or expenses for the turn. These miscellaneous income and expense items are added to the player's Treasury when they update their finances in the following Economic Phase.

3.1.4 ▸ Maintenance Costs

Nearly every unit that a player purchases demands upkeep in the form of a Maintenance Cost in order to keep them operational. Generally speaking, the larger or more expensive the unit, the higher its Maintenance Cost will be. All Maintenance Costs are provided in fractional notation, such as 1/6, where the numerator (1) is the amount of economic points that are required to maintain a number of units equal to the denominator (6). In this example, it costs 1 economic point to maintain a maintenance group of up to 6 units of this class.

These Maintenance Costs are evaluated for each specific class of unit in service. For example, if you have an Atlantic light cruiser that has a Maintenance Cost of 2/4 and your empire has 24 active units of this class in service the total Maintenance Cost for this class would be 12 economic points because you have 6 full maintenance groups of Atlantic cruisers in service and each group (including partial groups) costs 2 economic points to maintain. Building an additional Atlantic light cruiser would cause the total Maintenance Cost of the class to increase to 14 economic points as you'd be paying to maintain an extra maintenance group for the class as partial maintenance groups of this class still cost the full 2 economic points to maintain.

Should you end up building a new heavy cruiser class, the Pacific, maintenance would be calculated separately for this class. If the Pacific has a maintenance cost of 2/3, it would cost 2 economic points to maintain each maintenance group of 3 units of this class. Building your first Pacific would then increase your total maintenance expense by 2 economic points per turn. The maintenance expense would remain steady at 2 economic points per turn until the fourth ship of the class was built, at which point the expense for the class would increase to 4 economic points per turn.

This maintenance system encourages players to produce units in groups, and to only build unit classes that they actually need. It discourages using several different classes of destroyer, for instance, because you're more likely to have more partial maintenance groups that you still must pay full maintenance for.

Units can be placed into special maintenance states that can reduce their Maintenance Costs while restricting the actions that they are allowed to perform. Units start out in an ***Active*** state which means that they are fully-operational and combat ready. Only Active units pay their full Maintenance Costs.

Units that are placed into ***Reserve*** status remain equipped for duty but have been partially decommissioned to reduce costs at the expense of combat readiness. Reserve units pay only half the normal Maintenance Costs (round up), however their combat factors are reduced to half that of normal (round up), they can't perform jump lane movement or be embarked aboard transports, and they always start in the Reinforcements Pool at the start of combat.

Mothballed units have returned to base and completely decommissioned and are laid up in ordinary at friendly bases. Their weapons and various other important systems have been stripped out and are now being stored on-site in anticipation of the day when they may need to be reactivated. Mothballed units can't participate in any battles that are fought at their location, nor can they be loaded on to transports and moved as cargo. The only action that a Mothballed unit can perform is to be reactivated. Units that are in mothballs don't cost anything to maintain.

Maintenance Costs are calculated independently for each class in each of these three maintenance states. For example, if you have 3 Active heavy cruisers, 2 Reserve heavy cruisers, and 4 Mothballed heavy cruisers, the total Maintenance Cost for units of this class are 2 for the Active cruisers, 1 for the Reserve cruisers, and 0 for the Mothballed cruisers for a total of 3 economic points.

Empires commonly place units in Reserves or Mothballs during peacetime to reduce their Maintenance Costs so that they can use those resources to fund infrastructure investment and expansion. This allows an empire to economically maintain a combat reserve

that can be reactivated during times of crisis to bolster their other Active military forces.

Example: *The Human player has the following units currently in service. The value in parenthesis is the Maintenance Cost for a unit of that class, followed by the number that they have in each maintenance state:*

3 Artemis CA (2/3) ▸ 3 Active

4 Prometheus CX (3/4) ▸ 3 Active, 1 Mothballed

3 Europa CVA (3/6) ▸ 3 Reserve

7 Apollo CL (2/4) ▸ 4 Active, 3 Reserve

10 Sparta FF (1/6) ▸ 10 Active

1 Olympus Base (3/3) ▸ 1 Reserve

8 Javelin Defsat (1/12) ▸ 8 Active

48 Arrow LF (1/16) ▸ 19 Active, 29 Reserve

6 Infantry (1/6) ▸ 6 Active

We now review maintenance for each class to calculate how much the Commonwealth has to spend each turn to maintain them. This calculation is done by maintenance state for each unit class.

3 Active Artemis CA cost 2 EP

3 Active Prometheus CX cost 3 EP

1 Mothballed Prometheus CX cost 0 EP

3 Reserve Europa CVA cost 2 EP

4 Active Apollo CL cost 4 EP

3 Reserve Apollo CL cost 1 EP

10 Active Sparta FF cost 2 EP

1 Reserve Olympus Base cost 2 EP

8 Active Javelin Defsat cost 1 EP

19 Active Arrow LF cost 2 EP

29 Reserve Arrow LF cost 1 EP

6 Infantry cost 1 EP

This gives the Humans a total Maintenance Cost of 21 economic points per turn to maintain all of their armed forces. These costs could be reduced if the player places more of their units into Reserve or Mothballed status. The Prometheus light scout cruisers are particularly expensive to maintain, and shifting them to Reserve or Mothballed status would be a quick way to reduce the Commonwealth's maintenance burden.

3.2 ▸ Turn Orders Phase

Players record their actions for the turn on their respective turn sheets during this phase. Players must consider every facet of their empire — including economics, intelligence, diplomacy, technology, movement, and combat — when recording their turn orders. Some of the actions that a player can command as part of his turn orders include spending economic points from his empire's Treasury, purchasing new units, launching Intel missions, and issuing movement orders to existing assets.

All of the orders that you give during the Turn Orders Phase are performed during the appropriate phase of the Sequence of Play later this turn. When resolving orders, the current phase must be completely resolved before play can progress to the next phase in the Sequence of Play.

3.2.1 ▸ Imperial Asset Sheets

VICTORY BY ANY MEANS uses a number of different forms to record and track the current state of an empire's assets. These are collectively referred to as imperial asset sheets. A player receives updated asset sheets at the start of every Turn Orders Phase that shows the location and disposition of all of his empire's various assets. The empire's name, the current campaign turn, and economic activity for the turn are shown at the top of the imperial asset sheet for ease of reference. This lets the player know exactly which turn this record sheet applies to and what resources his empire has available to spend when he references the sheet to draw up his turn orders for the turn.

Sample versions of the basic imperial asset sheets are included with this book. Players are encouraged to create their own versions of these forms to tailor them specifically to their group's own unique play style, altering them as necessary to make it easier for them to resolve turns in a timely manner. For example, a player could list all of his colonies on one form and then use a separate form to track his military forces. It's ultimately up to the players to determine what format is best for their group and adjust their imperial asset sheets accordingly.

3.2.2 ▸ Recording Turn Orders

Each player records orders on his empire's turn order sheet during the Turn Orders Phase of every turn. Sample turn sheets are included with this book, but players are free to create versions of their own design if they so choose. The order in which commands are written on the turn orders sheet should match the Sequence of Play for a campaign turn. For example, all of the movement orders that you give your fleet should go in the Movement Phase section of the turn orders sheet, while Intel missions and diplomatic actions would be found in the Politics Phase section. This makes it easier to determine which phase of the turn the orders are to take effect.

Even if you're playing with a CM, it is necessary for each player to record all of his orders for the turn on his turn sheet. Any action the player wants to perform the turn must be recorded in order for it to happen later this turn!

What follows is an overview of the most common types of orders that a player will issue to his empire each turn. This list isn't meant to be comprehensive by any means, but it does give you an idea of what kinds of orders you'll be recording every turn.

3.2.2.1 ▸ Fleet Reorganization

Players can reorganize their military forces to form new squadrons and fleets during the Turn Orders Phase. Military units that were completed last turn are assigned to squadrons at this time. New squadrons can be created using new construction or by splitting off ships from existing squadrons. A player can also merge his existing squadrons if one command ship has enough Command Rating to cover the Command Costs of the other units that are being added to its squadron. This kind of reorganization is often done on the turn after a major fleet battle when you have multiple squadrons that are all under strength because they took heavy losses.

Fleets can also be reorganized at the start of the turn. Players can create new fleets out of the squadrons that they just created or reorganized, or shift squadrons between existing fleets to get them ready for movement or combat later this turn. For example, you could move several fleets to the same system in one turn and then reorganize them on the next turn. This lets you reinforce understrength fleets or shift ships between squadrons as needed before they leave the system.

3.2.2.2 ▸ Movement Orders

Movement orders are probably the most common type of order that a player will record every turn. A movement order includes the name of the fleet and what movement it is supposed to perform this turn. A simple way of recording movement orders is to write the name of a fleet followed by an arrow and then the name of the system that the fleet is to move to. For example, "TF 4.1 ▸ Vega ▸ Epsilon Eridani" shows that the fleet named TF 4.1 is being told to move to Vega as its first jump and then on to Epsilon Eridani as its second jump.

Ground forces and other cargo are loaded and unloaded during the Movement Phase. Players record their intention to perform any embarkation or disembarkation actions in their turn orders. In the case of embarkations, the player's order must specify which units are being loaded and which transports with available cargo capacity they are supposed to be embarked on. Disembarkation orders are similar, and the player specifies which units are to be unloaded and where they are to be unloaded to. Units can only be disembarked to a hostile colony if you have a beachhead in that system. Cargo can also be transferred between transports at the same location.

Transports cannot perform jump lane movement on the same turn that they embark/disembark units or cargo. This prevents a player from picking up troops in one system and immediately moving them to another system on the same turn.

3.2.2.3 ▸ Political Orders

Diplomatic actions and Intel mission orders are recorded in the Political Phase section of your turn orders sheet. Players routinely engage in diplomacy with one another, and diplomatic actions are recorded as part of their normal turn orders. Diplomatic orders must state what type of diplomatic action the player is attempting, who the target of that action is, and which systems (if any) are contributing Intel points to the action. A player can offer a treaty, break or withdraw from an existing treaty, or declare war on an opponent. An empire can only perform one diplomatic action per turn with each of its opponents.

Intel mission orders instruct an empire's spy network to carry out operations against a target system. An intel order must include the mission type, the name of the system that the mission is targeting, what type of mission is being run, and which friendly systems are supporting the mission. Each system can only be assigned to one Intel mission per turn. A sample mission order might look something like this: "Sabotage: Fleet @ Sol (Altair, Rigel)". In this example the player is performing a Sabotage: Fleet mission against Sol using his Intel in Altair and Rigel. It can also be helpful to include the total Offensive Intel for the mission with the order so that it is already calculated and ready to go when the time comes to resolve the mission during the Politics Phase.

3.2.2.4 ▸ Construction Orders

Players record purchase, repair, and activation/deactivation orders that will be carried out by their systems later this turn. The majority of these actions are completed in the Construction Phase this turn, but the economic points spent on the construction are subtracted from the Treasury during the Turn Orders Phase. Should campaign events prevent the completion of construction or repair orders, the economic points allocated to the orders are still spent and lost. The materials have already been paid for and the contracts signed, and there's simply nothing that can be done about it now.

Any unit construction order that takes more than one turn to complete may be cancelled on a later turn. When a construction order is cancelled, the player is refunded 50% of the economic point cost (round up).

Units that are under construction and only partially completed may not be ordered to perform any other actions this turn. Once construction is completed, the unit will be available to receive orders normally during the Turn Orders Phase of the following turn.

An empire may only purchase units from its force list or the universal list, and then only if the units have an In-Service Date that is less than or equal to its current Tech Year. Some scenarios may allow players to exchange blueprints for different unit classes. In that case, the empire will also be able to build versions of any unit classes that it has received from other powers in the game.

3.2.2.5 ▸ Tech Orders

Players can invest economic points towards research and development (*3.8.1 Tech Investment*). This investment increases the chance that an empire will earn a technology breakthrough at the end of each campaign year when players roll their tech advancement checks.

3.2.2.6 ▸ Update Orders

Players record orders to carry out miscellaneous activities during the Update Phase. This includes adjusting system Productivity, funding terraforming missions to improve Carrying Capacity, declaring martial law, or establishing new colonies in uninhabited systems.

3.2.3 ▸ Resolving Turn Orders

Once all turn orders are completed (and submitted to the CM, if playing in a moderated campaign), play continues through the Sequence of Play. In some cases, it may be difficult for all of the players to complete and submit their turn order sheets in a timely manner. Unfortunately, long delays in between turn generations can cause a campaign to lose momentum and end prematurely. For this reason, players and CMs may consider setting a deadline for turn order submissions. Once this deadline passes, players that have not yet submitted a turn sheet for the current turn will have no turn orders processed for their empire, while the remaining players will have their turn orders processed normally.

All turn orders must be performed as long as they are legal actions. An order is considered legal if it can be performed during the appropriate phase of the Sequence of Play without breaking any campaign rules or scenario restrictions. An order becomes illegal if it's impossible to carry out the directive without violating those rules. If, during the appropriate phase, a player's recorded turn orders are deemed illegal, those orders will be cancelled. Players are allowed to record orders that are illegal during the Turn Orders Phase if they believe that other events that take place during the turn might result in making them legal. This is often a consequence of the sequence in which turn orders are resolved during the turn. The opposite is also true, and orders that were legal during the Turn Orders Phase can be rendered illegal based on events this turn.

A classic example is situations where an enemy force moves into a system and bombards a colony to eliminate Census, Morale, or Productivity. These attacks will have repercussions later in the turn and can affect unit construction during the Construction Phase, the ability to trace supply routes during the Supply Phase, or affect colonial investments during the Update Phase. This is part of the reasons that players have to be vigilant and make sure that an order really is legal before it's performed.

Campaign Moderators or individual player groups have the option of partially interpreting illegal orders, performing only those elements of the order that would actually be legal, but those kinds of rules exceptions are something that must be handled on a group-by-group basis.

3.2.4 ▸ Fog of War

In moderated campaigns, the CM will keep the results of all of the actions performed during each campaign turn secret from all uninvolved parties. Players should only receive information that their own empires would be privy to. This "fog of war" effect makes the game far more interesting for the players as none of them will have a clear picture of what's happening around them. This also forces players to rely more on military, diplomatic, and intelligence assets to gather information about what's going on the in the game.

Player's Note: *It is up to the CM to determine just how dense the fog of war will be in their campaign. For example, you might limit how much an opponent knows about an incoming fleet before a battle and force the players to act on limited intelligence. Enforcing a strong fog of war often increases player engagement in the scenario because they have to be more concerned about where opposing forces are on the map. This leads to memorable campaign moments when a player's plans all come together.*

3.2.5 ▸ Update Treasury

Subtract the total number of economic points that you spent in your turn orders this turn from your Treasury to update it and get your empire ready to start advancing through the remainder of the turn.

3.3 ▸ Movement Phase

Fleet movement is performed in the Movement Phase, with units moving according to the movement orders that were recorded as part of the player's turn orders earlier this turn. Ground forces and other cargo are also embarked and disembarked during this phase.

3.3.1 ▸ Starship Movement

Starships are the only units that are large enough to be outfitted with their own jump drives. These engines allow ships to use jump lanes to move between systems on the map. Ships may move through two (2) jump lanes per turn so long as one of the jump lanes is a major lane. Otherwise, ships may only move through one (1) jump lane per turn. Restricted lanes are more difficult to navigate, and a ship cannot perform any other jump lane movement on the same turn that it moves across a restricted lane. Fast ships can perform an extra jump across a major or minor lane (but never a restricted lane) at the end of their normal movement, even if their first move was across a restricted lane. Crippled and Slow ships can only move through one jump lane per turn, regardless of the class of the lane.

A player may move ships freely through systems that are controlled by their empire or one of its Mutual Defense partners. Players may selectively grant military access through their territories to another power as long as they have at least a Non-Aggression treaty. This allows that opponent to move military units through your territories so that they can reach systems on the other side of your territories. Military access is automatically granted as part of Mutual Defense and Alliance treaties.

Ships automatically stop moving if they enter a system that contains military forces that belong to a power that their owner doesn't have a Non-Aggression treaty with. They will have a *3.6.1.2 System Encounter* in the system during the Combat Phase later this turn.

If a ship moves into a system that is owned by an enemy but there aren't any defending ships present to stop its movement, the moving player can either choose to stop moving and remain in the system or else continue moving as previously ordered. This covers situations where a fleet might accidentally stumble upon a previously unknown enemy colony



in a system that the player originally thought was uninhabited. The presence of enemy fleets in the system will always halt its movement, however.

If two enemy fleets attempt to cross the same jump lane from opposite directions they will meet in the middle of the lane. The ships immediately stop moving and will have a *3.6.1.1 Jump Lane Encounter* in the lane during the Combat Phase.

Situations might arise during the game where you might need to know the exact order in which fleets moved this turn. For example, one or more potentially hostile fleets may have been ordered to move through the same system this turn en route to their final destinations and the CM might want there to be a possibility of the fleets meeting in that system during the Movement Phase this turn.

The easiest way to handle this is to randomly determine the order in which the players moved through the system and then resolve their starship movement orders accordingly. Alternatively, you can have each fleet perform one jump at a time and then generate an encounter if the two forces end up in the same system or jump lane location.

3.3.2 ▸ Moving Cargo

Transport Fleets are used to transport ground forces, flights, minefields, and other forms of cargo from system to system. Each Transport Fleet has a cargo capacity of 10. This means that each Transport Fleet can carry up to 10 size of cargo at a time. Flights and minefields are all size 1/2 units for the purposes of transport, regardless of their Construction Cost. The basic ground unit has a size of 10. Compact ground units are a special case, as they are only size 5.

Bases are too large to be transported as cargo, and Transport Fleets can't be used to move them. Players must use tugs to transport these large defenses (see *3.3.7 Towing*).

Any other special types of units that can be moved as cargo will note their size in their descriptions. If no size is given for a unit, consider it to have a size equal to its Construction Cost. The most common type of special cargo are plot MacGuffins (ancient alien artifacts, for example) that may not have Construction Costs because they're not something that players can build during the game. In these cases, unless otherwise stated, assume that they are size 1.

3.3.3 ▸ Moving Census

Census can be moved from one system to another using Colony Fleets. Loading a Census onto a Colony Fleet reduces the system's Census by 1. Morale in the system remains the same unless its Morale is greater than its new Census value, in which case Morale is reduced to by 1. A crippled Colony Fleet cannot load Census, but they can still disembark them. A player may only disembark Census to their own systems, and then only if the system has enough Carrying Capacity available to accommodate the Census and isn't in a state of rebellion. The Census joins the system's existing population and increases its Census by 1. A Census is not lost if the Colony Fleet is crippled.

3.3.4 ▸ Landings & Deployments

Ground forces and other units that are being transported as cargo are loaded or unloaded at the beginning of the Movement Phase before starships perform their movement actions for the turn. Ground forces may disembark from their transports and land in a system, so long as the system is owned by their empire or a friendly power or there is a friendly beachhead in the system. Ground forces that are already landed in a system can embark aboard transports. Census points that are being carried aboard Colony Fleets may also be embarked or disembarked at this time.

It takes a full turn to embark or disembark units from transports, and units can't perform any other movement actions on the same turn that they are loading or unloading cargo. For example, a Transport Fleet can spend Turn 1 loading a ground force, move to an adjacent system on Turn 2, and then unload that unit on Turn 3. Units and cargo cannot both embark and disembark from transports on the same turn. Reserve or Mothballed units may not be embarked or disembarked.

3.3.5 ▸ Trade Routes

A trade route is created by moving a Trade Fleet into a system and ordering it to begin trading there. An empire may operate Trade Fleets in any system that it controls, but it must have a Trade treaty with a power before it can place Trade Fleets in their systems.

An empire can only have one Trade Fleet active in each system. A Trade Fleet remains active as long as it isn't crippled and it can trace a path of jump lanes back to one of its owner's supply points that doesn't pass through any systems that contain enemy fleets or are controlled by powers that it doesn't have Trade relations with.

Rules for calculating how much income an empire earns from its trade routes each turn can be found in *3.1.2 Commerce Income*.

Player's Note: *It's common for players to list their Trade Fleets separately from their other convoys. This makes it easier to see exactly where your empire's Trade Fleets are at, and it keeps your fleet roster from being filled with convoys that aren't going to be moving anywhere in the foreseeable future.*

3.3.6 ▸ Convoy Escorts

Empires often assign military escorts to guard their civilian convoys. Ships that are assigned to protect a convoy are called escorts. The decision to assign ships to escort duty is made in the Turn Orders Phase, and the assigned escorts will proceed to follow their convoy as it moves during the Movement Phase.

Some limitations apply to the size of ships that may be assigned as escorts to a convoy. No ship larger than a light cruiser (Command Cost 2) may be assigned as an escort. This represents that larger ships often lack the strategic speed and maneuverability that are required to suitably defend a convoy against enemy commerce raiders. Some players may argue that they should be able to have any type of ship perform escort duty, but this mission role really should be left to the light combatants. Battleships and their ilk are meant for fighting fleet actions, not nursemaiding civilian freighters.

The benefit of assigning escorts to your convoys is that escorts are automatically included/excluded with the convoy they are escorting in space combat scenarios. This lets an empire better protect convoys against *3.5.6 Raiding* attempts. The downside to assigning military units to escort a convoy is that they will be unable to participate in any space combat scenarios at their location unless the convoy they are escorting is involved in the battle.

If a player decides to remove escorts from a convoy, the escort fleet is placed at the convoy's current

location. The ships are then treated like any other fleet. Escorts may only be reassigned during the Movement Phase, not later on in the turn.

3.3.7 ▸ Towing

Specialized ships with the Towing ability (called *tugs*) can tractor on to ships and tow them between star systems and out of combat zones. Each towing function allows a tug to tow one ship. Crippled ships that are being towed by a tug have their movement restored to normal (i.e., they can move through more than one jump lane per turn). Towing units have limited strategic movement when towing other units and they cannot cross a restricted jump lane with another unit in tow.

In addition to ships, Towing units may be used to move bases between systems. The number of towing functions that are required to tow a base is equal to its Construction Cost. Multiple tugs *can't* combine towing functions when transporting bases. The level of coordination required to move such a large object is simply beyond a tug's capabilities.

Bases that are transported via tugs are automatically deployed alongside the tug in combat in much the same way that carriers and minelayers bring flights and minefields into battle, respectively. The command overhead for these bases is effectively paid for by the tugs and they won't count against the squadron leader's normal command limits. Towed bases fight as if they were crippled, however, as they are not fully set up and prepared for the fight.

Ships can't tow units when they are crippled. If a tug is crippled when it is towing a base it will be forced to deploy the base in the current system. These bases are automatically setup and activated in the system at the end of the turn. They will be left behind to defend the system and can be recovered later on once there are enough tugs available to recover them.

3.3.8 ▸ Stealth & Concealment

Stealth ships can move into a system that is occupied by an opposing force and continue moving or remain concealed in the system as long as they aren't detected by enemy Scouts. The Stealth ships can then gather intelligence on other alien forces in the system without generating an encounter.

Scouts can use their long range sensors to detect enemy Stealth units that are in the same system. The number of scout functions that are required to detect a Stealth ship or base is equal to its Stealth rating. The CM decides which units a scouting player detects in moderated campaigns. In unmoderated games, the Stealth player determines which of his units are detected by the opponent. Detecting a Stealth unit nullifies its advantages this turn.

Any Stealth unit that goes undetected by an opponent during the Movement Phase has its Anti-Ship and Anti-Fighter values doubled on the first round of every battle that it fights against that enemy during the Combat Phase this turn. This represents that the ships are performing a sneak attack against the enemy, decloaking at close range and unloading their firepower before their targets can properly react to the situation.

Stealth vessels that successfully conceal their presence from an opponent don't have to engage in combat this turn, however. They can be held in reserve and opt out of any space combat scenarios that are generated at this location this turn. This gives a player the chance to hide out in a system and gather intelligence on enemy fleet movements without his opponent even knowing that his ships are there!

Stealth ships that are hiding in a system can't be used to blockade a system unless there aren't any defenders in the system by the end of the Combat Phase. They can only contribute to the blockade if they reveal their presence before the end of the Combat Phase.

Example: *A Senorian fleet containing 1 Abomination battleship (Stealth 4) and 4 Nightmares heavy cruisers (Stealth 2) has moved into a system that contains a Kili fleet. The Kili have 4 Riposte scout destroyers (1 Scout each) in the system. This gives the Kili 4 scout functions to use to detect Stealth ships. The Senorian player decides to reveal the presence of 2 Nightmares to the Kili while keeping the presence of the other Nightmares and the Abomination a secret. These undetected ships will double their AS and AF values on the first round of every battle they fight against the Kili in the system this turn.*

3.4 ▸ Politics Phase

Diplomatic actions and Intel missions are resolved during the Politics Phase. Any diplomatic state changes that occur during this phase take effect immediately and can have a significant impact on the events later this turn.

3.4.1 ▸ Intel

Intel is the abstract resource that represents the various intelligence assets that a player has available in a system that he can use to conduct Intel missions or influence diplomatic actions.

Empires track Intel on a system-by-system basis. It costs 10 economic points to purchase a point of Intel in a system your empire controls. When purchasing Intel at a system that is controlled by a different empire, this cost is increased by the number of jumps that the target system is from your nearest inhabited system. It would cost 14 economic points to purchase a point of Intel in a system that is 4 jumps from your nearest colony world, for example. Empires can increase a system's Intel by at most 1 point per turn, and your empire's total Intel in the system cannot exceed its current Census value.

An empire knows the overall economic state of a foreign power if it has even a single point of Intel in one of its systems. This reveals their income and maintenance costs for the turn. This information helps you gauge just how powerful an opponent is and lets you keep track of their economic growth over time. You'll also learn what kind of diplomatic relations the target has with the other powers that it is in contact with. This doesn't reveal any secret diplomatic agreements that the power may have signed with other powers, however.

If a system loses Census, the maximum amount of Intel that it can support will also decrease. Any points of Intel that an empire has in the system in excess of its new Census value are lost. These spies were killed in whatever catastrophic event caused the system to suffer the population loss.

If your empire is strapped for cash, it can "scrap" Intel in exchange for a quick economic boon. Each point of Intel returns 5 economic points when it's liquidated. You can only sell at most 1 Intel per system each turn.



3.4.2 ▸ Diplomatic Relations

Diplomacy is one of the most vital enterprises an empire can engage in. While some nations can survive and even thrive in a state of "Splendid Isolation," the futures of all empires — even those that are staunchly non-interventionist — are determined by the whirlwind of diplomatic intrigue and realpolitik that is carried out within the shadowed halls of foreign capitals and embassies.

3.4.2.1 ▸ First Contact

First contact occurs when empires meet for the first time. The empires start in a state of Non-Intercourse. They can try to start a "first contact war" by attacking their oppponent, as this will make it easier for them to declare War in the future. It is up to the players to decide how their relationship develops from here.

3.4.2.2 ▸ Sustained Contact

Powers can only negotiate with one another if they are in sustained contact. This requires that they be able to trace a path of jump lanes between two of their systems that doesn't pass through any systems that are controlled by a hostile power. As long as this path exists their diplomatic couriers can safely

move back and forth without being interdicted by any hostile enemy forces. Control of adjacent systems guarantees sustained contact, but is not required.

Sustained contact between two powers is lost if they are no longer capable of tracing a path of jump lanes between them that doesn't pass through systems that are controlled by hostile powers. Contact can be reestablished later, but until then the powers won't be able to conduct diplomacy.

An empire can maintain diplomatic contact with a distant power by dispatching vessels with the Diplomatic special ability to travel across the galaxy and negotiate with them. This keeps the lines of communication open between their capitals and lets them continue to negotiate with each other. A Diplomatic unit must be within one jump of a foreign colony in order to maintain this diplomatic contact.

3.4.2.3 ▸ Diplomatic States

Diplomatic states define the current level of diplomatic relations between two powers. There are six diplomatic states, each building upon the previous one. All empires that are in contact with each other at the start of the game begin in a state of Non-Intercourse unless otherwise stated in your scenario.

Empires that are in a state of War or Non-Intercourse are *enemies*, while those that are in a state of Non-Aggression or above are *friendly*.

War

A state of War exists between two powers after one of them issues a formal declaration of war against the other. Any treaties that the powers had signed prior to the outbreak of war are automatically nullified. The combatants are free to engage in hostilities, including bombarding and invading enemy controlled systems. This state of open warfare persists until one power is defeated or both agree to sign an armistice.

Non-Intercourse

These powers have limited diplomatic contact and are locked in a cold war that could go hot at any moment. Their fleets are free to engage and destroy any enemy military forces that they encounter in neutral systems, or systems that are controlled by a third party. They may also move military forces into systems that are controlled by the other power and generate space combat scenarios, however they cannot perform orbital bombardment or ground invasions in these systems. These restrictions allow the empires to fight a limited border war without actually declaring war on each other.

Non-Aggression

The powers have signed a formal agreement to respect one another's territorial boundaries and refrain from engaging in hostilities. Military forces cannot attack units or colonies that belong to a Non-Aggression partner. Neither side is allowed to move units through a system that is owned by the other power without explicit permission. Any fleet that accidentally enters a system that is controlled by a Non-Aggression partner must immediately move out of the system on its next turn. Their fleets can remain in a neutral system without incident, however.

Trade

Relations have improved to a point that the powers allow foreign convoys and their escorts to cross over the border into their territories. An empire's Trade Fleets can establish *3.3.5 Trade Routes* in systems that are controlled by their Trade partners. A Trade treaty also allows an empire to use its partner's supply points to resupply its own military forces. Having access to these friendly supply points makes it easier for you to extend supply into new regions.

If a Trade treaty is broken by an event other than a declaration of war, all of your empire's units that were in that opponent's controlled systems must immediately begin moving towards the nearest friendly or neutral system. These civilian freighters have been expelled from the opponent's space, but they aren't going to be fired upon unless the two powers are now at war.

Mutual Defense

A Mutual Defense pact is a collective security agreement in which the powers agree to come to each other's aid if they are attacked by a third party. If an enemy declares war on one of the powers the other will automatically reciprocate the declaration of war. All of the treaties that the defender has signed with the aggressor are immediately broken.

It is important to stress that the terms of a Mutual Defense pact can't be invoked when one of the

partners declares war, only when war is declared upon them. This is strictly a defensive alliance.

Military access is automatically granted as part of a Mutual Defense treaty, and an empire can move ships into territories that are controlled by its Mutual Defense partners. During times of war, they may also garrison troops in systems that their Defense partner controls. This makes it easier for the allies to fight a defensive war against the common enemy.

Alliance

Forging an Alliance with another power is a major step forward in diplomatic relations. The two powers have come to trust each other implicitly and are prepared to stand and protect one another through thick and thin. Any declarations of war that an Alliance member makes or that are made against it are automatically reciprocated by all of its other allies. An attack against one is an attack against all. The threat of immediate allied retaliation usually serves as an adequate deterrent against attack except in cases where an enemy state or allied bloc is prepared to spark a massive interstellar war in order to achieve their goals.

3.4.3 ▸ Diplomatic Actions

There are three basic diplomatic actions: offering, withdrawing/breaking, and declaring war. Offering and signing treaties with other powers will advance your diplomatic state, while breaking or withdrawing from treaties will reduce your diplomatic state. If tensions increase too far, empires may even end up declaring war on each other, sparking a conflict that could end up engulfing the galaxy.

3.4.3.1 ▸ Offering a Treaty

Offering a treaty to an opponent is an action that is used to improve relations to a higher diplomatic state. A treaty offer must indicate which diplomatic state that you wish to advance relations to. For example, if you and your opponent are in a state of Non-Aggression you could choose to offer a Trade treaty to advance one step to a Trade relationship, but you could also offer a Mutual Defense pact that would advance your relationship all the way to Mutual Defense.

The only treaty that two empires that are in a state of War can offer each other is an armistice. Refer to *3.4.4 Armistices* for more information on these treaties.

The empire that the treaty is offered to then has the opportunity to either sign or reject it. Signing a treaty advances your diplomatic state with that opponent to the level indicated in the treaty offer, and these effects take effect immediately. Rejecting the treaty informs the opponent that your empire isn't interested in the offer and has no further repercussions beyond the diplomatic fallout that comes from rejecting the offer.

An empire can only offer one treaty per turn to each of its opponents. This prevents a player from spamming all manner of diplomatic overtures at other players every turn in hope that they will agree to at least one of them.

3.4.3.2 ▸ Breaking a Treaty

As diplomatic relations with a neighbor become strained, an empire may come to the conclusion that maintaining its treaties with that opponent is no longer in its best interests. Breaking treaties damages diplomatic relations and is the action you take if you want to reduce your diplomatic state with an opponent.

The base percentage chance of breaking a treaty is 50%. This is modified depending on the type of treaty that you're attempting to break and various other diplomatic action modifiers. Successfully breaking a treaty reduces your diplomatic state with the opponent by one level (Alliance to Mutual Defense, Mutual Defense to Trade, etc.). You can't reduce your diplomatic state below Non-Intercourse by breaking treaties; that requires a declaration of war.

Breaking treaties is typically seen as a hostile action, and often a prelude to open warfare. Empires gain bonuses to breaking or declaring against powers that have broken treaties with them in the recent past.

Sometimes powers negotiate diplomatic agreements that contain withdrawal options that allow the participants to withdraw from them without having to actually break them. Withdrawing from a treaty has the same effect as breaking it except that withdrawing doesn't carry any of the normal negative diplomatic connotations because the terms of the treaty explicitly stated that the signatories had the right to leave at some point in the future. This makes withdrawal terms a useful carrot when you're trying to negotiate particularly contentious agreements.

Exhibit B: Diplomatic Action Modifiers

Modifiers to Breaking a Treaty

(Base Breaking Chance: 50%)

- Power was caught performing an Espionage mission in one of your systems (+25%)*
- Power was caught performing a Sabotage or Propaganda mission in one of your systems (+50%)*
- Power has declared war on a Non-Aggression partner (+20%)*
- Power has declared war on a Trade partner (+30%)*
- Power has generated a combat encounter against one of your fleets (+50%)*
- Power has broken a treaty with you (+25%)*
- The previous attempt to break a treaty failed (-25%)*
- Intel was spent to increase the chance of success (+10% per Intel point spent)
- Power has a Trade treaty with you (-10%)
- Power has a Mutual Defense treaty with you (-20%)
- Power has an Alliance with you (-40%)
- Power has a Non-Aggression treaty with an enemy (+10%) *[Non-Cumulative]*
- Power has a Trade treaty with an enemy (+20%) *[Non-Cumulative]*
- Power has launched a sneak attack against another empire (+40%)*

Modifiers to Declaring War

(Base Declaration Chance: 20%)

- Power was caught performing an Espionage mission in one of your systems (+25%)*
- Power was caught performing a Sabotage or Propaganda mission in one of your systems (+50%) *
- Power has generated a combat encounter against one of your fleets (+50%)*
- Power has declared war on a Non-Aggression partner (+10%)*
- Power has declared war on a Trade partner (+20%)*
- Power has signed an armistice with you (-100%)*
- Power has broken a treaty with you (+25%)*
- The previous attempt to declare war failed (-25%)*
- Intel was spent to increase the chance of success (+10% per Intel point spent)
- Power has a Non-Aggression treaty with you (-10%)
- Power has a Trade treaty with you (-20%)
- Power has a Mutual Defense treaty with you (-30%)
- Power has an Alliance with you (-40%)
- Power has a Non-Aggression treaty with an enemy (+10%) *[Non-Cumulative]*
- Power has a Trade treaty with an enemy (+20%) *[Non-Cumulative]*
- Power has launched a sneak attack against another empire (+40%)*

** These modifiers are used as listed if the action occurred last turn and are reduced by 5% per turn thereafter until they reach 0%.*

Example #1: *The Graal have a Trade treaty with the Senorians, who in turn have a Trade treaty with the Jains who are enemies of the Graal. 3 turns ago, the Graal discovered the Senorians conducting an Espionage mission against one of their systems. This has led them to the decision to try and break their Trade treaty with the Senorians.*

The base chance of breaking a treaty is 50%. The Graal have a -10% penalty because of their Trade relationship with the Senorians, +20% modifier because of the Senorian's Trade treaty with the Jains, and an additional +15% from the Espionage mission that they caught the Senorians running against their system. This gives them a modified chance of 75% of successfully breaking their Trade treaty with the Senorians, which would drop them back to a state of Non-Aggression.

Example #2: *The Senorians are not happy that the Graal broke their Trade treaty, so on the following turn they attempt to break their Non-Aggression treaty. This diplomatic action has a base chance of 50%, and the Senorians get a +25% modifier because the Graal broke a treaty with them last turn. This gives them an 75% chance of breaking the treaty.*

Unfortunately, when it comes time to resolve the breaking attempt, the Senorian player rolls a 87% and fails. As a result, the Senorians have a -25% modifier to any attempts to break a treaty on the following turn. The bonus that it gets from the Graal breaking the Trade treaty drops by 5% to 20%, too, further reducing their chances of success. This gives the Senorians a 45% chance of breaking the treaty if they try again next turn.

3.4.3.3 ▸ Declaring War

Empires declare war on their neighbors by issuing a formal declaration of war as a diplomatic action. The base percentage chance of successfully declaring wars is 20%. This is modified depending on your current diplomatic state and any other diplomatic action modifiers that might apply to your relationship with that power. Breaking treaties with an opponent therefore improves your chances of successfully declaring war against them.

A successful declaration of war against another empire immediately breaks all existing treaties and agreements that the two powers had previously signed and puts them in a state of War. All of the powers that the target has signed Mutual Defense or Alliance treaties with will immediately honor the call to arms and declare war on you. This makes it very important to look at the existing alliance structures in the game to make sure who all might be drawn into a conflict before you actually declare war.

Example: *The Senorians feel that the time is right to declare war against the Graal. Declaring war has a base chance of success of 20%. They are currently in a state of Non-Aggression with the Graal (-10%), but the Graal broke a treaty with them 2 turns ago (+15%). They are spending 3 Intel to influence the diplomatic action (+30%). The Senorian's chance of successfully declaring war is a 55%, or slightly better than a 50/50 chance.*

3.4.3.4 ▸ Diplomatic Actions & Intel

Political resistance from within your own government can often prevent you from cavalierly breaking treaties or declaring war against other powers. It's much easier to persuade your government that these steps are necessary when relations with the opponent are tense, but it's much harder to convince them to go to war with a trusted ally. And, even when dealing with your most hated enemies, there is still going to be resistance to starting unnecessary wars if they can be avoided.

You can spend Intel from your own systems (but not Intel in systems that are controlled by other powers) before a diplomatic action roll to improve your chances of successfully breaking or declaring. You must specify which systems are contributing Intel towards the action, and how much of their Intel is being used. Your empire receives +10% to its roll for every point of Intel that you spend on the action. This gives you a way to manipulate your empire into breaking treaties or declaring war on your opponents.

Intel that is spent on diplomatic actions won't be available to those systems later this phase when the players resolve Intel missions.

3.4.4 ▸ Armistices

Empires that are in a state of War can negotiate an armistice at any time to put an end to the conflict as long as they are in contact with each other. Signing an armistice restores the two powers to a diplomatic state of Non-Intercourse. If two warring empires aren't in sustained contact or contact has been lost since the

war began, they won't be able to negotiate a peace and the war will continue until contact is restored.

In the event that the warring powers aren't in contact with each other, they can have a third party act as a mediator to assist them in negotiating an armistice to the end the war. This mediator must have sustained contact with both the powers, and it cannot be at war with either of the them. This allows empires that are no longer capable of restoring contact to at least sign an armistice with their rival and return to a state of Non-Intercourse.

The standard armistice is a "no-fault" agreement — it doesn't officially place guilt for the conflict on any one party, and there is no requirement for either party to surrender any additional resources to their enemy to secure the armistice. However, players can negotiate armistices that carry special conditions or limitations. An element common to historical armistices is the consideration of reparations. The terms of an armistice might specify that one empire will pay the other a number of economic points or transfer control of systems that are currently under its control.

Armistices often include special agreements that officially acknowledge territorial claims or otherwise establish a tentative border between two empires. This lets the powers apportion contested systems (including neutral systems) between their respective spheres of influence to ease post-war tensions and give them a chance to rebuild without worrying about going back to war with each other to decide the control of these contested systems.

Alliance members cannot negotiate separate peace deals with opponents during a war, and all armistices are negotiated with the Alliance as a whole. The allied power that has the highest total System Income serves as the leader of the Alliance under these circumstances, and it is up to them to negotiate peace deals with enemy powers.

While it's preferable that an Alliance leader discuss the peace deal with his fellow allies there is no clear requirement that he do so. This delineates the differences between an egalitarian alliance and a totalitarian one. Empires that don't want to give up this kind of power are encouraged not to form Alliances in the first place.

3.4.5 ▸ Co-Belligerency Pacts

Powers that have a diplomatic state of at least Non-Aggression and are at war with the same enemy can sign a Co-Belligerency pact to form an ad hoc alliance to counter the shared threat. This agreement allows their military forces to fight together as if they were Mutual Defense partners or members of the same Alliance. Specifically, the empires field a single, unified Task Force whenever they fight together against their common enemy. Co-Belligerents can also support each other's ground forces when they are trying to capture or garrison enemy systems.

This cooperation between Co-Belligerents does not extend beyond the shared operations theater, however. An empire can only move fleets into a Co-Belligerent's systems without withdrawing if they have received specific permission from that opponent or if the system was previously controlled by the common enemy. They also can't land troops in systems that the Co-Belligerent controls unless the system was previously enemy controlled. The empires can work together in the enemy's current and former territories, but their individual borders remain sacrosanct.

A Co-Belligerency pact remains in effect until it is broken by one of the powers or it automatically expires because the powers are no longer at war with the same enemy. This emphasizes that this is a temporary arrangement between two powers, and building a more permanent relationship requires the players to advance their diplomatic state.

3.4.6 ▸ Covert Diplomacy

Not all diplomatic negotiations are carried out in the public eye, or with official sanction by the governments involved. Empires often engage in such covert diplomacy when they want keep their political dealings hidden from their rivals.

3.4.6.1 ▸ Covert Treaties

Empires have the option of negotiating secret treaties with each other. Whenever a player offers a treaty to an opponent, he may indicate that this is a covert diplomatic action. This treaty is being offered and negotiated in secret and, if signed, its existence will be kept a closely guarded secret by both parties. Only those two players will know that their empires have signed the treaty, and it won't be publicly revealed to

their opponents. As far as they are concerned, the two empires still are in the same diplomatic state that they were before the treaty was signed. The empires may choose at any time to reveal the existence of their new treaty, however they are only required to do so when they are performing a public action that would require them to be in that diplomatic state.

3.4.6.2 ▸ Covert Declarations

Similarly, an empire may attempt to make a covert declaration of war against an enemy. This covert diplomatic action incurs a penalty of -40% to an empire's chance of successfully declaring war. If the covert declaration is successful, the empire will secretly be in a state of War with that enemy power. This gives the empire's military the go ahead to start moving into position to prepare to launch a sneak attack against the enemy. The fact that the two empires are at War doesn't have to be revealed until the invasion begins. For example, if one Trade partner secretly declares war on the other, the empires will continue trading with each other normally until the first shots are fired.

Secretly declaring war on an opponent so that you can perform a sneak attack on them is seen as a dishonorable move in diplomatic circles, and empires gain a +20% bonus to their attempts to break treaties with or declare war against powers that commit these kinds of attacks.

3.4.6.3 ▸ Uncovering Covert Diplomacy

Empires may use Intel missions to attempt to uncover covert diplomatic arrangements that other powers have signed with one another. A successful Espionage: Diplomacy mission reveals the particulars of a covert diplomatic action (treaty or declaration) that the target empire is trying to keep hidden. This action is chosen at random from the selection of covert diplomatic actions that the target has yet to reveal to its neighbors.

3.4.7 ▸ Intel Missions

Intelligence is the art of information warfare. Players can use their Intel to launch missions against other systems (friend or foe). There are a number of different types of Intel missions that players can run during the game. These are broken down into three broad categories: Espionage, Sabotage, and Propaganda. Each mission is assigned a Difficulty Level that affects how hard it is to successfully complete a mission of that type. The mission Difficulty Level is reduced by 1 (to a minimum of 1) if your empire has an active Trade Fleet in the target system.

3.4.7.1 ▸ Espionage

Espionage missions are information gathering operations that are used to collect intelligence on rival empires. Players can use this information to plan their future actions, be it preparing for their next great military campaign or simply keeping tabs on their neighbors.

System (Difficulty Level 1): This mission provides an empire with the target system's current Carrying Capacity, Raw Materials, Census, Morale, and Productivity values. It also reveals the number and class of jump lanes that connect to the system, if this information is not freely available in your campaign.

Fleet (Difficulty Level 1): This mission reveals what ships, flights, bases, and minefields are in the target system, including those that are currently under construction. Stealth ships in the system remain undetected by this mission unless they are undergoing repairs at a planet or shipyard.

Troop (Difficulty Level 1): This mission reveals any ground forces that are currently disembarked and on the planet's surface in the system. Troops that are currently embarked aboard transports won't be detected by this mission.

Convoy (Difficulty Level 1): Infiltrating local civilian operations reveals information about the empires that are trading there. A successful mission tells an empire the number and ownership of all of the convoys that are in the target system and what escorts (if any) are assigned to them. You also find out whether or not the system is a supply point.

Intel (Difficulty Level 2): This mission is used to shadow a system's intelligence assets and find out what they're up to. A successful mission reveals how many Intel points each empire has in the target system. The shadowing player also learns the mission type and target system of any Intel missions that its opponents performed in the system this turn.

Tech (Difficulty Level 3): This is an attempt to break into an opponent's secure data network and steal valuable research data to help your own scientists make a breakthrough. This mission reveals the target's current Tech Year. If the target has a Tech Year greater than your own, then your tech advancement cost is reduced by a percentage value equal to twice the system's Utilized Productivity. This modifier is cumulative between multiple Espionage: Tech missions but it cannot reduce your tech advancement cost below 50% of normal, and it only applies to your next tech advancement check. Round fractional tech advancement costs up.

You can't steal tech from less advanced powers that have Tech Years less than your own because they don't have any technology worth stealing.

Example: *The Kili are running an Espionage: Tech mission against a Loran system that has 6 Utilized Productivity. The Kili are at Tech Year 3002 and the Lorans are at Tech Year 3005. The mission is a success, and the Kili's tech advancement cost is reduced by 12%. If they succeed in running this same mission a second time, the cost reduction would increase to 24%.*

Diplomacy (Difficulty Level 4): This is an infiltration at the highest levels of government that is intended to uncover any backroom deals that the target has made with other powers. This mission must target a 3+ Census system (or imperial capital). A successful mission reveals one random covert diplomatic agreement that the target empire has signed with another power.

Player's Note: *In CM-less campaigns, much of the info gained from Espionage missions is going to be available to all players as part of the normal bookkeeping that goes along with running the game. In this case, a player also receives a surprise bonus in the target system equal to the Difficulty Level of the successful mission, starting on the Combat Phase that it completes a successful Espionage mission. This modifier is non-cumulative and is reduced by 1 at the end of each turn until it reaches 0.*

3.4.7.2 ▸ Sabotage

Sabotage missions are used to damage or destroy an opponent's assets. During peacetime, an empire generally conducts Sabotage missions in an attempt to prevent a rival from gaining a decisive advantage. Meanwhile, in times of war, an empire uses Sabotage missions to eliminate key enemy infrastructure and keep them off balance.

Starship (Difficulty Level 1): This mission is a covert attack against an enemy starship using intelligence assets alone. This is often accomplished by sabotaging the ship's reactor, or stowing an explosive device onboard a supply shuttle. A successful mission destroys a random starship in the target system. Any units that the ship was carrying are also lost.

Troop (Difficulty Level 1): This mission terrorizes enemy ground forces that are disembarked in the target system. Planting improvised explosive devices along regular convoy routes is an easy way to bleed away enemy manpower. A successful mission destroys a random ground unit in the system. Supply Depots and Planetary Shipyards can't be hurt by these attacks.

Convoy (Difficulty Level 1): This mission is an attack against civilian shipping and trading presences in a system. A successful mission destroys a random convoy in the target system. Any units or cargo that the convoy was carrying are also lost. The convoy's escorts are unaffected by this attack.

Base (Difficulty Level 2): This is an attack against enemy orbital installations in the system. If successful, randomly select a base in the system and destroy it. If this base costs less than 10 EP, continue randomly picking and destroying additional bases until at least 10 EP of bases have been removed. Any units that were based from these stations are also lost. Orbital Shipyards can't be damaged by these attacks.

Industry (Difficulty Level 2): This is an attack against a system's Productivity. If successful, roll a d6. If the result is a 4 or higher the system's Productivity is permanently reduced by 1. Otherwise, the system's Utilized Productivity is halved next turn only (round fractions up).

Counterintel (Difficulty Level 2): This is a preemptive strike against enemy Intel assets that are operating in the system. If successful, randomly select an opponent that has one or more points of Intel in the target system. That empire loses 1d6 Intel in the target system. Total Intel cannot be reduced below zero.

Piracy (Difficulty Level 2): This mission provides clandestine support to a group of raiders to finance an attack against the target system. A successful mission guarantees that the system will be attacked by raiders this turn (see *3.5.6 Raiding*).

Tech (Difficulty Level 3): This mission attempts to destroy an opponent's research data to set back their research and development efforts. A successful attack increases the target's tech advancement cost by an amount equal to double the target system's Utilized Productivity. This modifier is cumulative between multiple Sabotage: Tech missions but it cannot increase their tech advancement cost above twice that of normal, and it only applies to their next tech advancement check. Round fractional tech advancement costs up.

Installation (Difficulty Level 3): This mission is used to subvert security at a key enemy facility in order to gain a level of access that would let your operatives plant explosives or compromise onboard systems in order to cause permanent damage. If successful, randomly select an Orbital Shipyard, Planetary Shipyard, Supply Depot, or other strategic installation in the system and cripple it. If the unit was already crippled, it's destroyed instead. Ground units don't cripple, so they instead take Attrition damage equal to half their total Attrition (round up). If a shipyard is destroyed, any units it was building or repairing are also lost.

Population (Difficulty Level 4): This mission involves a cruel strike against a system's population. This can be achieved by releasing a virulent bio-weapon or detonating a neutron bomb in a major population center, for example. Roll a d6 if the attack succeeds. On a roll of 4 or higher the system's Census is reduced by 1. The system's Morale is reduced by 1 regardless of the outcome of this roll.

3.4.7.3 ▸ Propaganda

Operatives may be directed to incite rebellions in enemy systems or conduct pro-government actions in your own systems. This allows you to directly influence Morale using only Intel. Traditionally, missions of this type are used to either raise or lower a system's Morale values, but other more specialized Propaganda missions can be used to affect even individual loyalties.

Labor Strike (Difficulty Level 1): Spies can finance local rabble rousers to act as "useful idiots" that can disrupt production in a system. A successful mission halves the system's Utilized Productivity on the next turn only (round fractions down).

Insurgency (Difficulty Level 2): This mission incites conflict by stoking the fires of political unrest among the disenfranchised. A whisper in the right ear might cause the memories of old hatreds and injustices to come bubbling back to the surface. A zealous call to action can also be used to mobilize those on the political fringe to action. A successful mission reduces the Morale of the target system by 1.

Counter-Insurgency (Difficulty Level 2): This mission is an organized pro-government propaganda campaign via every available means of mass communication (media, advertising, social networks, etc.) that is aimed at discrediting political opponents and/or suppressing the opposition's message. A successful mission increases the Morale of the target system by 1. A system's Morale cannot be improved beyond its Census value.

Coup (Difficulty Level 3): This mission can only be conducted in a system that is currently in rebellion (0 Morale). If successful, your empire takes control of the system. The system's Morale remains at zero, just now you're the one dealing with the loyalists that are fighting against the annexation of their territories by an outside power. This leaves the system in a precarious state and vulnerable to being retaken by another coup in the immediate future.

3.4.7.4 ▸ Defensive Intel

Intel is used defensively to protect a system against enemy agents that might try to run Intel missions there. The amount of Defensive Intel that you have in a system is equal to your Intel value. The higher your Defensive Intel, the harder it is for an opponent to perform missions in that system.

Empires aren't affected by their own Defensive Intel when they conduct Intel missions against their own systems. However, an empire has an effective Defensive Intel equal to half the system's Census (round down) when it conducts Intel missions against its own systems to reflect that you're battling entrenched public opinon to forward your agenda.

3.4.7.5 ▸ Conducting an Intel Mission

To conduct an Intel mission, you must first specify which systems are staging the operation, the target system, and what type of mission is being attempted. For example, a player could declare that Sol and Proxima are launching an Espionage: System mission into Wolf 359. A system may only support one Intel mission each turn.

The natural range of an Intel mission is one jump. A system's effective Intel value is reduced by 1 for each additional jump that the spies must travel. This lost Intel represents the extra resources that are being used to extend the range of the mission and get their operatives to the target system. For example, if a system with 5 Intel targets a system that is 2 jumps away it would provide an effective 4 Intel for the mission. This encourages players to establish spy networks (in the form of Intel value) near the systems that they want to conduct Intel missions against.

Combine the effective Intel values of all systems assigned to the mission to calculate your Offensive Intel strength. Any Intel that was spent on diplomatic actions this turn won't contribute towards any Intel missions that the system participated in this turn. As a result, using all of a system's Intel on diplomatic actions will leave it more vulnerable to enemy Intel missions.

3.4.7.6 ▸ Mission Success or Failure

Add the total Intel that was contributed towards the Intel mission to determine its Offensive Intel. Do not count any Intel that was used to extend the range of the mission. Next, add the mission's Difficulty Level to the system's Defensive Intel to calculate its effective Defensive Intel for this mission.

To determine a mission's success, you must divide the effective Defensive Intel by the Offensive Intel. This gives you the Mission Failure Percentage (MFP). Round fractional MFP results up. The system owner (or CM) then rolls a percentile (d100) die against this target number. The mission fails if the roll is less than or equal to the MFP. However, if the roll is greater than the MFP, then the mission was a success. A roll of 100 will always succeed, and a roll of 1 will always fail.

A mission goes undetected if the player rolls less than half or greater than twice the MFP. Otherwise, the target finds out about the mission and knows what type of Intel mission was performed and who was responsible. This gives the opponent a bonus to breaking treaties or declaring war against your empire in subsequent Political Phases.

After each mission, roll a d6 for each participating system and add +1 to the roll if the mission was detected. The system loses 1 Intel on a roll of 6+. This represents that enemy counter-intelligence efforts have successfully neutralized some of your intelligence assets, or that you lost some assets when you sent them into the danger zone. The die modifiers demonstrates that the chance of losing Intel is higher when a mission is detected.

Example: *An Espionage: Fleet mission is being launched against Epsilon Eridani, and this mission is being staged out of the Tau Ceti and Sirius systems. Epsilon Eridani has 3 Intel defending, while Tau Ceti has 4 Intel and Sirius has 2 Intel.*

Tau Ceti is one jump from Epsilon Eridani, so it doesn't have to pay any Intel to extend the mission's range. Sirius is two jumps from Epsilon Eridani, so it must spend 1 Intel to cover the range costs. This leaves it with 1 Intel to allocate towards the mission. The total effective Offensive Intel for this mission is then 5 Intel.

The effective Defense Intel in Epsilon Eridani is found by taking its defensive Intel (3) and adding the mission's Difficulty Level (1), for a total of 4 Intel.

Effective Defensive Intel	***4***
Effective Offensive Intel	***5***

This gives a MFP of 4/5, or a 80% chance of failure. The defender rolls a 51 on a d100. Epsilon Eridani's defensive spies have prevented the mission from succeeding however, since the roll was not less than half the MFP, the mission went undetected. It is important to note that the mission could not have both succeeded and remained secret. It pays to allocate more Intel towards a mission if you want to keep your activities hidden from the other player!

A d6 roll is now made for both Epsilon Eridani and Sirius to see if they lost any Intel in the mission. There is no modifier to these rolls because the mission was not detected. Epsilon Eridani rolls a 6 and loses 1 Intel (it now only has 2 Intel), while Sirius rolls a 3 and is unaffected.

3.5 ▸ Supply Phase

Fleets and armies require a constant stream of supplies and personnel to maintain their combat readiness. Supply is checked in this phase to see if any units are currently out of supply. This will affect the units during any battles that they participate in later this turn. Rolls are also made to check for raider activity in case any new pirate fleets are on the prowl.

3.5.1 ▸ Supply Points

A supply point is a system from which an empire can draw supply. A system is a supply point if it is in good order (Morale greater than or equal to half its Census) and has at least 3 Utilized Productivity. An empire's Capital system is also considered to be a supply point regardless of its Utilized Productivity value as long as it remains in good order.

3.5.2 ▸ Supply Depots

Supply Depots are a special type of ground unit that turns any system they are landed on into a supply point for the owning power. Any system can be turned into a supply point in this fashion, even systems that aren't 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 back to a friendly supply point.

Supply Depots are purchased and deployed like a ground unit. They cost 20 economic points to build and 1 economic point per turn to maintain. Once completed, a Supply Depot can be loaded on to a Transport Fleet and moved to another system to quickly establish a forward supply base. Supply Depots are attacked and defend like any other ground unit and have all the same combat factors of a normal ground unit, although they have very low Defense and D factors. Supply Depots can be attacked using orbital bombardment

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 where it is built. All of the supply benefits and limitations that apply to ground-based Supply Depots also apply to orbital Supply Depots.

3.5.3 ▸ Basic Supply Routes

Supply routes represent the transparent flow of civilian and military freighters through an empire. A basic supply route has a length of two (2) jump lanes. A basic supply route may begin in a contested system and can only be traced through systems that are contested or controlled by the player or one of his Trade partners. A basic supply route can only trace across a restricted jump lane if the systems at both ends of the jump lane contain friendly military supply ships (see *3.5.4 Military Supply Ships*).

Units that can trace a basic supply route back to a friendly supply point are in supply and remove all out of supply levels and used conditions. This can either be a supply point that your empire controls or one that is owned by a friendly power that you have signed a Trade treaty with. Meanwhile, units that can't trace a basic supply route are out of supply and gain an extra out of supply level this turn.

3.5.4 ▸ Military Supply Ships

Military supply ships are used to keep units in supply even when they are unable to trace a basic supply route back to a friendly supply point. There are two different ways that this can be accomplished. The first method is to allow basic supply routes to be traced over a restricted jump lane. This requires that Supply ships be stationed in the systems at both ends of the restricted lane. The target system is automatically resupplied, providing supply for all friendly ground forces and fixed defenses in the system. Additionally, for each matched point of Supply rating at each end of the lane you can resupply one squadron of your choice. All units in the selected squadrons are considered to be in supply and have all out of supply levels removed.

The second method in which military supply ships can provide supply requires that they be in an unused condition and in the same system as the units that they are going to resupply. Each point of Supply rating can resupply one squadron of your choice. All of the units in that squadron are back in supply and have all of their out of supply levels removed. Supply ships that are resupplied in this fashion are considered in supply but DO NOT remove their used status. Any military supply ships that were used to resupply friendly forces in this fashion have exhausted their

supplies and are considered used. They won't be able to resupply until they are able to trace a basic supply route back to a friendly supply point.

Example #1: *The Brindaki have 1 Perseverent (Supply 1) and 2 Tireless (Supply 2 each) in Hadrian. Tiber is connected to Hadrian by a restricted lane, and the Brindaki have 2 Tireless in that system as well. This gives the player a total of 5 Supply in Hadrian and 4 Supply in Tiber. This creates a supply connection between these two systems, resupplying all Brindaki ground forces and fixed defenses in Tiber. Additionally, the 4 matched points of Supply in the two systems means that they can also resupply up to 4 friendly squadrons in Tiber.*

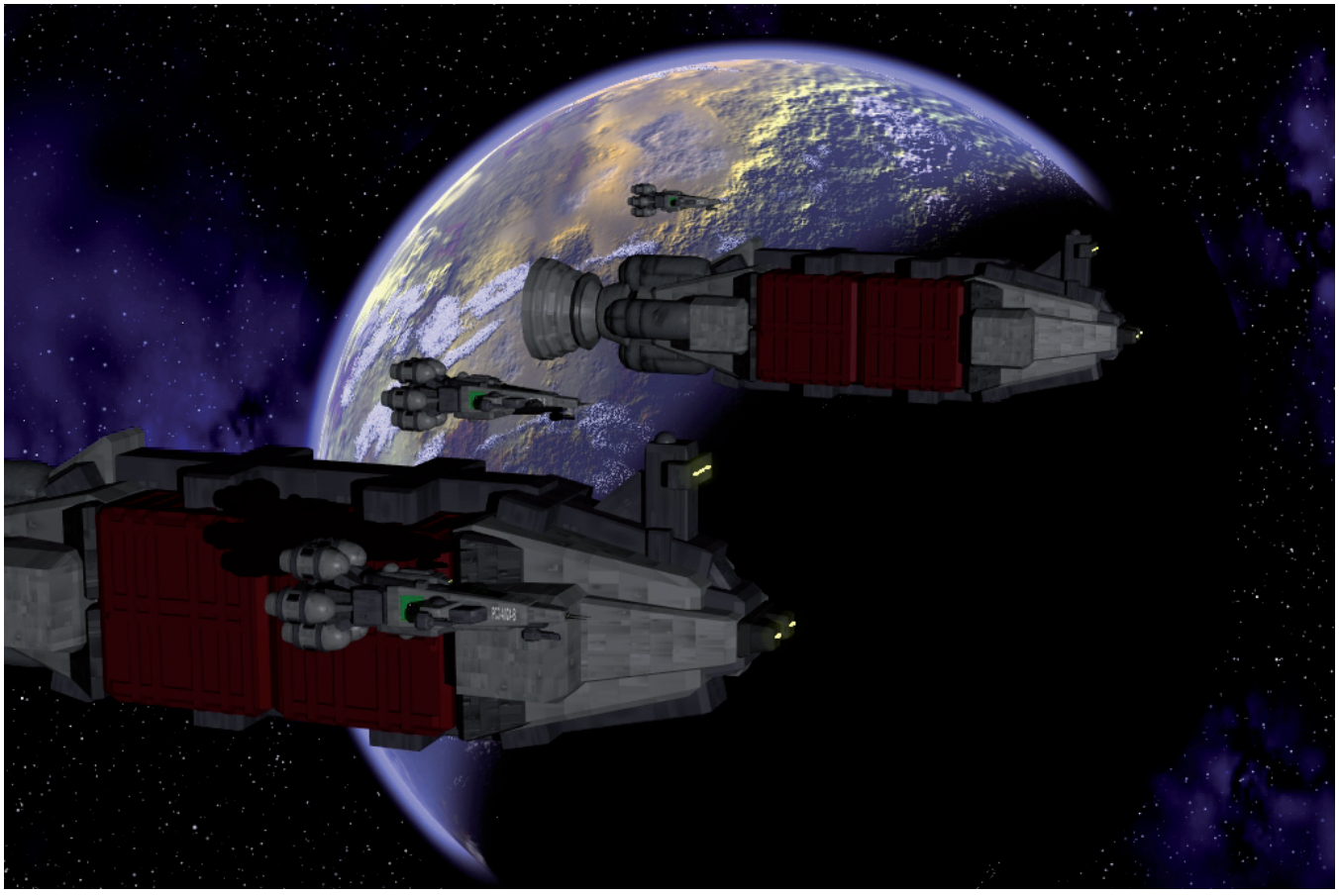
Example #2: *A Brindaki scout force comprised of two squadrons that includes 3 Perseverents (Supply 1) is out of supply during the Supply Phase this turn. The Brindaki player exhausts 2 Perseverents to resupply both of the squadrons this turn. Next turn, the player would only have 1 Perseverent left that hasn't "used" its Supply. This scout could be exhausted to resupply a single squadron in the fleet. It couldn't resupply both squadrons because the Perseverent is only a Supply (1) ship.*

3.5.5 ▸ Out of Supply

Units that can't trace a supply route back to a friendly supply point and aren't being kept in supply using military supply ships will be out of supply this turn. Out of supply units suffer from an out of supply level equal to the number of turns that they have spent out of supply. The effects of being out of supply vary depending on the type of unit that is out of supply:

Ships subtract 1 point from their Defense, Anti-Ship, and Anti-Fighter values for each out of supply level they currently have. A ship's Anti-Ship and Anti-Fighter values cannot be reduced below half their starting value as a result of being out of supply, however. A ship is scuttled (destroyed) and immediately removed from play if its Defense Value is reduced to zero due to being out of supply. When a ship is out of supply it no longer has access to replacement flights, minefields, or other consumables that are normally transported via the military supply network.

Flights are affected by out of supply levels a bit differently than ships. Out of supply flights, no matter where they are based, temporarily lose the ability to



recover flights after a battle and you cannot replenish lost flights using newly purchased units during the Construction Phase. For each out of supply level, a flight must subtract 1 point from either its Defense, Anti-Ship, or Anti-Fighter value, whichever is higher. If the values are the same, the player decides which is reduced. A flight is destroyed when its Defense Value is reduced to zero. Flights that are based from a system also suffer from out of supply effects, but at half the normal rate.

Planetary defenses are the most resilient to being out of supply. Bases and minefields only subtract 1 point from their Defense, Anti-Ship, and Anti-Fighter values for every full 2 out of supply levels. As with ships, out of supply levels cannot reduce a unit's Anti-Ship or Anti-Fighter values below half its starting value and they are destroyed if their Defense Value is reduced to zero.

Missile units rely more heavily on ammunition than other types of units. They lose an additional point of Anti-Ship and Anti-Fighter value for every full 2 out of supply levels.

Ground forces lose 1 Attrition for every full 2 out of supply levels they have received. A ground unit is destroyed when its Attrition reaches zero. Ground forces don't suffer any penalties to their other combat capabilities as the result of being out of supply.

3.5.6 ▸ Raiding

Each campaign turn, there is a chance that raiders will attack civilian vessels on their cargo runs. Roll a percentile die (d100) for every system that contains a convoy or has a Census greater than zero. The base raiding chance is equal to the system's Census value, modifying the chance as follows:

- System has one or more convoys present (+1% per Transport, Trade, or Colony Fleet)
- System has one or more shipyards present (+1% per Shipyard)
- System has military ships and flights present (-1% per 10 construction points)
- System has heavy orbital fortifications (-1% per base that costs 8 EP or higher)

If the die result is less than or equal to the system's raiding chance then a raider attack is generated in the target system. The size of a raiding fleet is determined by rolling on the Raiding Table. This gives you the total Construction Cost of units that are in the fleet.

Raiding Table (d6)

Roll	Fleet Size
1-2	1d6 economic points
3-4	2d6 economic points
5-6	3d6 economic points

Once the size of the raider force is determined, the composition of the force must be chosen. The CM spends these economic points to "purchase" raider units to take part in the raid. You can randomly select an empire for these raiders to be affiliated with, at which point the raiders can purchase units off that empire's force list that have an ISD of 3000. Otherwise, you can use the generic raider units off the Generic Raider Forces Table (see next page). The raider fleet is treated as if it moved into the system during the current Movement Phase.

The raiders can generate a *3.6.2.4 Pursuit Scenario* against any enemy convoy at their current system location. This scenario is resolved during the Supply Phase, not the Combat Phase, and it cannot be refused. The target convoy and its escorts are automatically included in the Pursuit scenario. In addition, the system owner may dispatch a single randomly selected squadron from among the system's other defenders to help protect the endangered convoy. The largest defensive squadron (by total Construction Cost) is only allowed to fill this role 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 won't be available for several combat rounds. No other units located in the system may take part in the scenario.

Should the raiders succeed in destroying the target convoy and its escorts before the reinforcements arrive the scenario will end and the raiders will get away without a fight.

In the event that raiders are attacking a system that doesn't contain any convoys, the raiders will instead generate a *3.6.2.3 Defensive Scenario* and assault any

Generic Raider Forces Table

Unit Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Cutter	GB	1	1/12	1	1	2	1	1/2	0	
Corsair	CT	2	1/8	2	1	2	2	1	0	
Brigand	FF	3	1/6	3	2	2	2	1	0	
Longship	DD	4	2/6	4	3	2	4	2	1	
Dragonship	CL	5	2/4	4	4	3	5	2	1	
Battlewagon	CA	6	2/3	6	4	2	6	3	2	
Trireme	CVP	3	2/6	2	1	2	2	1	2	Carrier
Quinquereme	CVE	4	3/6	3	2	2	4	2	3	Carrier
Caravel	CVL	5	3/4	4	2	2	5	2	4	Carrier
Galleon	CVA	6	3/3	6	2	2	6	3	5	Carrier
Asp	LF	1/4	1/16	1	1	2	-	-	-	
Viper	MF	1/3	1/12	2	1	2	-	-	-	
Cobra	HF	1/2	1/8	2	2	2	-	-	-	
Lamprey	BP	2/3	1/12	3	0	0	-	-	-	Boarding (1)
Marauder	HF	2/2	2/8	2	0	0	-	-	-	Scout (1)

fixed defenses that are located in the system. If the pirates control the system at the end of the raid, then the system won't produce any income next turn.

After completing a raid, the raider fleet remains in the system and will continue to launch raids against it until they are finally driven off or destroyed. If a raid was successful, the raiders get 1d10 economic points that they can spend on repairs or purchasing new units. Any unspent points are lost. Raiders don't have to pay to maintain their units because they get enough supplies from raiding to cover those costs.

Raiders are elusive prey and their fleets can't be directly attacked by imperial forces during the Combat Phase. They do such a good job hiding out in a system that it's impossible for military forces to flush them out. Instead, a player must position anti-piracy patrols in the system and wait for a chance to catch them in the act and eliminate the raider threat once and for all.

Example: *Tau Ceti has 6 Census, 3 Transport Fleets, 1 Trade Fleet, 2 Orbital Shipyards, 18 EP of defending ships and flights, and 3 bases that cost 8 EP or higher. Tau Ceti has a base raiding chance of 6% based on its Census. It gets a +4% from convoys, +2% from Orbital Shipyards, -1% from the total cost of defending ships and flights, -3% from the large bases for a total raiding chance of 11%.*

A raiding check is made in Tau Ceti during the Supply Phase this campaign turn. The d100 roll is 5%. This is less than or equal to the system's raiding chance which means that a new raider force has arrived in the system. A d6 roll of 3 on the Raiding Table determines that the raider fleet has a size of 2d6 economic points, which ends up giving us 10 economic points to spend on ships and flights in the raider fleet. The player chooses to spend these points on 2 Corsair corvettes, 1 Caravel light carrier, and 4 Asp light fighter flights.

Because there are convoys in the system, the raiders will immediately generate a Pursuit scenario against a randomly selected convoy and its escorts (if any). This scenario is set up and resolved, and the raiders don't manage to destroy the convoy before they are driven off by the military forces. The surviving raiders remain in the system and will attempt another raid next turn.

Player's Note: *It is ultimately up to you to decide how raiders are handled in your campaign. The basic rules assume that a raider fleet is going to remain in the same system until they are eliminated, but you could just as easily have them move around the map playing a game of cat and mouse with military anti-piracy patrols.*



3.6 ▸ Combat Phase

When diplomacy fails, it's up to an empire's military forces to hold the line against the night, no matter the cost. The Combat Phase is where players set up and resolve the encounters that occurred this turn. This includes all the naval combat, orbital bombardment, and ground battles that took place this turn.

3.6.1 ▸ Encounters

An encounter occurs when two or more potentially hostile forces meet during the Movement Phase. The empires that are involved in these chance encounters are given the opportunity to open fire on each other and engage in combat at their location this turn. Empires that have signed Non-Aggression pacts can't generate encounters against each other, but any opposing forces that are in a state of Non-Intercourse or War will stop and have an encounter whenever they find themselves in the same system or jump lane.

It's impossible to attack an opponent in one of his own systems without a declaration of war, but you can attack an opponent that moves forces into one of your own systems (as long as you don't have a Non-Aggression treaty, of course). There's also nothing stopping two enemies from fighting space battles in jump lanes or systems that neither of them control. This allows these empires to fight a low intensity border skirmish without necessarily escalating the situation to a full blown war.

3.6.1.1 ▸ Jump Lane Encounters

Jump lane encounters occur when fleets meet in the middle of a jump lane. This is a chance encounter in deep space in between two star systems. The players take turns deciding whether or not they want to demand a Deep Space scenario against any of their opponents, starting with the fleet that has the highest Anti-Ship total in the encounter and continuing in descending order. Remember to take into consideration any modifiers that might affect a fleet's Anti-Ship values, such as the effects of being crippled or out of supply, when calculating your fleet's total Anti-Ship value.

A fleet can refuse a Deep Space scenario by choosing to withdraw from the encounter. The fleet is trying to retreat back to the last system that it visited before the jump lane encounter was generated. However, the attacking fleet may immediately demand a Pursuit scenario against the withdrawing fleet. This scenario cannot be refused.

Fleets that don't engage in combat during a jump lane encounter can choose to either proceed to their original destination or move back to the last system they visited before the encounter. Retreating fleets don't have an option and they must return to the last system they visited. These fleets will arrive at their destinations during the Update Phase this turn. The encounter ends once all the fleets have decided where they are going to move, and you can proceed to the next encounter.

3.6.1.2 ▸ System Encounters

System encounters take place in a star system. They are more complex than a jump lane encounter because players have more options when it comes to how these encounters are resolved. As with jump lane encounters, the order in which players demand scenarios in a system encounter is determined highest-to-lowest by their total Anti-Ship values. A fleet can demand either a Deep Space or Defensive scenario against an opponent. A Deep Space scenario is a battle in open space, while a Defensive scenario takes place near a planet or other strategic point in the system and allows the defender to add fixed defenses to its Task Force.

A fleet can refuse a Deep Space scenario by choosing to withdraw from the encounter. The fleet can withdraw to friendly fixed defenses if there are any in the system, otherwise it will attempt to retreat back to an adjacent star system. However, the attacking fleet may immediately demand a scenario against the withdrawing fleet. A Defensive scenario can be demanded if the target withdrew to fixed defenses, or a Pursuit scenario can be demanded if it is trying to retreat from the system. Neither of these scenarios can be refused by the withdrawing player.

An attacking fleet can refuse a Defensive scenario that the defender demands against it by choosing to pull back outside the range of the planetary defenses. The fleet remains in the system but it won't be able to perform orbital bombardment or conduct planetary invasions there this turn. The attacker is also prevented from loading or unloading units or cargo from the system during the Movement Phase of the following turn.

A defender meanwhile cannot refuse a Defensive scenario, however they can choose to have some or all of its fleet try to retreat from the system while the rest stay behind to protect the system's fixed defenses. After the Defensive scenario is complete, the attacker can demand a Pursuit scenario against the defender's retreating units. This Pursuit scenario cannot be refused.

If a system is currently blockaded (see *3.6.5 Blockades*), then the only type of scenario that the defender can demand is a Breakout scenario. This scenario cannot be refused. The blockaded fleet successfully runs the blockade if all of the ships in the blockading fleet are crippled or destroyed. They may then retreat from the system without fear of enemy pursuit.

If your fleet moved into a system that is controlled by an opponent that you're not at War with, then you must order them to retreat; you aren't allowed to take any other action because you accidentally crossed the border and must leave their territory at once! However, there's nothing stopping your opponent from demanding scenarios against your own fleet.

3.6.1.3 ▸ Encounter Resolution

Space combat occurs so long as at least one fleet in the encounter demands that a scenario be generated. Once all demanded scenarios are resolved, the encounter continues with players resolving any orbital bombardment and ground combat actions that they want to perform in the system this turn. At the end of the encounter players check to see if a system is now being blockaded by an occupying enemy force, which will affect how much income the system generates next turn.

Encounters are resolved simultaneously, and the current encounter must be finished before you can move on to the next encounter. The Combat Phase ends once all encounters have been resolved. Players then proceed to the next phase of the Sequence of Play, which is the Construction Phase.

3.6.2 ▸ Space Combat

Space combat scenarios are the first battles to be resolved in each encounter. Space combat in *VICTORY BY ANY MEANS* are resolved using the Campaign Space Combat Resolution (CSCR) system included in this chapter or your favorite tactical space combat system, whichever you prefer. The CSCR is designed for quick resolution of space battles. The players act as fleet admirals and have significant control over the outcome of these engagements.

If more than one space combat scenario has been generated in the encounter, resolve them in order by scenario type as shown below. If more than one scenario of any given type is being resolved in the system this turn, the player with the highest Anti-Ship total chooses the order in which they are resolved.

1) Breakout Scenarios

2) Deep Space Scenarios

3) Defensive Scenarios

4) Pursuit Scenarios

3.6.2.1 ▸ Breakout Scenario

Fleets that are being blockaded must use a Breakout scenario to try and break through the enemy blockade. The blockading fleet is too spread out to concentrate its forces, and the blockading fleet must split their units into two separate pools. The blockaded fleet then chooses which pool they will engage. The blockaded fleet gains a +2 to its surprise roll and ignores any below Normal readiness state results. Scenario length has a -2 modifier.

The blockaded fleet successfully runs the blockade if all of the ships in the blockading fleet (in the pool it engaged) are destroyed or crippled. After running the blockade, the fleet may withdraw from the system. They'll move to an adjacent system of their choice, arriving during the Update Phase later this turn. They cannot be pursued as they have already disengaged from the system. Units that don't choose to leave or fail to run the blockade must remain in the system.

3.6.2.2 ▸ Deep Space Scenario

This scenario is the most basic form of space combat scenario. This is a pitched battle that is taking place away from any inhabited worlds, so the defender can't include any fixed defenses beyond those that the fleet can carry into battle using special abilities. System based flights can be added to a Task Force. Neither side receives any modifiers to their surprise rolls and there is no adjustments to scenario length.

3.6.2.3 ▸ Defensive Scenario

This scenario has a fleet attacking an enemy fixed defense point, such as an important colony world. The attacking fleet gains a +2 to its surprise roll and ignores any below Normal readiness state results. Scenario length has a +2 modifier. The defending fleet can include fixed defenses (bases, minefields, and flights) that it has in the system in its Task Force.

3.6.2.4 ▸ Pursuit Scenario

This scenario has a fleet trying to leave the system or deep space location while being pursued by an enemy fleet. The pursued fleet must use any crippled units to fill non-flagship squadrons (although squadron command ships don't have to be crippled), unless these units are excluded from the scenario using scouts or tugs. Exempted units and their towers are considered to be already disengaged and not part of the pursued fleet for any purposes.

The pursuing fleet is under special restrictions in that they may only field half the number of squadrons that their Task Force flagship would otherwise be entitled to (round up). This is due to the haste with which these Task Forces are thrown into pursuit.

The pursuing fleet ignores any below Normal readiness state results. Scenario length has a -2 modifier. Once the Pursuit scenario is over the pursued fleet is disengaged and cannot be forced to participate in any further space combat scenarios this turn.

3.6.2.5 ▸ Task Force Setup

Space combat occurs between Task Forces. Players create Task Forces at the start of each space combat scenario using the various military forces that they have available in that encounter. Each Task Force is comprised of a Task Force flagship and a number of squadrons that doesn't exceed the Command Rating of the Task Force flagship.

The ship with the highest Command Rating in the player's fleet serves as its Task Force flagship. Crippled units may be ignored when selecting a Task Force

flagship, with preference shifting to the ship that has the next highest Command Rating. This prevents a player from being forced to use a heavily damaged unit as his flagship if a better option is available. If more than one ship is tied for highest Command Rating, the player can choose which of the available units will serve as his Task Force flagship.

Example #1: *A fleet's highest Command Rating ships are a crippled Battleship (CR 10) and two Command Cruisers (CR 9). The Battleship has the highest Command Rating and would normally be required to serve as its Task Force flagship, however it is crippled so the player can select the next best command ship in the fleet. The Command Cruisers have the same Command Rating, so the player can choose either of them to serve as the flagship. This Task Force may contain up to nine other squadrons, because the Command Cruiser has a Command Rating of 9.*

Once you have chosen a Task Force flagship you can begin assembling your ships into squadrons. Each squadron consists of a command ship and a total Command Cost of other ships that is less than or equal to the command ship's Command Rating. Any combination of ships whose Command Costs add up to the command ship's Command Rating is acceptable. The command ship's own Command Cost isn't factored into this total.

Example #2: *The Command Cruiser has a Command Rating of 9. This gives it enough Command Rating to control two ships with a Command Cost of 4 and a third ship with a Command Cost of 1. Alternatively, it could control three ships with a Command Cost of 3, or nine ships with a Command Cost of 1.*

Flights may be based by units included in the Task Force that have available Carrier Value at no Command Cost. Additional flights may also be included in a squadron at a Command Cost of 1 per 4 flights.

All of your convoys in the encounter must be included in your Task Force. These civilian units are considered to have a Command Cost of 1 unless otherwise countermanded by your scenario.

In Defensive scenarios, a defender may include fixed defenses as part of its Task Force. Only one-third of each type of fixed defenses (bases and minefields) can be included at the start of the battle (round fractions up). The defender chooses which of the available units are included in the Task Force. Any system-based flights that cannot be based by the included defenses are instead included using the system's Utilized Productivity statistic as the Command Rating, at the cost of 1 Command Cost for every 4 flights.

These bases and flights are placed into a single planetary defense squadron which is included in the defender's Task Force at no cost to the Task Force flagship. Minefields are handled differently, and they can be deployed to any friendly squadron of the player's choice. The remaining defenses are placed in the Reinforcements Pool and can be deployed during the battle as the player suffers combat losses.

Example #3: *The defender in a Defensive scenario has 15 bases, 28 minefields, and 40 flights in a system with 4 Utilized Productivity. Each base is capable of carrying 2 flights. The planetary defense squadron at the start of the scenario will contain 5 bases. These bases are carrying a total of 10 flights. An additional 16 flights based off of the planet can be added to this squadron using the system's Utilized Productivity. The defender also has 10 minefields deployed at the start of the battle, placed into friendly squadrons of his choice.*

3.6.2.5.1 ▸ Reinforcements Pool

Additional squadrons beyond those placed in the Task Force are placed into the Reinforcements Pool. Any units that are in Reserve status must be placed in the Reinforcements Pool at the start of the battle.

When reinforcements are allowed to enter combat, you may place the ships into your Task Force but only one squadron at a time. They may only be added to your Task Force if your Task Force flagship is able to control the new squadron in addition to those that it is already commanding.

Additionally, new fixed defenses are automatically added to the Task Force to replace those that were lost on the previous turn. For example, if a Task Force lost three bases this round then up to three more bases would be added to the Task Force from the Reinforcements Pool at the end of the round. The total number of defenses of each type in the battle can never exceed the number that were deployed on the first round.

3.6.2.5.2 ▸ Scout Use in Task Force Setup

Each fleet may use Scouts to spend scout functions to include or exclude squadrons from either Task Force. It costs 4 scout functions to include/exclude a squadron or convoy. You cannot exclude a Task Force flag squadron. Any escorts that are assigned to a convoy are automatically included/excluded along with the civilian fleet. Includes take precedence over excludes. If any player spends scout functions to include a squadron, that squadron will be included in the battle. Squadrons and convoys that are excluded from the battle cannot be included in the Task Force and cannot be in the Reinforcements Pool. They have effectively disengaged from the scenario before it ever began.

Players secretly determine if they are going to use scout functions to influence Task Force setup, after which these actions are simultaneously revealed. Scouts that are used for this purpose are considered "used" for this campaign turn and can't be used to modify scenario setup or provide combat bonuses for the rest of the turn.

3.6.2.5.3 ▸ Allied Combatants

Allied powers that are fighting together in a scenario field a single unified Task Force. The allied ship with the highest Command Rating will serve as the Task Force flagship. If more than one ship is tied for Command Rating, randomly determine which one is given overall command. That player then leads the coalition forces into battle and decides which friendly ships to add to the Task Force. The Task Force can include any of the allied units that are present in the encounter, at the Task Force commander's discretion.

3.6.2.6 ▸ Formations

Task Forces use fleet tactics to provide covering fire, point defense protection, and coordinate movement on the battlefield in order to defend themselves against enemy attack. These benefits are represented using formation levels.

A unit's current formation level determines how much damage is required to cripple or destroy it using *3.6.2.15 Directed Damage*. The Formation Level Table shows the differing directed damage modifiers for each formation level. Multiply a unit's Defense Value by the directed damage modifier to determine how much damage is required to cripple/destroy it. Flights treat all units as if they had a formation level one level lower for the purposes of directed damage.

Formation Level Table

Formation Level	Damage Modifier
Less than 0	1x
0	1.5x
1	2x
2	3x
3	4x
4	5x

All units in a squadron start out in a level 0 formation. One ship per squadron may be placed in a level 1 formation. This bonus is typically used to protect the squadron command ship.

Any squadron (including the flag squadron) can gain an additional +1 formation level bonus by assuming a defensive posture by hanging back and keeping the range open. This limits their engagement capabilities, however, and the total Anti-Ship value in the squadron is halved as a result (round down). Units with the Missile ability that are stationed in these squadrons receive their full Anti-Ship values as they are better suited for long range warfare.

Scouts have the ability to raise and lower the formation level of units using their scout functions. They use this ability to either offer friendly units better protection, or lower the enemy's formations in order to make them more vulnerable to attack. Units with the Guardian and Disruptor special abilities can also be used to raise and lower formation levels, respectively.

Bases don't receive any formation bonuses and all of the units in the planetary defense squadron are in a level 0 formation. Players must rely on friendly scouts to raise the formation levels of these units.

Minefields never benefit from formations even if their assigned squadrons are in a better formation. A player can always score free directed damage against enemy minefields as if they had a formation level less than zero. This makes it easy for weapons fire to neutralize enemy minefields.

Surprise Table (d10)

Roll	Readiness State	
1 or less	Disastrous (-3)	Task Force is completely unready for combat
2	Bad (-2)	Task Force has just been ordered to battle stations
3-4	Poor (-1)	Most of the Task Force is at battle stations, but not all
5-7	Normal (±0)	The entire Task Force is at battle stations
8-9	Good (+1)	Task Force is fully prepared for the battle
10 or more	Superb (+2)	Task Force knows exactly what to expect in the battle

3.6.2.7 ▸ Surprise

Before the battle begins, roll on the Surprise Table to determine the readiness state of each Task Force. Scouts can spend scout functions to modify this roll. It costs 4 scout functions to give your Task Force a +1 bonus to its surprise roll. Scouts that contribute scout functions towards modifying surprise rolls are considered "used" and can't be used to modify scenario setup or provide combat bonuses for the remainder of the turn.

Depending on the result, your Task Force may begin the scenario in a position to ambush the enemy, or it might be the one that is being ambushed! The number in parenthesis after the name is the readiness modifier that is applied to the Task Force's combat rolls during the first round of combat in the scenario. This readiness modifier can't decrease a die roll below a minimum value of 1.

3.6.2.8 ▸ Scenario Length

Scenario length is the number of combat rounds that the combatants must remain in the battle before one side or the other breaks off and retreats. Each Task Force chooses to increase the scenario length by 1-4 rounds (simultaneously announced). Apply any scenario modifiers to the scenario length, if necessary.

Each side may then spend scout functions from unused Scouts to extend or shorten the scenario by 1 round per 2 scout functions. Scouts used to change scenario length are considered "used" and can't be used to modify scenario setup or provide combat bonuses for the remainder of the turn.

All scenarios have a minimum scenario length of 2 rounds and a maximum length of 12 rounds regardless of any other modifiers.

3.6.2.9 ▸ Space Combat Sequence

Once the scenario is determined, Task Forces built, surprise and scenario length decided you can finally start resolving the battle. Strategic space combat in *VICTORY BY ANY MEANS* is resolved over the course of multiple combat rounds. Each round of combat is divided into six phases:

Assignments Phase)	Assign command ships, formation bonuses, squadron missions, flight locations, and scout functions
Fire Phase One)	Ships fire at non-flights
Fire Phase Two)	Ships fire at flights
Fire Phase Three)	Flights fire at flights
Fire Phase Four)	Flights fire at non-flights
End of Round)	Adjust squadrons, rebuild from reinforcements, rebase flights, update readiness

All damage is scored simultaneously within each Fire Phase, but damage from one Fire Phase affects the following Fire Phase(s). For example, ships or bases that are crippled or destroyed by Anti-Ship fire in Fire Phase One will reduce the total Anti-Fighter value that a Task Force has available to use against enemy flights during Fire Phase Two.

3.6.2.10 ▸ Assignments Phase

Players get their Task Forces ready for combat this round during the Assignments Phase. For each step in the Assignments Phase, players secretly record their intentions and then simultaneously reveal them to the other player. This demonstrates that neither admiral knows what the other one might be thinking, and the best laid battle plans can always be upset by a cunning opponent.

3.6.2.10.1 ▸ Command Assignments

In the Assignments Phase, new squadron command ships are assigned (including the Task Force flagship, if necessary). Any squadron that lost its command ship last round must be assigned a new command ship. 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 is tied for highest Command Rating, the player may choose which ship will become the new Task Force flagship.

After command reassignments are complete, units can now be moved between squadrons but all such "moved" units will have their Anti-Ship and Anti-Fighter factors halved for this combat round. New squadrons may also be formed, but only until the total number of squadrons equals the Command Rating of the Task Force flagship. These new squadrons have their Anti-Ship and Anti-Fighter factors halved for one round, as all members are struggling to restore their datalinks and reestablish proper command and control linkages. Fractional combat factors are rounded down in both cases.

If the current number of squadrons already exceeds the Command Rating of the Task Force flagship (usually because the previous flagship was destroyed and its replacement has a lower Command Rating), then squadrons must be removed to the Reinforcements Pool at this time until the number of squadrons left is equal to the Task Force flagship's Command Rating. The player always chooses which squadrons are removed to the Reinforcements Pool.

3.6.2.10.2 ▸ Formation Assignments

Formation bonus assignments may be changed in this phase. One ship per squadron can be placed into a level 1 formation. The planetary defense squadron and any other squadron that had a new command ship assigned this phase doesn't receive this formation bonus, and if a Task Force flagship is reassigned then ALL of its squadrons lose this bonus.

Task Forces that contain Guardian or Disruptor units assign these abilities at this time. A Guardian ship can raise the formation level of a friendly unit by one level per guardian function, while a Disruptor ship lower the formation level of an enemy unit by one level per disruptor function.

3.6.2.10.3 ▸ Squadron Assignments

Once all Task Force units are in their final squadron assignments, players can assign a mission to each of their squadrons. These mission are as follows:

Offensive: This the default squadron mission, and these squadrons fire during Fire Phases One and Two. No special rules apply to Offensive squadrons, and any squadron that isn't assigned a different mission is assumed to be on an Offensive mission.

Defensive: All of the ships in a Defensive squadron receive a +1 formation level bonus. The total Anti-Ship value in the squadron is halved because cautious maneuvering leaves it unable to maximize its firepower (round down). Missile units don't halve their Anti-Ship value when in a Defensive squadron because they have ranged weapons that can engage enemy targets at long range.

Anti-Fighter: These squadrons can't conduct Anti-Ship fire during Fire Phase One. An Anti-Fighter squadron may use its AF factors to engage flights in any one other friendly squadron. The total AF value from the anti-fighter squadron is added to the AF value of the squadron that it is supporting.

3.6.2.10.4 ▸ Flight Assignments

Each side determines which squadron (friendly or enemy) each flight they control will be in this round. Flights may also be landed on their carriers and not participate in combat at all this round. Landed flights can't be attacked by enemy forces.

At the end of the Assignments Phase, flights that are in friendly squadrons that don't contain any enemy flights may be redeployed to another friendly squadron to intercept incoming enemy flights. However, their Anti-Fighter values are halved because they are spending a considerable amount of time this round just moving to the other squadron.

3.6.2.10.5 ▸ Scout Assignments

Scout functions are assigned in the Assignments Phase. Scouts may increase their available scout functions by 1 if they don't participate in any fire phases. Players record their intent to do this now. Your total scout functions are reduced by the amount of enemy Jammer rating in the opposing Task Force. Scouts that were "used" to modify scenario setup

won't be able to use any of their scout functions during scenario resolution; their Scout ratings are effectively reduced to zero.

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

Fleet Support: For each scout function you may increase the formation level of one unit in your Task Force by one level, or you can lower the formation level of one unit in the enemy Task Force by one level.

Defensive Support: For two scout functions a scout may halve the Anti-Ship and Anti-Fighter values of one enemy ship (but not base, minefield, or flight).

Offensive Support: For four scout functions a scout may double the Anti-Ship and Anti-Fighter values of one friendly ship (but not base, minefield, or flight).

3.6.2.11 ▸ Fire Phase One: Ships vs. Ships

In this phase, all non-flight units fire at their targets. Total the Anti-Ship (AS) values of all non-flight units in your Task Force. The AS factors of all defensive squadrons and newly created squadrons are halved. Missile units don't halve their factors for being in a defensive squadron. Roll a d6 and adjust the result by adding your readiness modifier (see *3.6.2.7 Surprise*). This is your damage multiplier, which has a minimum value of 1. Then multiply your total AS by the damage multiplier and divide the result by 10, dropping any fractions. This is the amount of damage that your Task Force has scored against enemy non-flights units in the opposing Task Force.

Unless you are using *3.6.2.15 Directed Damage*, your opponent will then assign the damage to their units. Every ship or base can take up to its Defense Value (DV) in damage before being crippled. Once crippled, its AS and AF values are halved, but their DV remains the same. Crippled ships and bases can take up to their DV in damage again before being destroyed, at which point they are removed from play. Minefields can take up to their DV in damage before they are destroyed (they do not cripple!).

Inevitably there will be damage leftover that is not enough to cripple or destroy even the weakest unit in your opponent's Task Force. In this case, your opponent is forced to assign partial damage to a ship or base. The unit's DV is effectively reduced by the amount of leftover damage that is assigned to it until it is crippled (or destroyed, if it was already crippled), at which point the unit's DV is restored to its normal value. For example, if a DV 8 ship is assigned 2 leftover damage it will only take 6 damage to cripple or destroy it the next time it takes damage (instead of 8).

3.6.2.12 ▸ Fire Phase Two: Ships vs. Flights

Once ships have finished resolving their Anti-Ship fire, total the Anti-Fighter (AF) value in any squadron where hostile flights are present. Roll a d6 and adjust the result by your readiness modifier. This is your damage multiplier, which has a minimum value of 1. Multiply your total AF by your damage multiplier and divide the result by 10, dropping any fractions. This is the amount of AF damage the ships scored.

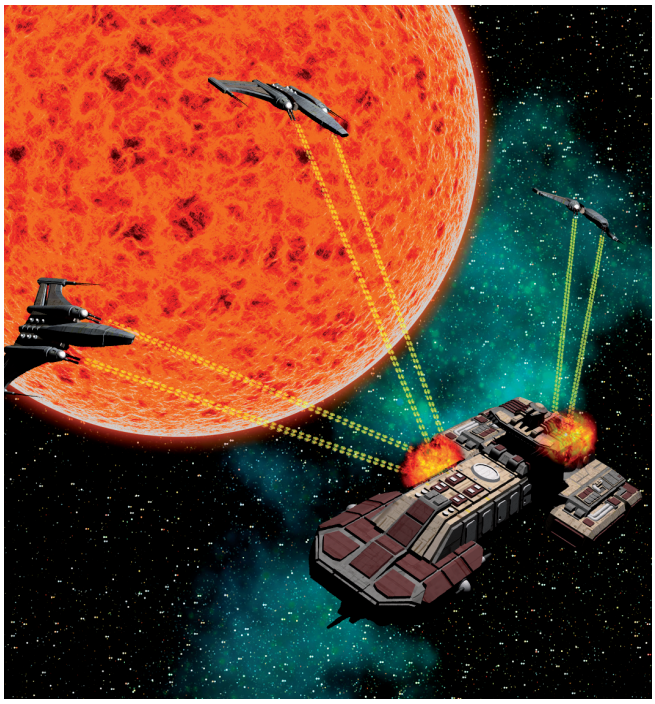
You assign this damage to enemy flights that were assigned to your squadron. Each flight can take up to its Defense Value in damage. Flights don't cripple; once they have taken their Defense Value in damage they are destroyed. Any leftover points short of the amount required to destroy the next flight are lost.

3.6.2.13 ▸ Fire Phase Three: Flights vs. Flights

In this phase flights fire at other flights. Total the Anti-Fighter (AF) values for all surviving flights in squadrons where hostile flights are present. This fire is resolved exactly like AF fire done by ships in Fire Phase Two. The damage done by your flights is scored against enemy flights in the same squadron that your flights are in. 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.

3.6.2.14 ▸ Fire Phase Four: Flights vs. Ships

The players now separately total the Anti-Ship (AS) factors of all flights in each enemy Task Force and resolve this fire just as AS fire was handled in Fire Phase One, with a few exceptions. The damage done by your flights is always scored as *3.6.2.15 Directed Damage*, however flights consider all ships and bases to be in a formation one level lower than they actually are. Against units that have not received any formation bonuses (e.g., they have an effective formation level of 0) the directed damage from flights is free, meaning that there is no damage surcharge.



Flights in different squadrons cannot combine damage for any purpose. Any leftover points of AS damage short of crippling or destroying the weakest enemy ship or base in a Task Force are assigned as partial damage as outlined in Fire Phase One.

3.6.2.15 ▸ Directed Damage

Occasionally, you'll really want to blow up a particular enemy unit, for example an enemy command ship or a plot-critical vessel. To do this, you may apply some or all of your damage as *directed damage* against targets in the opposing Task Force.

To use directed damage, first select the unit you want to cripple (or destroy, if it's already crippled). Instead of it absorbing its Defense Value in damage, the target instead takes its Defense Value and an additional amount of damage equal to half its Defense Value (round up). If the ship is in a formation bonus it will cost significantly more to use directed damage. Multiply the unit's Defense Value by its formation level to obtain the amount of extra damage needed to cripple or destroy the unit. For example, a ship in level 1 formation costs double its normal Defense Value to cripple or destroy, and a ship in a level 2 formation costs triple!

On the other hand, if you used a Scout to lower the formation level of a ship below 0, directed damage against the target is free! This means that you can cripple or destroy a target that is in a formation level less than zero by paying an amount of damage equal to its Defense Value. Damage assigned to minefields is always free directed damage.

After using directed damage, any remaining damage is assigned by your opponent normally, unless otherwise specified.

3.6.2.16 ▸ Minefields

Minefields have a terrain-like effect on combat. Actual offensive use of mines in combat is extremely difficult, and they're more commonly used to establish "no man's lands" on the battlefield to restrict enemy movement. They rarely serve to help destroy enemy ships and flights, but they force opposing fleets to slow down and clear a path through them before they continue to advance.

Players deploy minefields to their Task Force squadrons during scenario setup. Minefields don't cost anything to command, and you can place as many of them as you wish into a single squadron. Minefields can't be reassigned to another squadron unless their current squadron is eliminated or moves back into the Reinforcements Pool. If either of these conditions are met, you can then move the minefields to any of your remaining squadrons (including the planetary defense squadron, which is where you would put the mines if there are no other squadrons left in your Task Force).

Any squadron that includes mines may use them to increase the formation level of ships or bases in that squadron. For this purpose, minefields have a *mine value* equal to their Defense Value. To increase a unit's formation level, assign a number of minefields with a total mine value equal to or greater than its Defense Value. If this is done, the unit's formation level will increase by 1. A single unit may have its formation increased more than once in this fashion.

Example #1: *A destroyer (DV 5) would require at least three DV 2 mines (total mine value of 6) to increase its formation level by 1. It would take 6 of these mines to increase its formation level by 2.*

Obviously, using mines to increase the formation levels of ships in the squadron doesn't protect them from taking voluntarily assigned damage, but a player can absorb that damage by destroying minefields

rather than scoring it against his other ships and bases. The practical effect is that you don't have to start crippling or destroying ships or bases in your Task Force until all of your defensive minefields have been swept away.

Ships and flights that have the Minesweeper special ability are especially effective at eliminating enemy minefields. In Fire Phase One these units score 1 point of free directed damage against minefields in the enemy Task Force for each minesweeper function they possess.

Example #2: *3 frigate minesweepers, each with Minesweeper (2), would be able to do 6 points of free directed damage to enemy minefields during Fire Phase One every combat round. This means that they can destroy up to 6 DV of minefields per round.*

Minefields do not cripple. A minefield absorbs damage equal to its Defense Values and is then destroyed. All directed damage against them is free. Minefields with AS or AF conduct fire in Fire Phases One and Two.

3.6.2.17 ▸ Combat Towing

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 Reinforcements Pool. Towing units can move one crippled ship back to the Reinforcements Pool per towing function available in the Task Force.

They are also able to exempt units from participating in Pursuit scenarios, as the towed units and the ships that are towing them are considered to have already disengaged from the fight by the time the scenario started.

3.6.2.18 ▸ Capturing Ships

You can using Boarding units to perform boarding actions and capture enemy ships or bases. The most common type of Boarding unit is the fighter-sized breaching pod. A Boarding unit must survive to the end of Fire Phase Four, after all flight-based Anti-Ship fire is completed, at which point it can attempt to capture an enemy vessel. Boarding units score 1 point of directed damage against enemy targets per boarding function. The number of boarding functions that a unit has available is shown in its special notes. For example, a Boarding (1) unit would apply 1 point of directed damage, while a Boarding (2) unit would apply 2 points. Any leftover damage short of crippling or destroying the weakest enemy ship or base in the Task Force is lost.

If a player manages to "destroy" an enemy ship or base using the directed damage from boarding functions, then they have successfully captured that unit instead of destroying it. The captured ship remains crippled and must immediately be added to its Task Force. This captured ship can be assigned to a squadron in your Task Force that can accept its Command Cost, otherwise it is moved to the Reinforcements Pool.

3.6.2.19 ▸ End of Round Phase

At the end of the combat round a Task Force may choose to send a single squadron of ships to its Reinforcements Pool, but only if there are other units already in your Reinforcements Pool. In other words, you can't move units back to the Reinforcements Pool if all of your surviving ships are already in the active Task Force! Towing ships can take a number of crippled ships (but not fixed defenses) with them to the Reinforcements Pool equal to their total towing functions (see *3.6.2.17 Combat Towing*).

A Task Force that is trying to breakout of a planetary blockade may disengage squadrons if they currently have more squadrons than the Task Force that is attempting to prevent their disengagement, but only a number of squadrons equal to their advantage. Blockade Runners may also disengage from the scenario at this time if the current round number is greater than half the scenario length.

You now must add a number of squadrons from the Reinforcements Pool equal to the current round number minus the result of a d6 roll. Of course, this is only if the total number of squadrons in the Task Force doesn't already exceed the flagship's Command Rating. If you withdrew your Task Force flagship to the Reinforcements Pool this turn you won't be able to add any squadrons to your Task Force.

If this is a Defensive scenario, the defender moves additional fixed defenses into the Task Force to replace any losses that it suffered this turn. The number of each type of fixed defense units that is added to the Task Force can't exceed the number that were

destroyed by the enemy this round. For example, if your Task Force lost three bases this round it must add another three bases to replace them (if possible).

Flights whose basing units were destroyed this round must be reassigned to another ship or base capable of basing them. If flights are orphaned or cannot be based in the Task Force they can instead be directly commanded by a squadron command ship at a Command Cost of 1 per 4 flights. If the flights cannot be added to any squadrons, then they are moved to the Reinforcements Pool.

A Task Force's readiness modifier is adjusted one step towards Normal at the end of each combat round. For example a Task Force that started in a Good readiness state will drop down one step to a Normal readiness state at the end of the first round of combat. Once a Task Force reaches a Normal readiness state it will remain there for the remainder of the battle.

You are now ready for the next combat round! The battle ends once the number of combat rounds completed is equal to your scenario length or one Task Force has been completely eliminated.

3.6.2.20 ▸ After the Battle

Once all combat rounds in the scenario have been resolved, the status of the units in your Task Force and Reinforcements Pool are updated on your imperial asset sheets.

3.6.2.20.1 ▸ Resolving Partial Damage

Ships or bases that have taken partial damage greater than half their DV are automatically crippled at the end of the battle. If the unit was already crippled this partial damage is simply removed. A unit cannot be destroyed as the result of partial damage.

3.6.2.20.2 ▸ Flight Recovery

After each battle, ships and bases recover flights that were destroyed in that scenario. These recovered flights weren't actually destroyed but instead dropped out of formation or were too damaged to rejoin the fight. Each player totals the amount of Carrier Value (CV) remaining in their Task Force. Multiply this total by 25% to determine the number of destroyed flights that were recovered after the battle (rounding down). For each recovered flight, roll randomly to determine which class of flight was recovered.

Example #1: *The Human player had 2 Circe (CV 6) and 4 Europa (CV 3) carriers in the battle, carrying 18 Sabers and 6 Broadswords. Commonwealth losses in the battle include 1 Circe, 1 Europa, 15 Sabers, and 4 Broadswords.*

After the battle, the Humans have a total CV of 15 left in their Task Force. This lets the player recover up to 3 flights of destroyed fighters. The recovered flights are chosen at random, and the player ends up recovering 1 Saber and 2 Broadswords.

Destroyed flights that were based from the system instead of from a base or carrier can also be recovered, but they rely on atmospheric shuttles from planetary air strips to go up and retrieve them. The system always recovers 25% of the planetary flights that were destroyed in the battle (rounding down).

Example #2: *The Brindaki player was just involved in a Defensive scenario at one of his colonies. He lost 26 flights in this battle that were based from the planet. The system is able to recover a total of 6 destroyed flights after the engagement is over.*

3.6.2.20.3 ▸ Rebasing Flights

Flights that were orphaned by the destruction of their carriers must now find new basing. They can be rebased to ships or bases that have unused Carrier Value or else landed in the system to become part of its fixed defenses. The latter option is only available if the battle was fought in a system that is controlled by your empire or another allied power. Any flights that cannot be based are considered destroyed.

3.6.2.20.4 ▸ Effects of Convoy Damage

Any cargo on Transport Fleets that were destroyed are removed from play. Transport Fleets that were crippled in the fight lose half the cargo they were carrying (round up). Ground forces that were being transported by the now crippled Transport Fleets take Attrition damage equal to half their Attrition value (normal). This Attrition damage can only be repaired once the troops are disembarked from the crippled Transport Fleet to a friendly system. A Census point being carried by a crippled Colony Fleet is unaffected. A crippled Trade Fleet won't earn commerce income for its owner until it is repaired.

3.6.3 ▸ Orbital Bombardment

Once a fleet has achieved orbital superiority in a system by either destroying or driving off the defenders it may commence orbital bombardment against targets in the system. These attacks are used to weaken a colony's defenses before troops can be landed. In extreme cases, orbital bombardment can also be used to wipe out alien populations and leave a system completely uninhabited.

3.6.3.1 ▸ Bombardment Value

A unit's bombardment value quantifies the destructive potential of its guns when they are used to bombard a system. The amount of bombardment value that a unit generates is found on the Fleet Bombardment Value Chart. Add 1 bombardment point if that vessel is a Gunship. For ships that require multiple contributors, such as a frigate that requires 3 ships for 1 bombardment value, the group's bombardment output is increased to 2. For example, a frigate Gunship produces 2 bombardment value for every 2 ships. Crippled ships are too heavily damaged to participate in orbital bombardment, and they don't contribute any bombardment value to the attack this turn. If an out of supply ship performs orbital bombardment it earns an additional out of supply level because it is rapidly exhausting its limited supply of ammunition.

Fleet Bombardment Value Chart

Ship Type	Class	Bombard Value
Superdreadnought	SD	6
Dreadnought	DN	5
Battleship	BB	4
Battlecruiser	BC	3
Heavy Cruiser	CA	2
Light Cruiser	CL	1
Destroyer	DD	1 per 2 ships
Frigate	FF	1 per 3 ships
Corvette	CT	1 per 4 ships
Gunboat	GB	1 per 5 ships
Superheavy Fighter	SHF	1 per 2 fighters
Heavy Fighter	HF	1 per 3 fighters
Medium Fighter	MF	1 per 4 fighters
Light Fighter	LF	1 per 5 fighters
Ultralight Fighter	ULF	1 per 6 fighters

3.6.3.2 ▸ Bombardment Missions

After totaling the bombardment value, the bombing player decides what sort of bombardment missions they wish to conduct. Each bombardment mission has a different target that influences how much bombardment value is required to score damage against the enemy system.

3.6.3.2.1 ▸ Troop Bombardment

This is an all-out, concerted strike against an opponent's ground forces. A defending ground unit loses 1 Attrition for every 6 bombardment value (defender's choice). These strikes can disrupt production, and for every 18 bombardment value the system loses 1 Utilized Productivity next turn. For every 36 bombardment value, roll a d6. On a 1-4 the system permanently loses 1 Productivity, and on a 5-6 the system loses 1 Census and 1 Morale.

3.6.3.2 ▸ Productivity Bombardment

Productivity bombardment targets strategic industrial sites in an attempt to disrupt production and permanently cripple the system's industrial capabilities. The system loses 1 Utilized Productivity next turn for every 6 bombardment value. For every 24 bombardment value, permanently remove 1 Productivity. Particularly heavy bombardment can also cause collateral civilian population damage to occur. For every 36 bombardment value remove 1 Census and 1 Morale from the system.

3.6.3.3 ▸ Population Bombardment

Population bombardment orders a fleet's orbital guns to rain death down upon major planetary population centers with a goal of maximizing civilian casualties. The system loses 1 Census and 1 Morale for every 24 bombardment value. There is also a chance of collateral damage to infrastructure. 1 Utilized Productivity is lost next turn for every 18 bombardment value. For every 36 bombardment value, permanently remove 1 Productivity.

3.6.3.3 ▸ Mass Drivers

Mass Drivers are the scourge of planetary warfare. They are designed to destroy as much as possible in the shortest amount of time. Any ship that is outfitted with a Mass Driver can make a special attack against a system during the Bombardment Phase. Make a separate d10 roll against the system's Carrying

Capacity, Census, and Productivity values. The targeted statistics is reduced by 1 if the die roll is less than or equal to the current value. For example, when bombing a system that has 7 Census, the system will lose 1 Census on a d10 roll of 7 or less. Statistics are reduced immediately, and any subsequent Mass Driver attacks roll against this new value. If the first ship reduces the system to 6 Census, then the second ship must roll against a 6 and so forth.

A system loses 1 Morale for every Census that is killed in the attack. For each point of Census or Productivity lost, roll a d6; on a 4+, one random ground force in the system is lost. Planetary Shipyards and Supply Depots are considered to be ground units for this purpose.

If the system loses Carrying Capacity and its Census, Morale, or Productivity is greater than its new Capacity, you'll have to reduce these statistics until they are all less than or equal to its current Capacity.

3.6.3.4 ▸ Intense Bombardment

Intense orbital bombardment has a chance of rendering parts of the planet's surface totally uninhabitable. Roll a d6 for each point of Census or Productivity that was destroyed by bombardment this turn. On a 6, the system loses 1 Carrying Capacity. A system cannot have its Carrying Capacity reduced below a minimum value of 1. If the system's Census, Morale, and Productivity exceed its new Carrying Capacity then they must be reduced accordingly.

3.6.3.5 ▸ Sustained Bombardment

Any bombardment value that isn't spent on bombardment missions this turn automatically carries over to the next turn as long as the attacker maintains orbital superiority on the following turn. If the attacking fleet is driven off or destroyed before it can bombard on subsequent turns any bombardment value that it was carrying forward is lost and will have no effect on the system. It can be assumed that the bombarding fleet was forced to abandon its bombardment efforts before they could come to fruition and any damage they did to the system was trivial at best and won't have any lasting effects.

3.6.3.6 ▸ Bombardment Surrender

A bombarding fleet can demand the surrender of an enemy system if it is conducting a Population bombardment mission and there aren't any ground forces defending the system. If the bombarding player wishes to ask for their surrender, the next step is to roll d10 + Morale to determine whether or not the colonial government is prepared to accept the terms of the surrender. The system will surrender if the roll is less than or equal to its Census.

If a system that refused a bombardment surrender offer loses Census or Morale on the same turn, it will lose an additional 1 Morale to represent that popular support for the ruling government is waning because there are elements of the population that believe that resistance is futile and they should have surrendered.

3.6.4 ▸ Ground Combat

This is the step in the Combat Phase where control of the system is ultimately decided. Orbital bombardment and planetary blockades can only go so far and in the end it's up to the ground forces to settle the issue and determine who will end up in control of a contested system.

3.6.4.1 ▸ Ground Combat Procedure

Each of your ground forces in the system is assigned attack orders at the start of the battle. Ground forces can be ordered to attack an opposing ground unit. Up to four of your units may attack the same opposing ground unit.

Ground forces in Reserve status defend like normal, except they have -1 Defense and cannot be ordered to attack.

Ground attacks are resolved by rolling the attacking unit's D Factor and adding its Attack value, then the defender rolls his own D Factor and adds it to its Defense value. The defending unit takes 1 Attrition damage per point that the attacker's total exceeds the defender's own. If more than one ground force is attacking the same target, the attackers gain +1 Attack per additional attacker. Because of the nature of this opposed roll, it's typically most efficient to use multiple units to attack a single opposing unit rather than have them attack individually.

Any ground unit that has its Attrition reduced to zero is destroyed and removed from the game. Units that have taken Attrition damage but not enough to eliminate them retain this damage until it is repaired. These weakened units are easier to kill than their full

strength equivalents and, over the course of a long ground war, their opponents can hope to slowly grind them down until they are finally overrun and destroyed.

All ground combat occurs simultaneously in an encounter, and eliminated units still get to perform their planned attacks. Ground combat ends once the ordered attacks are complete. As a result, it can take several turns for attacking troops to wear down the defenders enough to completely eliminate them so that they can capture the system. This gives the defender time to move in reinforcements to intercede on the colony's behalf.

Example: *A Jain Royal Marine (Attrition 3, Defense 3, Attack 2, D Factor d3) is being attacked by two Brindaki Regulars (Attrition 2, Defense 2, Attack 2, D Factor d2). The Royal Marine is counter-attacking one of the Regulars.*

The attacking Brindaki Regular rolls a 2 for its D Factor, which is added to it Attack value for a total of 4. It gains +1 Attack from the second Regular that is attacking the same unit (no attack roll is made for this second unit), bringing the total to 5 Attack. The Royal Marine rolls a 2 on its own D Factor. Adding this to its Defense gives it a total of 5. The Brindaki attack total doesn't exceed the Jain's defense total and as a result no damage is scored in this attack.

The Royal Marine now rolls for its own attack. Its D Factor roll is a 2, which is then added to its 2 Attack value for a total attack of 4. The Brindaki Regular rolls a 1 on its D Factor, which is added to its Defense to give it a modified Defense of 3. The Jain's total exceeds the Brindaki's own by 1 point, which means that the Brindaki Regular takes 1 Attrition damage.

3.6.4.2 ▸ Invasions

Capturing an enemy system requires that you load friendly ground forces on to Transport Fleets and move them to an enemy controlled system to attempt an invasion. Ground forces only receive half their normal Attack value (round down) when they invade



from transports unless they are being supported by friendly Assault ships. The number of assault functions that are required to support a ground force during an invasion is equal to its Construction Cost. Marines always receive their full Attack value when they invade from transports, but they gain a +1 Attack bonus if they are supported by Assault ships.

All of the defending ground forces that are on the ground in the contested system gain a +1 Defense bonus because they are dug in and prepared for the enemy attack. Defenders can attack any of the enemy ground units that are participating in the invasion, but they can't attack troops that are on orbiting transports that aren't invading this turn.

An invader must seize a beachhead before any of their ground units may land on the planet. A beachhead is established if at least one defending ground force was killed in the invasion. This secures a landing zone for your ground forces and allows you and your allies to disembark them to the planet's surface next turn. Ground units don't receive an Attack penalty once they have been landed in the system.

There's little reason for you to attempt another invasion if your empire already has a beachhead in the system. You're better off landing troops in the system and then fighting a conventional ground war on subsequent turns. The exception to this is if you have troops waiting in orbit that need to help support the troops on the ground who are at risk of being eliminated by enemy ground forces this turn. In this case invading from transports might be your best option for maintaining your existing foothold in the system.

Example: *A Human Marines (Attrition 2, Defense 3, Attack 3, D Factor d2) and Infantry (Attrition 3, Defense 2, Attack 2, D Factor d3) and invading a Kili system from orbiting Transport Fleet. The Kili have 3 Defense Brigades (Attrition 4, Defense 3, Attack 1, D Factor 2).*

The Marines have the Marines special ability, and they invade with their full Attack value. The Infantry meanwhile only receive half their Attack value, reducing them to Attack 1. The Kili meanwhile are dug-in, and gain a +1 Defense bonus (increasing them to Defense 4).

The Human player decides to have both of his ground forces attack the same Kili Defense Brigade. Likewise, the Kili player has ordered all of his Defense Brigades to attack the Marines.

The players choose to resolve the Human attack first. The Marines are leading the charge because they have the highest Attack value. They receive +1 Attack from the supporting Infantry. The Marines roll a 2 for their D Factor, for a total of 6 Attack value. The target Defense Brigade rolls a 1 for its own D Factor, giving it 4 Defense value. The Human's Attack exceeds the Kili's Defense by 2, and the Kili takes 2 Attrition damage (now at 2 Attrition).

The Kili Defense Brigade has a base Attack value of 1. It is getting +2 Attack from the pair of supporting Defense Brigades. It rolls a 2 on its D Factor, for a total of 5 Attack value. The Marines also roll 2 for their D Factor, giving them a 5 Defense value. The Kili fail to score any damage to the Marines.

The Human player was unable to seize a beachhead in the system this turn because they were unable to destroy any of the Kili ground forces during the Ground Combat Phase this turn. This prevents the Humans from landing troops in the system next turn.

3.6.4.3 ▸ Productivity Suppression

The mere fact that ground forces are fighting on a planet can cause a disruption in planetary productivity. The system owner compares the total Attrition value of his forces to the total Attrition value of all enemy ground units that have been landed in the system to determine how much Productivity he still controls. The system's Utilized Productivity next turn is halved if the enemy's total Attrition is greater than or equal to twice the defender's total Attrition. Utilized Productivity is further reduced to zero if the enemy's total is greater than or equal to four times the defender's own. These effects are cumulative with Morale, so a system that is in unrest and has enough enemy troops present to further halve its production would be reduced to one-quarter its normal Utilized Productivity. Round fractional Utilized Productivity values up.

3.6.4.4 ▸ Conquest of a System

A system is conquered once all of the defending ground forces have been eliminated and there is at least one enemy ground force left that can take control of the system. The invaders have successfully conquered the system and immediately take

ownership of the colony. If two or more empires were both trying to conquer the system on the same turn, either as allies or as adversaries, the power with the largest disembarked army (by total Attrition) assumes ownership upon its conquest. The system's Morale is immediately halved (rounding up) as partisans begin actively rallying their forces to oppose the foreign occupation.

If an empire's Capital system is captured by an enemy, the conquering power will loot its Treasury and take half the economic points in that pool at the start of the Economic Phase next turn. This represents the effects of enemy troops looting the Capital as well as the general chaos that occurs after an empire's administrative center is taken. A nation's Capital is razed after it is captured, and it will remain destroyed even if friendly forces liberate the system on a future campaign turn. The damage has already been done and the Capital is lost. The empire must choose another system to serve as its new Capital.

Shipyards are captured when the system they are located in are conquered by an enemy force. Newly-captured shipyards start out in a crippled state and must be repaired before the new owner can start using them. Any Mothballed units that were being stored at these shipyards are also captured. These units remain in mothballs and it is up to their new owner to decide whether or not to reactivate them, scrap them, or leave them be.

3.6.5 ▸ Blockades

Fleets can blockade enemy systems in an attempt to starve out the defenders and weaken their space and ground forces before the fleet launches a full frontal assault against the embattled system.

3.6.5.1 ▸ Blockading a System

A contested system is blockaded when it is occupied by an enemy fleet whose total Construction Cost is greater than or equal to twice that of the defender's own fleet. Total the Construction Costs of all ships, flights, bases, and minefields (but not ground forces!) in the system when comparing their relative fleet strengths.

Example: *The Kili have moved 3 Wall CA, 4 Valor CL, 2 Discretion CVL, 6 Parry FF, and 10 Screen LF into the Brindaki controlled Arcturus system. The Brindaki have 2 Bivouac bases, 16 Heavy AS Mines, 24 Sirocco flights. and 3 Regulars defending the system. The Kili have 71.5 EP in their fleet, while the Brindaki have 29.3 EP in their fleet. The Brindaki ground forces don't contribute towards their empire's fleet total. The Kili fleet is twice or more the size of the Brindaki defenders, so they are now blockading the system.*

3.6.5.2 ▸ Blockades & Economy

Blockades disrupt a system's economy, and it won't produce any System Income for its owner each turn while it is forced to operate under a blockade. The blockaded system can still make use of its local construction capacity, however, and the player can spend a number of economic points in the system per turn equal to its economic output. The economic points that are used to make these purchases are paid for by the blockaded system itself rather than from the empire's Treasury. This makes it possible for a blockaded system to continue building up defenses or repairing damaged units but it must rely solely on its own local resources to do so.

Example: *Arcturus is a system under siege. It has an economic output of 16 economic points per turn. While the system is blockaded it won't produce any income for its owner, but that player can spend up to 16 economic points per turn on new construction or repairs at the blockaded system as long as it has construction capacity available to accommodate that construction.*

3.6.5.3 ▸ Blockades & Supply

A blockaded supply point can't be used to resupply friendly units in nearby systems because the blockade prevents freighters from shipping supplies out of the system. Units that are trapped in the blockaded system continue to draw supply from the supply point, however.

If a blockaded system is not itself a supply point, all of the friendly units that are trapped in the blockaded system will be out of supply and earn out of supply levels during the Supply Phase each turn due to a lack of maintenance. Luckily, the blockaded system can allocate some or all of its available construction capacity towards maintaining friendly military forces. The amount of construction capacity that is required to resupply a single maintenance group of units is equal to their Maintenance Cost numerator.

Example: *If a defender has 4 heavy cruisers blockaded in a system, and these ships have a Maintenance Cost of 2/3. It would cost 4 construction capacity to resupply all 4 heavy cruisers, or 2 construction capacity to only resupply 3 heavy cruisers.*

3.6.5.4 ▸ Lifting a Blockade

A system remains blockaded until the blockading fleet leaves the system or a friendly fleet arrives that is large enough to disrupt the blockade. Lifting a blockade immediately restores supply to all units under the blockade as long as they can trace a basic supply route back to a friendly supply point.

If a fleet refuses to lift the blockade, the defender's only option for escaping the blockade is to perform a Breakout scenario and hope that they can either weaken the enemy fleet enough to lift the blockade or cripple/destroy enough enemy ships that at least some of their units can run the blockade and escape the system.

3.6.6 ▸ Encounter Example

The Tirelon Theocracy has decided it needs to take control of the Alpha Theta XII system on the edge of the Jain Khanate. This conquest will push the Tirelon border out, protecting some vital internal trade routes. To make sure they get the job done right the first time, the Tierlon's assemble a strike force to secure the system, thus allowing the convoys with their cargos of troops to land and secure the planet. The Jains have a fleet in the area to contest control of the system. They really wish their new battlecruisers were ready, but they are still in the construction yards.

The Tirelon Strike Force

8 x Convert CL
6 x Staff DD
6 x Pike DD
12 x Penitence GB
40 x Stone ULF
3 x Transport Fleets (each carrying 2 Pounders)

The Jain Khanate Defense Fleet

4 x Swelling Lake CL
8 x Surging Tarn CT
4 x Flowing River CL
8 x Upsurge MF

The Tirelons enter Alpha Theta XII to discover the Jains waiting for them. We now have a System Encounter (3.6.1.2). Scenario generation is now in the hands of the force with the highest total Anti-Ship values. The Jains have a total of 44 AS factors in their fleet. The Tirelons have a total of 72 AS factors, thanks in no small part to the huge swarm of Stones in their fleet. Thus, the choice is the Tirelon's, who demand a Deep Space scenario. The Jains, not expecting such a large force, refuse the scenario by choosing to withdraw from the system. The Tirelons, sensing weakness, demand a Pursuit scenario, which the Jains cannot refuse.

Per 3.6.2.4, the Jains must include all available forces that will fit in the Task Force unless they get excluded by scouts or tugs. The Jains use one of their Flowing Rivers as their Task Force flagship, as those have the highest CR of the ships present, as directed by 3.6.2.5. A CR of 5 means the Jains can organize into up to five squadrons. They do so as follows:

Task Force Flag Squadron

1 x Flowing River CL (squadron/Task Force flagship)
1 x Flowing River CL
1 x Swelling Lake
4 x Upsurge

2nd Squadron

1 x Flowing River CL (squadron flag)
1 x Flowing River CL
1 x Swelling Lake CL
4 x Upsurge MF

3rd Squadron

1 x Swelling Lake CL (squadron flag)
4 x Surging Tarn CT

4th Squadron

1 x Swelling Lake CL (squadron flag)
4 x Surging Tarn CT

The Tirelons, hampered by the hastiness of putting together a pursuit force, may only include a number of squadrons equal to half the Command Rating of their Task Force flagship. The Convert CL has a CR of 8, so they may include up to four squadrons in their Task Force for this pursuit.

Task Force Flag Squadron

1 x Convert CL (squadron/Task Force flagship)
2 x Staff DD
1 x Pike DD
8 x Stone ULF

2nd Squadron

1 x Convert CL (squadron flag)
2 x Staff DD
1 x Pike DD
8 x Stone ULF

3rd Squadron

1 x Convert CL (squadron flag)
2 x Staff DD
1 x Pike DD
8 x Stone ULF

4th Squadron

1 x Convert CL (squadron flag)
2 x Pike DD
16 x Stone ULF

The remaining 4 Converts, 1 Pike, and 3 Transport Fleets are placed in their Reinforcements Pool.

Both sides have scout functions (the Jains 4, the Tirelons 6), which can be used to influence Task Force setup. Their use at this point is determined in secret and then revealed simultaneously. The Jains decide to use all four to exclude their 2nd Squadron. They don't think they can win, and this will keep two of their scouts alive for future use as any excluded ships are considered already gone and not subject to the Pursuit scenario. The Tirelons hold theirs back for combat support during the combat scenario. When the choices are revealed, the Tirelons are angry that their anticipated victory won't be complete.

Next, it's time to check the readiness level of both sides via the Surprise Table in 3.6.2.7. The Jains roll a 7, getting Normal readiness, for no penalty or bonus. The Tirelons roll a 2, which would be Bad, with a -2 modifier to all combat die rolls in the first round, but being the pursuer in a Pursuit Scenario means the Tirelons ignore all readiness results below Normal. This means that they also receive no bonsues or penalties in this battle.

3.6.2.8 Scenario Length is the next step. The Pursuit Scenario comes with a -2 length modifier. The two sides then simultaneously reveal their scenario length. Not surprisingly, the Jains choose 1 round and the Tirelons choose 4. With the scenario modifier, the result is a 3 round combat (1+4-2). The Tirelons decline to extend it any further with scout functions.

Round 1

Each combat round is broken down into five phases. The first is the Assignments Phase. Neither side has any lost command ships to replace or any reassignments between squadrons to do. All squadrons on both side give the inherent formation level bonus to each squadron's flagship. The Tirelons have five Pike DDs in the battle, which have the Disruptor (1) ability. The Tirelons assign three Disruptors to the enemy Task Force flagship and one each to the remaining two squadron flagships.

For squadron assignments, the Jains go Defensive, trying to offset the Tirelon Disruptors. This results in all Jain ships having a +1 formation level bonus with the exception of the Jain Task Force flagship, which has a formation level less than 0 (+1 for Defensive Squadron Assignment, +1 for Squadron Formation bonus, –3 for Disruptors). Not looking good for the Jain flag! The Tirelon squadrons are all given Offensive assignments.

The Jain fighters in the Task Force Flag Squadron are assigned to defend their squadron. Protect the flag! Knowing how badly the Jains are outnumbered in fighters, the Tirelons assign 20 fighter flights to the enemy flag squadron and 10 to each of the other two remaining Jain squadrons.

The Tirelons then assign 4 scout functions towards halving the combat values of the Swelling Lake in the enemy flag squadron. The first assignment (2 functions) reduced its AS and AF from 3 to 2 (1.5 rounded up), and the second reduces it to 1. The Tirelons intend to cut the head off the snake as fast as possible!

On to Fire Phase One: Ships vs Ships!

Both sides fire simultaneously, but we'll resolve the Jain's fire first. With one squadron removed due to scout functions, the Jains don't have much firepower to bring to bear. They have a total of 11 AS factors

(remember one of the Swelling Lakes was reduced from 3 to 1) and because, all ships are Defensive, this is halved to 6 (5.5 rounded up). The Jains roll a 4. 6 x 4 = 24, which is then divided by 10, dropping fractions. The Jains do all of 2 damage to the Tirelon fleet. They do not opt to use directed damage, so the Tirelon player assigns 2 damage to one of the Pike DDs in his 4th Squadron.

The Tirelons fire back with a total of 25 AS factors. They only roll a 3, but that results in 25 x 3 = 75 / 10 = 7 damage to the Jains. The Tirelons do use directed damage, and with the less than zero formation level for the Task Force flag, they apply 5 damage to cripple the Jain flagship. They leave the remaining 2 damage points for the Jains to apply where they will, which ends up on an Surging Tarn in 4th Squadron, which cripples it.

The ships having exchanged shots, now it is time for squadrons to fire at enemy fighters attacking them. The Jain flag squadron has a total of 4 AF factors (the Swelling Lake was reduced to 1 by Tirelon scout functions and the Flowing River flagship is crippled, cutting its AF factors in half to 1). They roll a 3, which results in 1 damage to the 20 flights of Stone ULFs coming in. This does knock one out, so 19 are left (!!).

The 3rd Squadron has 15 AF factors. A damage multiplier roll of 6 yields 9 damage, knocking all but one of the attacking Stones out of the sky.

The 4th Squadron has 14 AF factors (one of the Surging Tarns was crippled by enemy fire in the previous phase), and with a roll of 1, only knock 1 flight down.

Now the defending Upsurges of the Jain Task Force Flag Squadron get their chance. The Jains have 8 AF factors in their four flights, while they Tirelons have 19 in their 19 flights. The Jains roll a 4, resulting in 3 damage (8 x 4 = 32 / 10 = 3), which eliminates 3 more Stone. The Tirelons, for their part, roll a 1, resulting in only 1 damage (remember, after dividing by 10, the remainder is dropped), which is not enough to damage a Upsurge, so it is wasted.

Finally, the attacking Tirelon fighters can make their runs against the Jain ships. The 16 remaining Stones in the Jain flag squadron roll a 6, resulting in 9 damage. Flight damage against ships is resolved as directed damage, but with formation levels reduced by 1. 5 damage goes to blowing up the crippled flagship, while the Swelling Lake takes 2 damage. This is because at formation level 0, it takes 1.5 damage to equal one hit on a target ship. The Tirelons use 3 of their remaining 4 damage points to inflict those hits. The last damage point is lost.

The one flight left in 3rd Squadron cannot hurt the Jains, so the Tirelons don't bother to roll. That is because the maximum they could roll is 6 and with a Stone only having 1 AS factor, they have no chance to break 10 and cause even a single point of damage.

The nine flights attacking 4th Squadron, however, roll a 6, doing 5 damage. This is enough to destroy the crippled Surging Tarn and do one damage to another.

As this is the first round, neither side can bring units from the Reinforcement Pool (Round 1 minus a die roll will be 0 or less).

Round 2

The Jains have some clean up to do. With the Task Force flagship destroyed, a new one must be assigned. The other Flowing River in the Flag Squadron takes over. Not wanting to reduce combat factors, no ships are reassigned. The Tirelons are happy with things as they are.

Because the Jain flagship was reassigned, all of its squadrons lose the squadron formation bonus that could be given to one ship in each squadron. The Tirelons assign 2 Disruptors to the new flag, 2 to the Swelling Lake in the Flag squadron, and the last to the Swelling Lake in the 4th Squadron. Again, all Jain squadrons go Defensive and all Tirelon squadrons go Offensive. The Tirelons are down to 26 Stone flights. All 26 are assigned to the Jain flag squadron, where the Jain's fighters remain on defense duty. The last two Tirelon scout functions are assigned to Defensive Support against the Jain Flag Squadron's Swelling Lake, reducing it to 2 AS and 2 AF.

In Ship vs. Ship Combat, the Jains are down to 10 AS factors, which are halved by the Defensive assignments to 5. They roll a 6, doing 3 damage to the Tirelons. The damage is assigned to the Pike DD that was damaged last round, which cripples it and leaves it with one DV left. The Tirelons still have their full 25 AS factors (the damage to the Pike doesn't take

effect until the end of the phase) and roll a 5, resulting in 12 damage. The Tirelons destroy the Jain flagship outright with 10 damage, and leave the remaining two points for the Jains to assign, which ends up as partial damage on the Flag Squadron Swelling Lake.

The effect of the ship fire means the Jain Flag Squadron only has 2 AF from the surviving Swelling Lake to face down 26 flights of Stone ULFs! They do roll a 6, which gives them enough to knock down one flight. The Upsurges then engage, rolling a 5, and knock down 4 more, leaving the Jains with 21 flights to make their attack runs. The Stones return fire does 5 damage; enough to kill two Upsurges. The Stones then roll a 5 for their attack run, resulting in 10 damage, which is just enough to destroy the damaged Swelling Lake thanks to the two damage that were assigned to it during ship vs ship combat earlier this round.

The Jains don't have any reinforcements that they can call in (2nd Squadron has completely disengaged from the battle). The Tirelons roll a 4 and no reinforcements catch up for them to use.

The Jain Upsurges that were based from its Task Force Flag Squadron are orphaned now that their carriers have been destroyed. The 4th Squadron adds these 2 flights into its empty spot left by the destruction of an Surging Tarn. If the Jains didn't have the spare Command Rating to cover the Command Cost of these flights, they would have been forced to move them to their Reinforcements Pool instead.

Round 3

The Jains are hurting, no doubt about it. Their 4th Squadron becomes the new flag squadron, with the Swelling Lake as the new Task Force flagship. As in Round Two, the reassignment of the flagship disrupts the squadron formation bonus normally given to one ship in each squadron.

Tirelon assignments remain unchanged. The crippling of a Pike DD reduces the Tirelons to four Disruptors, and two are assigned to each of the remaining Swelling Lakes. Both sides opt for Offensive squadron assignments. The Tirelons assign all 21 flights to the new Jain flag squadron.

The crippled Pike reduces Tirelon AS factors to 24. They roll a 5, again resulting in 12 damage. The new Jain flagship is destroyed with directed damage thanks to the Disruptors assigned to it. Meanwhile, the Jains are down to 6 AS factors, but this is not halved. They roll a 4, resulting in 2 damage. The crippled Pike is destroyed and the remaining damage point is assigned to another Pike.

The three Surging Tarns remaining in the Flag Squadron have 9 AF factors. They roll a 5, resulting in 4 damage and four less Stone flights. The two defending flights of Upsurges engage with 4 AF. The Jains only roll a 1, which does no damage. The Tirelons roll a 3, resulting in 5 damage; both Jain fighters are lost! Finally, the Tirelons make their attack runs. A roll of 2 gives 3 damage points which leaves a mark on the defending Swelling Lake, but does not cripple it.

The battle is now over. The damaged Jain Swelling Lake and Tirelon Pike DD are now both crippled. The Jains lost 2 Flowing Rivers CL, 1 Swelling Lake CL, and 1 Surging Tarn CT, along with 4 flights of Upsurge MF. The Jain Fleet still has 10 CV factors. Multiplied by 25% and rounded down, this means 2 of the 4 lost flights are recovered. The fleet has enough CV capacity to base them all, so none are lost.

The Tirelons have lost 1 Pike DD and, with another crippled, this reduced CV capacity in their fleet to 37. 37 x 25% results in 9 of the 23 lost flights being recovered, bringing them back up to 26 flights. The Tirelons have won the battle, but at great cost to their fighter crews.

With Alpha Theta XII now free of the Jain fleet, the Tirelons now have to deal with the Jain ground forces that are still on the ground in the system. The Jains have 1 Medium Infantry and 2 Light Infantry protecting the system.

Bombardment

Before making the decision to land any their own troops, the Tirelons conduct orbital bombardment (3.6.3) against Alpha Theta XII. To calculate the amount of bombardment value they have available to perform missions, we have to update their fleet composition and then check it against the Fleet Bombardment Value Chart in that section. The crippled Pike can't contribute to bombardment because it has sustained too much damage.

The Tirelon Strike Force
8 x Convert CL
6 x Staff DD
5 x Pike DD (1 Crippled)
12 x Penitence GB
26 x Stone ULF
3 x Transport Fleets (each carrying 2 Pounders)

The Tirelons have 8 CL (8), 10 DD (5), 12 GB (2), 26 ULF (4) for a total of 19 bombardment value. Because they intend to invade Alpha Theta XII, the Tirelons decide to spend 18 bombardment value on Troop Bombardment (3.6.3.2.1). This is enough bombardment value to score 3 points of Attrition damage to the defending troops and reduce the system's Utilized Productivty by 1 next turn. The Jains choose to assign 2 damage to a Light Infantry, eliminating it, and then assigns the remaining point of damage to the surviving Light Infantry. That unt is now reduced to 1 Attrition (was 2 Attrition).

The leftover point of bombardment value is carried forward to next turn as sustained bombardment (3.6.3.5).

Ground Combat

The Tirelons can now now safely send in the troop transports to finish securing the system. They are invading Alpha Theta XII using all six of the Pounders that are being carried by their orbiting Transport Fleets. Because this is an invasion (3.6.4.2), the attack ground forces would normally receive only half their normal Attack value in the battle. However, because the Pounders are Marines, they invade with their full Attack strength.

The Tirelons order four Pounders to attack the Medium Infantry (this is the maximum number of ground forces that can attack a single opponent) while the other two Pounders attack the wounded Light Infantry. The Jain troops are ordered to attack the same invading Pounder unit to increase the chances of successfully taking one of them out. The Jains defenders are dug-in, and this gives their troops a +1 Defense bonus.

The two sides decide to resolve the Tirelon attack against the Medium Infantry first. The attacking Pounder rolls a 3 for its D Factor. There are three other Pounders attacking with it, giving its a further +3 Attack. These modifiers are added to the Pounder's base Attack (2) to give it a total of 8 Attack. The Medium Infantry rolls a 1 on its own D Factor. This is added to its Defense, which is at 3 because of the dug-in bonus, giving it a total of 4 Defense. The doomed Medium Infantry takes 4 Attrition, killing it.

Next, the two Pounders attack the damaged Light Infantry. The attacking Pounder rolls a 3 for its D Factor and gets +1 Attack from the second Pounder that is assisting it. Adding this to its base 2 Attack value gives it a total of 6 Attack. The Light Infantry rolls a 1 on its own D Factor. Adding this to its base Defense (+2) and dug-in bonus (+1) gives it a total of 4 Defense. The unit takes 2 Attrition damage and is destroyed.

The Jain ground forces perform their attack against the invading Tirelon Pounder. The Medium Infantry rolls a 2 on its D Factor. It has a base 1 Attack and is getting +1 Attack from the supporting Light Infantry for a total of 4 Attack. The Pounder rolls a 3 on its D Factor, which is added to its base Defense (+2) for a total of 5 Defense. The attack bounces off the Pounder's defenses and scores no damage.

With all enemy ground forces eliminated in the system, the Tirelons are now in control of Alpha Theta XII! The system's Morale is immediately halved as the Jains try to come to grips with their new owners.

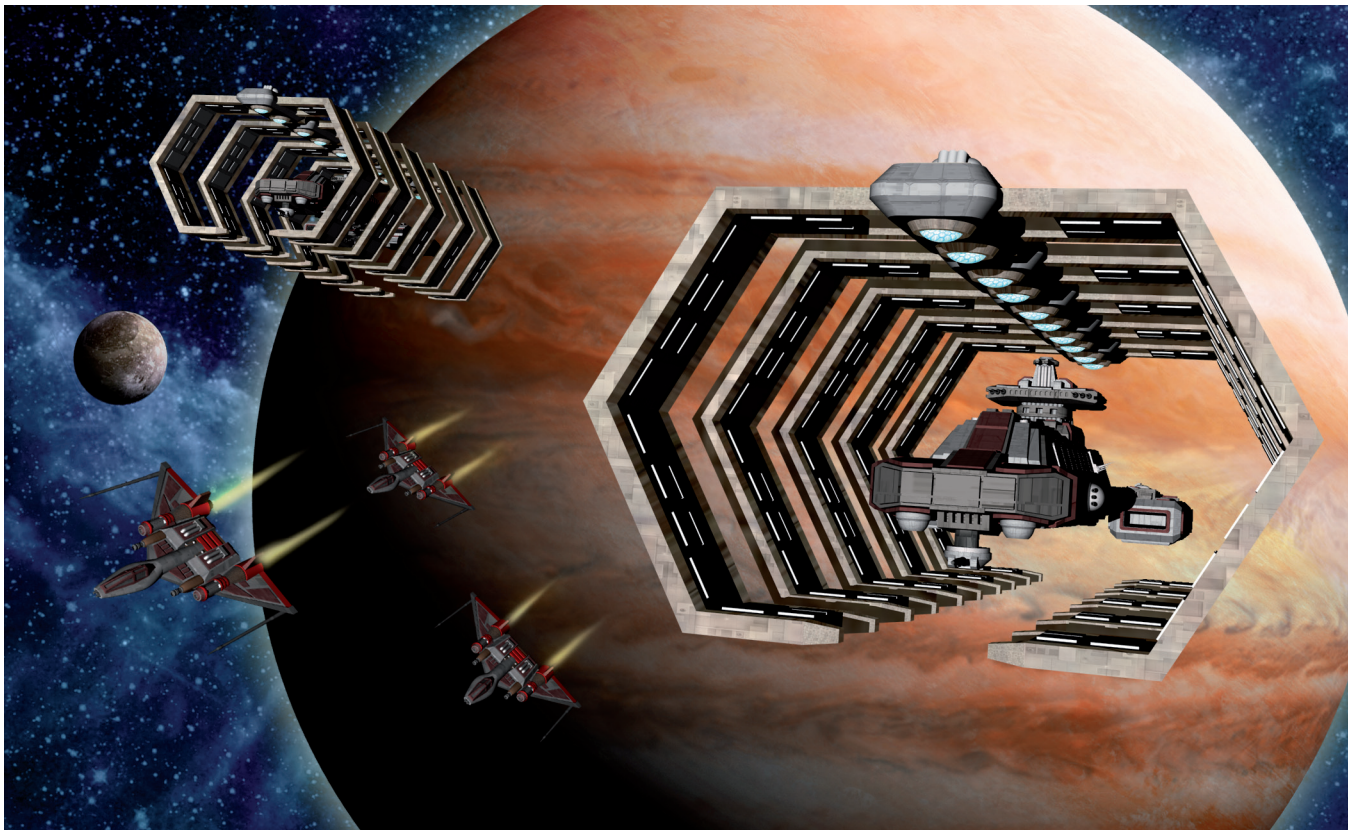
3.7 ▸ Construction Phase

All purchases and other construction orders that players recorded earlier this turn are resolved during the Construction Phase. Units that have finished construction this turn are then deployed at the end of this phase.

Construction orders that can no longer be fulfilled because of events that occurred this turn are automatically cancelled. All of the economic points that were spent on these cancelled projects are lost.

3.7.1 ▸ Construction Capacity & Slipways

Construction capacity represents the raw economic ability to finance and implement large-scale military construction projects. A system's construction capacity is equal to its Utilized Productivity times its Raw value. Systems can have multiple sources of construction capacity, the most common being



planetary industry and shipyards (both orbital and planetary). The maximum Construction Cost of units that can be simultaneously under construction at a location (planet or shipyard) is equal to its construction capacity. It is not possible for sources of construction capacity to combine leftover capacities.

Sources of construction capacity have a finite number of slipways that they can use for ship construction. Slipways represents the dock space that is available at the planet or shipyard and can be thought of as "construction slots" that limit the number of ships that can be built or repaired at the same time at that location. Each slipway can facilitate one ship of any given size. Each system has a number of slipways equal to its Utilized Productivity. Similarly, each shipyard has a number of slipways equal to its system's Utilized Productivity. Flights do not require the use of slipways during construction.

Once a ship begins construction it will remain in its slipway until it is completed. Most ships take several turns to complete, and more expensive units take considerably more time to build than smaller ones do.

If a player doesn't have enough construction capacity or slipways at a location to perform all the work that was scheduled and paid for this turn, the items in excess of its construction capacity and/or slipways are not performed. The system owner chooses which construction projects are delayed by the lack of capacity or dock space. The economic points spent on construction orders that cannot be completed due to a lack of construction capacity or slipways are still spent and lost because the resources were already purchased and allocated before whatever event occurred that prevented their completion.

A player can choose to halt ship construction on a future turn, at which point the unit is removed from the slipway. You might choose to do this if you need to free up a slipway for an emergency repair, for example. These units can be left partially completed at a system or shipyard this turn until construction capacity or slipways are made available to continue advancing their construction in a future Construction Phase. However, resuming construction takes more time and resources as the construction is looked over, rechecked, and restarted. The cost to resume construction is equal to 25% times the unit's Construction Cost (round up) and adds an extra turn to the unit's construction time.

3.7.2 ▸ Planetary Construction

Planetary construction takes place in factories and assembly yards spread across the planet's surface. The construction capacity of a system is equal to its economic output (Utilized Productivity times Raw) and the total number of slipways available at the planet is equal to its Utilized Productivity.

Bases, minefields, flights, and ground forces are all constructed on planets using planetary construction capacity. None of these units occupy nor do they require slipways during construction. The maximum number of ground units that a system can have under construction on a single turn is equal to its Census. For example, a system with 1 Census may only build one ground force at a time. The net effect is that larger worlds are 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.

Atmospheric ships can also be built on a planet at no penalty. Planetary sites are often favored for the construction of atmospheric ships because it frees up space in the orbital yards that can be better used to build larger vessels.

Non-atmospheric ships can still be built using planetary construction capacity, but they require extensive prefabrication and must be assembled in orbit upon completion. This incurs additional expenses that double the Construction Costs of any non-atmospheric ships built at a planet. Non-atmospheric flights are not subject to this penalty and may be built at their normal construction costs.

Planetary Shipyards can be built to increase a system's available planetary construction infrastructure. The cost of a Planetary Shipyard is 20 economic points, with a maintenance cost of 1 economic point per turn. Each shipyard has a construction capacity equal to the system's economic output and a number of slipways equal to the system's Utilized Productivity. This capacity can only be used to build ships and flights. A Planetary Shipyard's construction capacity is reduced to zero when it is damaged.

Example: *Canis Majoris has 4 Raw and 5 Utilized Productivity. The system can have up to 20 economic points of military units under construction at any given time and has 5 slipways available, which means that it can build or repair up to 5 ships at once.*

The system also has two Planetary Shipyards. Both of these Planetary Shipyards have an additional 20 construction capacity and 5 slipways. In total, Canis Majoris has enough slipways to build 15 ships and can have up to 60 economic points of units under construction each turn.

3.7.3 ▸ Orbital Construction

Orbital Shipyards are the primary location where ships are built and repaired. 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 an Orbital Shipyard is 20 economic points, with a maintenance expense of 2 economic points per turn.

Each Orbital Shipyard has a construction capacity equal to its location's economic output (Utilized Productivity times Raw) and a number of slipways equal to its location's Utilized Productivity. Because of this, shipyards built at larger, mature colonies are able to build a larger number of more expensive ships compared to shipyards located at smaller colonies. An Orbital Shipyard's construction capacity is reduced to zero when it is crippled.

Flights can be built at Orbital 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 slipways at the shipyard.

An empire can build Orbital Shipyards in uninhabited star systems and use *3.7.4 Construction Pipelines* to transfer construction capacity to that system. In these cases, each shipyard has one slipway available that it can use to build or repair a ship.

Example: *Ross has 3 Raw, 2 Utilized Productivity, and 3 Orbital Shipyards. Each shipyard built at Ross has 6 construction capacity and 2 slipways. This means that Ross has enough slipways to build 6 ships at once and can have up to 18 economic points of ships or flights under construction each turn.*

3.7.4 ▸ Construction Pipelines

Transport Fleets can create construction pipelines to transfer construction capacity from one system to another. Construction pipelines can even be used to transfer construction capacity to systems that your empire doesn't control in order to facilitate remote base construction.

To create a pipeline, you must place a Transport Fleet in both the source and destination systems. Each matched pair of Transport Fleets can move up to 10 construction capacity between the two systems. The construction capacity at the source system is reduced by the indicated amount, and the construction capacity in the destination system is increased by that same amount.

Example: #1 *The Graal player has placed a Transport Fleet in the Mentaba system (14 construction capacity) and another Transport Fleet in the Detapa system (16 construction capacity) with the intent of creating a construction pipeline. The player records that Mentaba is transporting 10 construction capacity to Detapa. This is the max capacity that a single pair of Transport Fleets can transfer between two systems. This pipeline reduces Mentaba to 4 construction capacity and increases Detapa to 26 construction capacity.*

In any event, the Transport Fleets must be in place, in supply, able to trace a path of jump lanes between the systems that doesn't pass through any contested systems, and ordered to transport the construction capacity for any related construction order to be legal. A Transport Fleet cannot be ordered to do anything else this turn if it is running a construction pipeline.

If for any reason the Transport Fleets aren't in place during the Construction Phase or can't trace a path of jump lanes between the systems that doesn't pass through any contested systems, then the pipeline is disrupted and any economic points that they were transporting between the two systems are lost. The owning player chooses which points are lost if such a mishap occurs.

Example #2: *A raider attack has destroyed the pipeline Transport Fleet in the Mentaba system. This pipeline disruption reduces Detapa's construction capacity by 10, which is the amount that it was importing from Mentaba. If the Graal had spent 26 economic points on purchases in Detapa this turn, that player would have to choose at least 10 cost of construction to cancel. The economic points spent on these purchases are lost.*

3.7.5 ▸ Purchasing Convoys

Empires contract with civilian shipping concerns to create new convoys (Transport, Trade, and Colony Fleets). Transport Fleets cost 10 economic points, Trade Fleets cost 20 economic points, and Colony Fleets cost 30 economic points. Convoys can only be recruited in systems that are considered to be supply points. These systems serve as hubs for an empire's civilian freighter network, and they're the only place that you can find enough spare civilian freighters available to recruit a new convoy.

Because convoys are being recruited from the civilian freighter network and not actually being built at your systems, their purchase costs don't count against a system's construction capacity. This means that you can purchase as many convoys as you want in a system without having any effect on how much construction capacity it has available to support other military construction projects.

3.7.6 ▸ Repairs

Ship, bases, and convoys can become crippled as the result of combat, sabotage, or other unexpected accidents and must be repaired to restore them to an undamaged state. The cost to repair one of these units is equal to 25% of its original construction cost, rounding any fractional amounts up. This cost counts against the construction capacity of the system or shipyard that is being used to repair the unit, and each ship requires one slipway while they are undergoing repairs. Repair costs are doubled if you're using planetary construction capacity to repair a non-atmospheric ship.

Flights and minefields never need to be repaired, as they don't cripple. They are simply destroyed when they take damage.

Example: *The Human player has a crippled Prometheus light scout cruiser that is in need of repairs. This ship has a construction cost of 6, which gives it a repair cost of 2 economic points. The ship's current location doesn't contain an Orbital Shipyard. Because the Prometheus isn't Atmospheric, the repair cost is doubled to 4*

economic points. The player decides to move the crippled ship to another system that has an Orbital Shipyard with an available slipway and repair it for 2 economic points.

3.7.7 ▸ Field Repairs

Military supply ships, often called fast combat support ships, may be used to repair crippled units without the need for additional construction capacity or slipways. A military supply ship can support 1 economic point of repairs for each point of Supply rating. Multiple military supply ships can combine their supply functions to affect larger repairs. The economic point cost of the repairs is paid for as normal, and the Supply vessels must be in supply in order to conduct field repairs.

The ships must remain in the system to support these field repairs until they are completed, and they can't perform field repairs on any other vessels until their current job is done. If the military supply ships leave the system or are destroyed before field repairs are complete, the repair order is cancelled and the economic points spent on it are lost.

Crippled military supply ships cannot be used to perform field repairs.

Example: *The Senorian player has a group of three Small Freighters (Supply 1) in the Cayrel system. There is one Abomination battleship (repair cost 3 EP) and four Shadow destroyers (repair cost 1 EP per destroyer) at this location that are crippled. The Small Freighters have a total of 3 Supply and can perform up to 3 EP of field repairs this turn. They can support the repair of either the battleship or up to three destroyers this turn, but not both. The player chooses to repair the Abomination battleship and spends 3 EP to perform the field repairs. The Supply ships must remain in the system until the field repairs are complete.*

3.7.8 ▸ Refits

Units can be returned to base to undergo refits to convert them into members of a different class. The cost to perform a refit is equal to 50% of the Construction Cost of the class that the unit is being refitted into, rounding fractional amounts up. Units can only be refitted into other classes that have the same Command Cost. As with repairs, ships require slipways while they are being refit.

Example: *The Human player has moved an Ares heavy cruiser into the yards at Sol with the intention of converting the ship into a Hades assault cruiser (7 Cost). Both the Ares and Hades are CC 3 heavy cruisers. This refit costs 4 economic points (50% of the Hades' cost) and will take 4 turns to complete.*

3.7.9 ▸ Attrition Damage Repair

Ground forces that suffered Attrition damage earlier this turn but were not eliminated repair 1 point of Attrition damage during the Construction Phase as long as they are not currently out of supply or embarked aboard a crippled Transport Fleet. This represents that ground forces that have previously lost unit cohesion are integrating fresh reinforcements and will eventually return to full strength.

Hospital ships can be used to accelerate the recovery of damaged ground forces at their location and bring them back up to full strength. Hospital ships can repair 1 Attrition each turn per hospital function.

3.7.10 ▸ Scrapping

Military units can be scrapped to remove them from service and recoup some of their original costs. Scrapping a unit in a friendly system recovers 50% of the original economic point cost (round up). Ships don't require slipways when they are being scrapped. Any cargo or other units that a unit was carrying when it was scrapped are automatically scrapped along with it. A unit's current maintenance state has no impact on its ability to be scrapped. This allows players to scrap Reserve and Mothballed units without activating them first.

Units that are scrapped in uninhabited or enemy systems are scuttled rather than scrapped. No economic points are recovered from scuttling a unit. Players usually only scuttle units to reduce their maintenance burden or prevent units from being captured by an opponent, preferring to return them to a friendly system for scrapping.

Convoys, flights, and minefields cannot be scrapped. They can only be scuttled.

Example: *A 7 EP heavy cruiser that is in Reserve status at a friendly system has been sold for scrap by its owner. The player receives 4 EP from scrapping the ship.*

3.7.11 ▸ Activations & Deactivations

Units can be ordered to activate or deactivate as part of your turn orders. Active units can be deactivated to Reserve or Mothballed status; Reserve units can be reactivated to Active status or deactivated into Mothballed status; and Mothballed units can be returned to either Active or Reserve status. The number of turns that are required to complete an activation or deactivation order is equal to half the unit's Construction Cost (round up).

Ships require slipways at a shipyard while they are being activated or deactivated. The vessel is being brought into the shipyard so that work crews can strip down its systems and put them into storage (deactivating) or bring the gear back out and reinstall it (activating). Atmospheric vessels can be activated or deactivated in any system, not just those that contain shipyards, because they can land on a planet's surface and use planetary slipways.

A side effect of the shipyard requirement for starship activations/deactivations is that a player must be careful to make sure to maintain an active shipyard in any system where his empire is storing deactivated vessels or else he won't be able to reactivate them when the time comes that they're needed. You must also consider the possibility that an enemy force might move into the system and destroy the shipyards before retreating, making it impossible for you to reactivate any of the ships that were being stored there until a new shipyard can be built.

Ground forces cannot be Mothballed. Unwanted units of this type should be scrapped if your empire is no longer capable of maintaining them or simply doesn't need them anymore.

Activation/deactivation orders can be cancelled at any time before completion. The units remain in their original maintenance state when these orders are cancelled.

3.7.12 ▸ Construction Times

Ships, bases, and ground forces take a number of turns equal to their Construction Cost to complete after they are purchased. For instance, a ship with a Construction Cost of 8 won't be completed for 8 turns. An amount of construction capacity equal to the full Construction Cost of the ship will be unusable at the system or shipyard for as long as it is under construction. As a result, an Orbital Shipyard that is located in a system with 24 construction capacity can only have a total of 24 Construction Cost of units under construction there at any given time.

Because installations (Supply Depot, Orbital Shipyards, Planetary Shipyards, etc.) cost considerably more than normal military units, construction times for these facilities are reduced to half the unit's Construction Cost (rounding up). For example, it takes 10 turns to complete an Orbital Shipyard that costs 20 economic points to build.

These same construction time rules apply to all *3.7.6 Repairs*, *3.7.7 Field Repairs*, and *3.7.8 Refits*. Since Transport, Trade, and Colony Fleets are pulled from civilian and the general shipping pool they are not subject to this rule.

Construction times for all ongoing construction projects are advanced at the end of each Construction Phase. Units that cost 1 economic point are completed on the same turn that they are purchased, a 2 cost unit is completed during the Construction Phase of the next turn, and so on. Units cannot move, attack, or receive any other orders until they are finished. Completed ships are placed in the system of the shipyard or planet that built them. You'll need to assign these completed units to fleets and squadrons during the Turn Orders Phase next turn.

Any unit construction order that takes more than one turn to complete may be cancelled on a later turn. When a construction order is cancelled, the player is refunded 50% of the economic point cost (round up).

3.7.13 ▸ Flight & Mine Replenishment

Newly purchased flights and minefields may be transported directly to a target fleet or system in order to replace combat losses as long both systems are in supply and you can trace a jump route between the two that doesn't pass through any contested systems. These units are being transported to their destinations using your empire's civilian freighter network and don't require the intervention of any player controlled Transport Fleets. Units that are crippled and systems that are blockaded are temporarily unable to replenish flights or minefields until they are repaired or the blockade is lifted, respectively.



3.8 ▸ Tech Phase

Technology is a vital aspect of any campaign because empires that enjoy a tech advantage over their opponents are capable of building more advanced military units that have better statistics and capabilities. Ignoring research is a sure path to defeat.

3.8.1 ▸ Tech Investment

Economic points can be spent to fund research and development efforts in your empire. Tech investment is important because researching new technologies gives an empire an edge over the competition in the form of new advanced unit classes. The maximum number of economic points that a player can spend on tech investment each turn is equal to the total Utilized Productivity in his empire. This represents the fact that an empire has a limited capacity for conducting research at its colonies regardless of the amount of income that it's earning from other sources. All of the economic points that an empire spends on tech investment are placed into its Tech Pool.

The total amount of tech investment that is required to achieve a tech advancement at the end of a campaign year is equal to the empire's total System Income at the beginning of the last turn of the year. This is called its *tech advancement cost*. If the total number of economic points in your Tech Pool is equal to this cost, then you'll be guaranteed to achieve at least one tech advance when tech advancement checks are made. Paying more than your tech advancement cost gives you a chance of earning a second tech advance. The maximum amount of tech investment that you can have in your empire's Tech Pool is equal to twice your tech advancement cost.

3.8.2 ▸ Tech Advancement

Tech advancement is evaluated at the end of every campaign year (e.g., every 12 turns). Powers make their first tech advancement checks during the Tech Phase of Turn 12, their next in Turn 24, and so on. Roll a d100 die for each power. The percentage chance that it will earn a tech advance is determined by dividing its tech investment by its tech advancement cost. This is its tech advancement chance, and a power earns a tech advance if its roll is less than or equal to this target value. The power's tech investment pool is then reduced to zero to get ready for the next year.

If a power fails its tech advancement roll, all of the economic points it has spent on tech investment are carried over to the next year. This gives the power a head-start on its tech investment for the next year.

3.8.3 ▸ Overpaying Tech Investment

Empires can speed up their research and development efforts by investing more economic points into tech investment than is required to be guaranteed a single tech advance. A power can invest up to twice its normal tech advancement cost during a single 12-

turn tech cycle (i.e., campaign year). The amount of overpayment beyond its tech advancement cost is used to calculate its chances of earning an additional tech advance this year. However, the chance for this second tech advancement check is halved which results in a 50% chance if the maximum tech investment overpayment has been made for the year.

Unlike normal tech advancement, all overpayment is lost at the end of each year regardless of whether or not the power earned another tech advance; it doesn't carry over into the next year.

3.8.4 ▸ Tech Advancement Effects

At its heart *VICTORY BY ANY MEANS* is a war game and research and development efforts are focused on developing better military units or other technologies. An empire's Tech Year is increased by 1 for every tech advance it earns. This unlocks any unit classes that the empire might have available at that new Tech Year. Empires traditionally receive one new unit class per Tech Year. This new class can either be a more powerful version of an existing unit (a next-generation heavy cruiser, for example) or an entirely new type of unit that the empire has never had available before. This unit unlock is the carrot at the end of the proverbial stick that makes tech advancement worthwhile.

You can find pre-generated force lists for the included basic alien factions later on in this book. These empires have units available through Tech Year 3024. These lists let players know exactly what units their empires are eventually going to be able to build during the game and at which Tech Year they can expect them to become available. In the unlikely event that an empire advances beyond the maximum Tech Year show on these force lists, you can use the rules in *5.4 Creating Your Own Empire* to design more advanced units to fill out its force list with additional units at those higher tech levels.

3.8.5 ▸ Tech Trading

Empires that have signed a Trade treaty can engage in tech trading to exchange schematics for unit classes that they currently have available on their force lists. Acquiring schematics for an alien unit allows an empire to begin building units of that type as long as the unit's In-Service Date is less than or equal to its current Tech Year. Operating alien units is generally more expensive than relying on homegrown tech, but it's still an option in cases where an empire wants to get its hands on a unit class that can fill a role in its order of battle that is not currently being met by any of its own existing units. All of the alien units that are built using traded schematics are subject to the limitations outlined in *3.8.6 Operating Alien Units*.

Tech trading can't be used to directly increase an empire's Tech Year. Tech advancement on an empire-wide scale is simply beyond the scope of a simple technology transfer, and the best that two empires can do is for the more advanced empire to "gift" the less developed world advanced units of its own construction so that the less developed power can take them home and tear them apart to study their secrets (*3.8.7 Reverse Engineering*). This will speed up the less advanced empire's research efforts, but it'll still take them quite awhile to catch up.

3.8.6 ▸ Operating Alien Units

Over the course of a campaign it is possible for an empire to take ownership of units that originally belonged to another alien power. It might have purchased these units directly from that power, captured them in a battle using marine boarding teams, or seized them when they took control of enemy shipyards.

Alien units are more difficult to maintain for a number of reasons, the most obvious being that your engineers have to find a way to produce replacement parts to keep them working over the long term. This is reflected by applying a +1 modifier to the Maintenance Cost numerator of any alien unit classes that your empire operates. For example, an alien heavy cruiser that normally costs 2/3 to maintain would instead cost 3/3 to maintain when it's being fielded by another power.

In some cases an empire may also need to make extensive modifications to an alien unit to adapt it to their crews. If this is the case in your campaign setting, then newly-acquired alien units will need to be returned to base and repaired to strip out their old control and life support systems and replace them with new ones before they can be used. Ships or bases that were under construction in a system when it was captured by enemy troops must finish construction before they can undergo repairs. The unit's combat

factors are reduced to zero and it can't use any of its special abilities until these repairs are completed. The cost to convert non-flight alien units is calculated the same way as in *3.7.6 Repairs*. For a flight, the conversion cost is equal to its original Construction Cost.

It's up to the CM to decide if players need to repair captured units in this manner. It makes sense in settings where each alien species has wildly different and often incompatible physiologies. Humans are going to be hard pressed to take control of a ship that was crewed by a hive of methane-breathing arachnids whose vision is mainly in the infrared spectrum. Meanwhile, if a human faction captures another human-built vessel, they're not going to have any life support limitations but there may be computer security lockouts that would still necessitate a repair operation to rip out the offending electronics and replace them with known good control units.

Example: *The Human Commonwealth captured five Jain Swirling Eddy battlecruisers when they took the Orbital Shipyards at Kolashan. The Commonwealth is in dire need of new capital ships, so the Human player decides to finish building the ships. The Swirling Eddy class has a normal Maintenance Cost of 2/2, which increases to 3/2 when they are under Human control.*

The CM has ruled that the Jains are alien enough that the Humans must pay to convert the battlecruisers for their own use. This means that on the turn after the Swirly Eddies are completed their Anti-Ship and Anti-Fighter values are both at zero and they can't use any of their special abilities. The battlecruisers must be repaired at a cost of 2 economic points each before their combat capabilities are restored to normal.

3.8.7 ▸ Reverse Engineering

Scientists and engineers can reverse engineer more advanced alien units in hopes of learning more about the fundamental technologies that are evident in their construction. An empire can reverse engineer any unit that has an In-Service Date that is greater than its own Tech Year. Alien ships must be moved to a friendly shipyard before reverse engineering can take place, while bases can be deconstructed in planetary orbit. Once the unit is in position, the player can order teams to begin tearing it down to discover its secrets. A ship requires a slipway at a shipyard on the turn that it is being reverse engineered.

Reverse engineering orders are completed in the Tech Phase of the same turn that they are recorded. Determine the difference between your empire's current Tech Year and the In-Service Date of the alien unit. Multiply this value by the unit's Construction Cost to calculate the Tech Potential for this research operation, which is the maximum amount of tech investment that your empire can earn from disassembling and studying the alien unit. Next, roll on the Reverse Engineering Table to determine what percentage of that Tech Potential your empire has managed to convert into actual tech investment. Every unit that is being reverse engineered at a location makes a separate roll on the table. Round fractional tech investment values up.

Reverse Engineering Table (d6)

Roll	Tech Investment Gained
1-2	25% x Tech Potential
3-4	50% x Tech Potential
5	75% x Tech Potential
6	100% x Tech Potential

Reverse engineering is a destructive process, and it's impossible to restore a unit to service after your teams have finished their job. Consequently, alien units are destroyed once reverse engineering efforts are complete.

Example: *The Lorans (Tech Year 3004) have captured a pair of Tirelon Wand destroyers (Cost 5, ISD 3010) and have moved these destroyers back to a friendly system to be reverse engineered.*

The Wands are 6 years more advanced than the Loran's own Tech Year, which when multiplied by their Construction Cost gives them a Tech Potential of 30 points. Each destroyer occupies a slipway at an Orbital Shipyard in that system on the turn that they are disassembled.

The first destroyer rolls a 1 on the Reverse Engineering Table (25% Tech Potential) and produces 8 tech investment. The second destroyer rolls a 5 (75% Tech Potential) and produces 23 tech investment, for a total of 31 tech investment. The destroyers are then removed from play.

3.9 ▸ Update Phase

During the Update Phase players take the time to update their empire asset sheets to reflect the events that occurred this turn and prepare themselves for the next turn. This is also the point in the turn where players perform any Productivity investment, terraforming, or colonization orders for the turn. System loyalty is also checked to see if worlds have remained loyal to their owners. This is a great time for players to update their list of military forces so they'll be ready to calculate their maintenance expenses in the upcoming Economic Phase.

3.9.1 ▸ Productivity Investment

Players can spend economic points to improve the Productivity of their systems. The cost to increase a system's Productivity by 1 point is equal to 10 times its new Productivity value. It would cost 20 economic points to increase a system to 2 Productivity, for example. Players can also sell off Productivity at their colonies to recover half of the original cost. The system's Productivity value is then reduced by 1. A player usually only sells off Productivity at his colonies when his empire is in dire financial straits or the system is close to falling into enemy hands. A system can only purchase or scrap one point of Productivity per turn, and then only if the system is in good order and not currently blockaded by an enemy fleet.

3.9.2 ▸ Terraforming

Terraforming is the process of deliberately changing a planet's environment by modifying its atmosphere, temperature, and ecology to make it more suitable for inhabitation. This increases its Carrying Capacity by 1. The cost to terraform a system is equal to 10 times its new Carrying Capacity. For example, it would cost 50 economic points to increase a system to increase a system to 5 Carrying Capacity.

Terraforming is a long-term investment, and a system can only be terraformed once every 12 turns. Additionally, there are limits to the effectiveness of terraforming and how much you can improve a system. An Unimportant system can be improved up to 6 Capacity, a Minor system to 10 Capacity, and a Major system to 14 Capacity. A system can't be terraformed if its current Carrying Capacity is already greater than or equal to this limit.

3.9.3 ▸ Morale & System Loyalty

Each system has a Morale value that represents the level of support that the population has for its owner. The loyalty of a system can mean the difference between prosperity and insurrection. For this reason it's important for an expanding empire to be mindful of the Morale of the colonies it controls. A spark of unrest can easily grow into a wildfire of rebellion.

The Morale Conditions Table on the following page contains a list of event conditions that can affect a system's attitude towards the ruling government. If a condition is met, roll a d6 and apply the Morale effect if the die result is less than or equal to the target number. Make a separate Morale check for each condition that applies to the system. A system's Morale cannot be reduced below zero or above its current Census value.

3.9.4 ▸ Martial Law

Ground forces can be used to control a population that is in unrest or rebellion by declaring martial law. This improves the economic output of the beleaguered system by one level: from rebellion to unrest, or from unrest to good order. There is no benefit for declaring martial law in a good order system as its population is already completely content and productive.

Martial law can only be maintained as long you have enough ground forces disembarked in the system to enforce it. The minimum number of ground forces that you need to maintain martial law is equal to the system's Census value. Troops that have the Peacekeeper special ability count as two ground forces for the purposes of this rule.

3.9.5 ▸ Rebellion

A system descends into rebellion once its Morale value reaches zero. This precipitous loss of support for the ruling regime prompts a complete breakdown of local governance as armed rebel militias form to seize control of the colony. The system's Utilized Productivity is immediately reduced to zero and a total Construction Cost of rebel ground forces equal to twice its Census appear in the system. These ground forces are typically purchased off of the system owner's own force list, but the rebels also have access to any Mercenary troops that might be available to other empires in the campaign. Rebel

Morale Conditions Table

Condition	Target	Effect
The system is blockaded	1	-1 Morale
The system is in a state of Martial Law	1	-1 Morale
This empire's imperial capital was captured this turn	2	-1 Morale
An adjacent system is in Rebellion	1	-1 Morale
The system's Productivity value increased this turn	1	+1 Morale
The system's Productivity is equal to its Census (Full Employment)	1	+1 Morale
The system's Productivity value decreased this turn	1	-1 Morale
The system's Productivity is less than half its Census value, representing a lack of jobs and self sufficiency	1	-1 Morale
A Supply Depot or Shipyard was completed in the system this turn	2	+1 Morale
A Supply Depot or Shipyard was destroyed in the system this turn	2	-1 Morale
A Convoy was lost in the system this turn	1	-1 Morale
System is held by twice as many ground forces as Census	1	+1 Morale
System has 3+ Census and is held by a number of ground forces equal to less than half its Census	1	-1 Morale
There are enemy ground forces landed in the system	2	-1 Morale

ground forces are operating with the full support of the local population who keep them in supply.

Rebels gain control of a system when there aren't any loyalist ground forces left to challenge them. The system immediately declares its independence and breaks away from its former owner. The rebel ground troops remain in the system until someone manages to re-capture the system. If you're using the *4.8 Non-Aligned Worlds* optional rule, the rebel system becomes a Non-Aligned World when it secedes, and the system's Morale is restored to half its current Census (round up). This newly independent power remains in a state of War with its former colonial master until the two can sign an armistice.

3.9.6 ▸ Reprisals

Empires can conduct reprisal attacks against their own civilian populations in an attempt to eliminate dissident factions and restore order. These attacks can increase a system's Morale but the resulting mass killings run the risk of reducing its Census in the process. The outcome of a reprisal is determined by a d10 roll. The system gains 1 Morale if the roll is greater than or equal to the system's current Morale value; however, it also loses 1 Census if the roll is less than or equal to its current Census value. Reprisals cannot be used against a system that is already in rebellion.

3.9.7 ▸ Population Increases

Colonial populations naturally grow over time. After every 12 turns (e.g., at the end of each campaign year), each system rolls a d10 and adds its Census. If the result is greater than 15 then its Census increases by 1. If a system doesn't gain population, add +1 to the next population increase roll. This bonus is cumulative until the system has a population increase. A system always gains population on a natural die roll of 10, regardless of the modifiers to the roll. This ensures that every system has at least a 10% chance of gaining population every campaign year.

A system's Census value can't exceed its Carrying Capacity. If a system that has reached its maximum Carrying Capacity receives a population increase, randomly choose another of the empire's systems that still has Carrying Capacity available and apply the population increase to that system. You must be

able to trace a path of jump lanes between these two systems that doesn't pass through any systems that are controlled or contested by an enemy power. No system can receive two population increases in the same turn, however. If an empire doesn't have any systems left that can accept the population increase then it is simply ignored.

Example: *Alpha Centauri has 5 Census and hasn't rolled a population increase in the last two population checks. The player rolls a d10 for the system and then adds its Census (+5) and population increase modifier (+2) to the roll. The die roll is a 9, which becomes a 16 after modifiers. This is greater than 15, so the system's Census increases by 1 to a new value of 6 Census.*

3.9.8 ▸ Colonizing a System

To colonize an uninhabited system, the player needs to move a non-crippled Colony Fleet into that system and order it establish a new colony. The Colony Fleet is dismantled to form the core of the new colony. The colony starts with 1 Census and 1 Morale to represent the presence of the system's initial colonial population. If the Colony Ship that was used to found the colony was carrying a Census, the colony instead starts with 2 Census and 2 Morale. New colonies won't have any Productivity available to utilize unless there was some existing infrastructure already in the system when it was colonized. It is up to its owner to invest economic points into building up the system's Productivity.

If multiple empires are attempting to establish a colony in the same system this turn, roll a die for each of the competing power; the highest roll wins the contest and gains control of the system. Re-roll to break any ties. Empires that lose the race to colonize the system keep their Colony Fleets but they'll have to find another system to colonize because this one is already occupied!

No purchases or investment can occur in a system on the same turn that it is colonized. The colonists are too busy establishing their new colony to allocate time and resources towards other endeavors.

3.9.9 ▸ Moving a Capital

An empire can relocate its Capital at the end of any turn. This action is free if your Capital was captured or destroyed this turn, otherwise the cost is equal to the empire's total System Income at the start of the Economic Phase this turn. The new Capital system must be the system with the highest Census value in your empire. In the case of a tie, you can choose which system becomes your new Capital. This ensures that you can only relocate your Capital to a more important system, and never to a lightly populated border system.

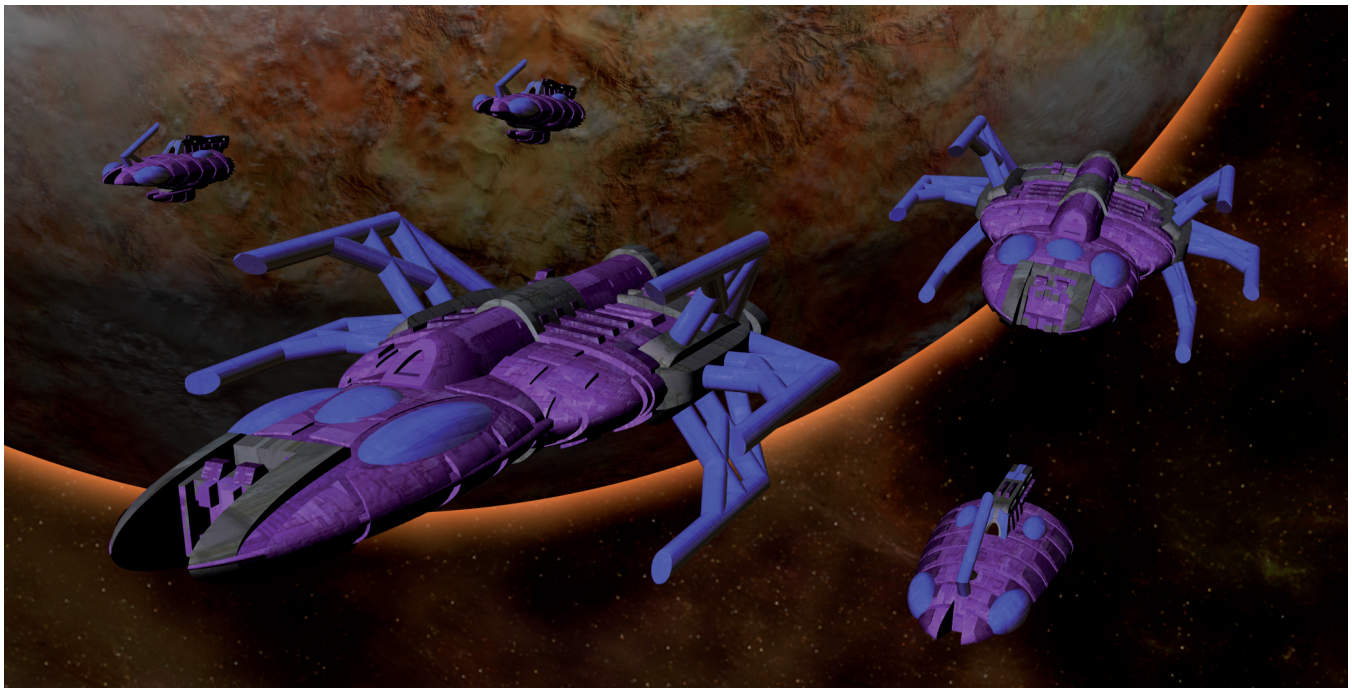
3.9.10 ▸ Depopulation

A colony is destroyed when a system's Census value is reduced to zero. All of the colonists in the system have been killed and there's no one left alive. Reduce the system's Morale to zero but leave its Productivity intact. This leftover Productivity represents the abandoned colony structures in the system that can be utilized by future colonists.

3.9.11 ▸ Determine Victory

Check to see if any of the players have fulfilled the prerequisite victory conditions for the scenario. The number and type of victory conditions that you can aspire to complete varies from scenario to scenario, and some games may require a player to successfully complete several of them before they can win the game. If any player has met the victory conditions for the scenario, then congratulations! You have triumphed over your opponents and won the game!

For more open ended scenarios that offer fewer concrete victory conditions (or none at all), a campaign continues until the players are willing to concede the game and declare a winner. This type of campaign could feasibly go on for a very long time, especially with the right group of players who are enjoying playing the game and watching the galactic story unfold.



Chapter 4 ▸ Optional Rules

This chapter supplies a number of optional rules that help to add extra flexibility and depth to the basic campaign rules. Optional rules often introduce advanced concepts that may not be appropriate to every campaign setting or that might only appeal to a specific subset of players.

Players must agree on which optional rules are going to be used in a campaign before it starts. Create a list of all of the optional rules that you are going to use and keep it handy during the game so that you can refer back to it to double check which optional rules are in force. That way it's clear to everyone which optional rules are being used and which aren't.

Unless stated otherwise, players should treat all rules from future *VICTORY BY ANY MEANS* supplements as optional rules because, by definition, none of them are part of the core campaign rules presented in this book. Some of the optional rules in other products may themselves feature optional components, too, and players must be sure to record which of these options they are using in their campaigns.

4.1 ▸ Wartime Economies

Empires normally dedicate most of their peacetime economic infrastructure towards civilian production. However, in times of war, an empire retools its factories and converts this peacetime productivity into a wartime economy. This optional rule can be use in any campaign, but it is intended mostly for historical scenarios.

4.1.1 ▸ Peacetime

When an empire is at peace it only receives 50% of its total System Income during the Economic Phase (round up). In order to produce more than this, you must "gear up" your economy. Your total peacetime System Income is used when calculating the amount of economic points that your empire has available to purchase starting forces at the beginning of the game.

4.1.2 ▸ Economic Gear Up

Gear up occurs automatically when you declare war or someone declares war on you. It may also be declared as a diplomatic action in the Turn Orders Phase. Gear up lasts for six turns. During gear up, an empire receives 75% of its total System Income (round up).

If by the end of the six turn gear up the empire has not successfully declared war or has not had war declared upon it, the economy of the empire reverts to a peacetime economy and falls into recession for

six turns. During the recession it is reduced to 25% of its total System Income (round up). An empire cannot choose to "gear up" again until the recession has ended, but if war or total war are declared upon the empire the recession lifts immediately and the empire goes into gear up automatically, as usual.

4.1.3 ▸ Wartime

If at the end of the gear up period the empire is at war then it will reach a full wartime economy at which point its full total System Income. The empire's economy is now ready for war.

4.1.4 ▸ Gearing Down

Economies start gearing back down to a peacetime economy during the Update Phase once it has signed an armistice with all parties it is at war with. It takes six turns for an empire to gear down its economy. During this time it receives 75% of its total System Income (round up). Once the six turn gear down is complete, the empire returns to a peacetime economy.

4.1.5 ▸ Economic Exhaustion

Operating under a full wartime economy is excellent for military production; however, it is also a good way to burn out your population and industrial base. System Income decreases by 5% at the end of each year that the empire has been at war. An empire can't have its System Income reduced below 50% by this penalty. For example, a power that has been at war for 7 years would only receive 65% of its total System Income each turn. As always, round fractional economic output values up.

An empire that has had its System Income reduced below 75% by economic exhaustion won't benefit from a gearing down period at the end of the war. Instead, they remain at their current economic level for six turns, at which point they'll revert back to a peacetime economy.

4.2 ▸ War Taxes

Empires can levy war taxes during times of conflict to help defray the costs of waging the war. These taxes increase the empire's total System Income by 25% for the next 12 turns (round up). Levying these taxes on an imperial population is not popular, however, and each system must make a Morale check with a target value of 2 to test their reaction to the levies. Systems that roll less than or equal to this target lose 1 Morale.

4.3 ▸ Emergency Effort

When a power is at war it can declare a state of emergency in any system that it controls that has at least 3 Utilized Productivity. The system's economic output and construction capacity are increased by 50% (round up) for the next six turns as the colonists scramble to increase production to meet the new emergency quotas. After the sixth turn the system's economy goes into recession for another six turns during which time its economic value and construction capacity are reduced by 50% (round down).

4.4 ▸ Smaller Militaries

The number of military units that empires can field in this game can often poses a challenge for players that are using a tactical rule set to resolve combat. The best way to reduce the number of ships or troops that their empires bring into an engagement is to adjust how much they cost to maintain. Increasing the Maintenance Costs of all units to two to four times that of normal is usually sufficient to reduce the size of imperial military forces to a level that is compatible with most tactical games. For example, if a campaign doubles the maintenance numerators of all units in the campaign, a light cruiser that normally has a Maintenance Cost of 2/4 would increase to 4/4. These higher costs force empires to spend a greater proportion of their available income on maintenance and leaves them with fewer economic points that they can spend on new unit construction.

4.5 ▸ Faster Major Lane Movement

Jump lane movement doesn't always seem to simulate the fast transit times that you sometimes find in various sci-fi settings. With this optional rule, you can move across as many major lanes as you wish per turn in territory that you control. You may also move along one minor lane at the beginning or end of your movement so long as it is within friendly territory. Both of the systems at the ends of the jump lane must be controlled by your empire or another friendly power in order to be considered friendly territory. If the major lane is not in friendly territory, then it will take one turn to traverse.

4.6 ▸ Exploration

In order to expand their spheres of influence, players will need to form scouting forces and dispatch them on exploration missions to the rim of known space. These scouting forces are used to explore uncharted systems, opening up new worlds for colonization and exploitation by your empire.

4.6.1 ▸ Unexplored Lanes

Unexplored lanes are jump lanes that have yet to be surveyed by any of the current crop of galactic civilizations. Hyperspace theory dictates when and where jump points are encountered in a star system given the mass of the local star, but finding the terminus point of an unexplored lane requires a lot of careful scientific study. It's the duty of an empire's scout fleets to locate and explore these jump lanes.

Unexplored lanes are typically shown as light grey lines on star maps. This makes it clear that there is a lane connecting to the two systems but that it still needs to be explored. Ships can't move across unexplored lanes until they are successfully explored (see *4.6.4 Exploring a Jump Lane*).

4.6.2 ▸ Uncharted Systems

An uncharted system is any system that only has unexplored jump lanes connecting to it. These systems are completely inaccessible to the players because ships can't move across unexplored lanes. Uncharted systems on a map are often represented by a unique icon (such as a question or exclamation mark) to indicate that players still need to send their scouts out to survey them.

It's recommended that players don't roll special traits for uncharted systems until they are explored during the game. This adds a degree of uncertainty to exploration even on maps where the location and importance of every system is known from the outset.

4.6.3 ▸ Scout Forces

Scouts are equipped with long range sensors and science labs that they can use to explore the galaxy. Any fleet that contains one or more Scouts is a scout force that can be ordered to perform hyperspace surveys of unexplored jump lanes on the map.

Players often attach additional support craft to their scout fleets to extend their range or afford them extra protection while they are out exploring. Military supply ships have cargo capacity that can be used to store and transport supplies that a scout fleet can use to keep units in supply even when they're operating far outside the supply range of any friendly bases. Meanwhile, assigning armed escorts to a scout fleet can provide it with a bit of extra firepower just in case it runs into a hostile enemy force while it's exploring out on the frontier.

4.6.4 ▸ Exploring a Jump Lane

A scout force can make an exploration attempt during the Movement Phase this turn if it is in a system that has one or more unexplored lanes connecting to it and the fleet didn't perform any other movement actions this turn. The maximum number of exploration attempts that a player can make in a system each turn is equal to the number of unexplored lanes that it has connecting to it.

Scout forces that perform exploration attempts roll d10 and add +1 per 2 scout functions to the roll (round down). The force successfully explores a lane on a roll of 10 or higher. On a success, the scout force moves into the system at the other end of the lane. Roll special traits for the destination system (if they haven't already been applied to it), and then roll on the Jump Lane Class Table to determine the class of the jump lane that the scout force just explored.

4.6.5 ▸ Scouts in Peril

Exploration is inherently dangerous, and there's always a chance that an expedition will find itself in peril. Any scout fleet that rolls a natural 1 on its exploration roll is in danger of becoming hopelessly lost in hyperspace, regardless of any other modifiers. The units in the fleet immediately gain 1d6 out of supply levels as they race to find a safe path back home. Any ships that have their Defense Values reduced to zero as a result of these out of supply levels are lost.

4.6.6 ▸ Jump Lane Discovery

While the number of jump lanes that connect to a system is always known, empires must use Scouts to discover and plot reliable routes across these jump lanes. Ships will detect the presence of any jump lanes

that connect to a star system as soon as they enter the system, even if their owners haven't previously explored these lanes but other powers have. The reasoning is that once a jump lane has been explored there will be enough civilian traffic moving across it that any power that moves a ship into the system will realize that there is a navigable jump lane leading to another star system. Ships can then trace this traffic back to the jump points that these freighters are using to move from system to system.

4.7 ▸ Biosphere

Biosphere describes a system's ability to support life, specifically as it applies to food production. Biosphere values can represent several different things. For example, these systems might possess their own unique alien ecosystems that can be readily harvested and turned into food for an empire's population, or else environmental conditions may be conducive to the transplant of genetically engineered flora and fauna from other worlds.

4.7.1 ▸ Assigning Biosphere Value

Roll on the Biosphere Table for each star system to determine its Biosphere value. A modifier may be applied to this roll based on the system's Colony Level. It is recommended that player homeworlds always start with the maximum of 5 Biosphere.

Biosphere Table (d10)

Roll	Biosphere Value
1-9	None
10	1
11	2
12	3
13	4
14	5

Modifiers:
+1 Minor Colony
+2 Colony
+3 Major Colony
+4 Homeworld

4.7.2 ▸ Biosphere & Commerce

Systems that have Biospheres capable of supporting life are more interesting from an economic perspective because they can be used to produce food for export to other systems. They may also contain unique life forms that are of particular interest to scientists on other worlds. The net effect is that the presence of Biosphere value in a system increases its viability as a hub of commercial activity.

A system's Biosphere value is added to its Utilized Productivity when calculating its trade value, which is the number of economic points that a Trade Fleet earns when it is operating in that system.

Example: *The Arcturus system has 4 Utilized Productivity and 3 Biosphere. A Trade Fleet in this system would produce 7 economic points per turn for its owner. This is almost double the income that the player would normally earn from the system.*

4.7.3 ▸ Biosphere & Population Growth

This optional rule modifies the way that players make *3.9.7 Population Increases* at their systems. Instead of adding the system's Census value to a d10 roll, the player instead adds half the system's Census value (round down) and its Biosphere value. This demonstrates that systems that have more of the elements that are vital to sustaining life are more likely to experience population growth. After all, if you had the choice to live on an Earth-like colony world or a deep range asteroid mining operation, which would you choose?

Example: *Alpha Centauri has 5 Census, 3 Biosphere, and hasn't rolled a population increase in the last two population checks. The player rolls a d10 for the system and then adds half its Census (+2), its full Biosphere (+3), and its population increase modifier (+2) to the roll. The die roll is a 9, which becomes a 16 after modifiers. This is greater than 15, so the system's Census increases by 1 to a new value of 6 Census.*

4.8 ▸ Non-Aligned Worlds

Non-aligned worlds are independent star systems that aren't controlled by any of the other empires in the game. These systems don't have any imperial aspirations and are content to remain bottled up in their home systems with just enough military forces to protect themselves from outside attack or invasion. These powers typically have limited economies that make it difficult for them to have a significant impact

on a campaign. Only the wealthiest non-aligned worlds can support militaries that are capable of projecting influence into surrounding systems. Even then, a non-aligned world would prefer to keep their fleets and armies at home to bolster the lines of defense around its own homeworld instead of waste them on reckless military expeditions.

Non-aligned worlds use a simplified set of diplomatic rules to govern their interactions with other empires in the game. This makes them easier to manage during play. There are only two diplomatic states that an empire can have with a non-aligned world: Trade or War. Non-aligned worlds automatically enter into Trade relationships with every empire they encounter them during the game. They also grant military access to their Trade partners so that they can freely move military forces through the non-aligned world's systems without fear of attack.

No matter how good of relations a non-aligned world has with one of its neighbors, it won't enter into a Mutual Defense or Alliance treaty with them because that would violate its oath of neutrality and risk dragging it into outside conflicts that it has no interest in. The only exception is that, in moderated campaigns, a CM may choose to let a non-aligned world form a closer association with one of the player empires if that is the only way for the non-aligned world to maintain its independence. For example, if a non-aligned world is being threatened by another power it might be forced to secure a Mutual Defense pact with another empire to improve its chances of surviving the coming war.

Empires can declare war on non-aligned worlds just as they would against any other power. This state of War continues until the non-aligned world is conquered or the empire decides to sue for peace and sign an armistice. A non-aligned world will only sign an armistice with another power if that opponent agrees to pay reparations to compensate it for the losses it took during the war. The amount of economic points that must be paid to secure peace with the power is calculated by adding the non-aligned world's total economic output to the total Construction Cost of enemy units it has destroyed and then subtracting the total Construction Cost of friendly units it has lost. The end result is the number of economic points that the opponent must pay to the non-aligned world to secure an armistice. If the total owed to the non-aligned world is less than or equal to zero then it has taken enough losses that its leadership is willing to sign a white peace.

Non-aligned worlds can't declare war on other powers without CM intervention. Even then, there are few situations in which it makes sense for a non-aligned world to declare war on anyone else because it is unlikely they would gain anything from the conflict. The only scenario in which having a non-aligned world declare war on an opponent would be advantageous is if it wishes to absorb one or more nearby systems that are currently controlled by other, weaker non-aligned worlds. Conquering these systems would increase its economic clout and maybe make it more likely to protect itself against other empires in the game. Such a plan has just as much chance of backfiring on the non-aligned world and leaving it easy prey for opportunistic neighbors that wouldn't bat an eye at taking advantage of it in its weakened state. For this reason, CMs should be very careful when making the decision to send a non-aligned world off to war of its own volition.

CMs are responsible for managing non-aligned worlds in moderated campaigns. Otherwise, in unmoderated games, control of a non-aligned world is given to the closest player empire. The non-aligned worlds then assume the role of client states that are politically subservient to the player's empire. In either case, the person that controls the non-aligned world is in charge of deciding how it spends its resources. These decisions are usually pretty straightforward because these minor powers rarely have enough income to make any major purchases. The choice is typically going to be between investing in colony improvements and purchasing additional military assets to reinforce their defenses.

A CM can choose to have a non-aligned world become a full-fledged empire if it successfully conquers or otherwise absorbs one or more other systems or if its total System Income increases to 20 economic points or greater. This is enough income for the power to maintain a credible military force to protect its galactic interests. Promoting a non-aligned world gives it the opportunity to become an empire in its own right and begin expanding into nearby space and seek its own destiny among the stars.

4.9 ▸ Simplified Piracy

Players are normally required to make separate raiding rolls for every system that contains a convoy or where no military ships are present. This works well for small empires but can become tedious if the players control a large number of systems.

As an alternative, each empire can total the raiding chances of all of the systems where it would normally need to roll a raiding check, ignoring those systems that have a raiding chance less than 0%. This total is the empire's overall raiding chance. Roll a percentile die against this raiding chance. If the roll is less than or equal to the target number, randomly select one of these systems and place a pirate fleet there. Each system can only be raided once per turn.

You then halve the raiding chance (round down) and make another percentile roll against this new target value to see if any additional raiders have appeared in its territories. This continues until the empire finally rolls higher than its raiding chance or each of its systems has been hit by raiders this turn.

Example: *The Jain player controls eight systems that have the following raiding chances: 12%, 4%, 6%, 3%, 10%, 7%, 2%, and 9%. Adding these together gives us a total empire-wide raiding chance of 53%. The player rolls a d100 and gets a 41. A raid is generated against one of the eight systems (chosen at random).*

After this raid, the Jain's raiding chance drops to half its starting value, or 26%. The Jain player must make another d100 roll, which is a 20. A second raid is generated against another system (but not the same one that was attacked by the previous raid).

It's raiding chance is halved again, dropping to 13%. The next d100 roll is a 86. This is greater than the current raiding chance, so no additional raids will be generated against the Jains this turn.

4.10 ▸ Squadron Command Costs

The standard *3.6.2.5 Task Force Setup* rules allow a Task Force flagship to command a number of squadrons equal to its own Command Rating. This works well in most campaigns, but it breaks down if one side or the other has too many capital ships because these ships have higher Command Ratings that let them include more ships in their squadrons. There is quite a bit of difference both in terms of size and firepower between a squadron that is commanded by a battleship versus one that is commanded by a corvette; however, under the standard rules, both of these squadrons cost a flagship the same amount to command.

This optional rule gives each squadron a Command Cost equal to that of its command ship. For example, a squadron that is commanded by a CC 2 light cruiser would have a Command Cost of 2. The maximum Command Cost of squadrons that a flagship can command is then equal to its Command Rating.

Players won't be able to field as many capital ship squadrons at the same time because their flagships won't have enough Command Rating to bring them all in at once. This leads to a player cycling his heavier squadrons in and out of his Task Force over the course of the battle. Smaller squadrons that are commanded by a frigate or light cruiser also become more viable because their lower squadron Command Costs make them a more cost-effective addition to the Task Force.

It's harder to achieve a decisive victory against an opponent using this optional rule because a considerable portion of each Task Force's fleet is going to be in the Reinforcements Pool on any given round. It's also easier for a player to move weakened squadrons into the Reinforcements to protect them against enemy follow up attacks.

4.11 ▸ Ramming

In some desperate situations players may find that their only hope for victory is by having their crews commit the ultimate sacrifice and ram the enemy. Ramming is not a suitable tactic for winning a war, but it can sometimes be the last option available to desperate forces.

The decision to ram another unit is determined during the Assignments Phase. Each ramming unit must choose a target in the enemy Task Force. Ships can ram ships or bases, but never flights and minefields; while flights can ram any type of unit. Bases and minefields are immobile and cannot ram enemy units under any circumstances. Convoys aren't allowed to ram.

These ramming attempts are publicly announced at the end of the Assignments Phase because it's obvious to everyone on the battlefield when one

unit is attempting to ram another. Ramming attacks occur at the end of Fire Phase Four, after all weapons fire for the turn has been resolved. Any units that are destroyed during the round won't be able to ram.

A unit's base ramming strength is equal to four times its Defense Value if non-crippled, or twice its Defense Value if it's crippled. This strength is doubled if the unit has the Suicide special ability. Take this ramming strength and multiply it by d6, adding your readiness modifier to the die roll (minimum of 1), and then divide it by 10, dropping all fractions. This is the amount of ramming damage that has been scored against the target. The target then repeats this process using its own ramming strength to find out how much damage it is doing to the ramming unit.

All ramming damage is treated as free *3.6.2.15 Directed Damage*. When scoring damage against ships or bases, any damage less than the amount required to cripple or destroy the target is applied against it as partial damage.

As the numbers indicate, most ramming attempts are pure suicide.

Example: *A heavy cruiser rams an enemy dreadnought. The heavy cruiser has DV 7 and isn't crippled. The enemy dreadnought has DV 12 and is already crippled. The base ramming strength of the heavy cruiser is 7 x 4 = 28. The heavy cruiser rolls a 3 on the d6 and there is no readiness modifier. This gives a total damage to the enemy dreadnought of (28 x 3) ÷ 10 = 8 damage. The dreadnought takes 8 attrition damage.*

The dreadnought now rolls for its own ramming "counter-attack" against the heavy cruiser. The dreadnought rolls a 5 on the d6 and there is no readiness modifier. This give a total damage to the heavy cruiser of (24 x 5) ÷ 10 = 12 damage. The heavy cruiser is now crippled and receives an additional 5 attrition damage.

4.12 ▸ Ship Security Detachments

Marine ground forces may be deployed to help protect ships in a Task Force against enemy boarding attempts (see *3.6.2.18 Capturing Ships*). A Marine unit is deployed from a Transport Fleet by assigning it to a single squadron in the Task Force. That squadron is considered to have a reinforced security presence and gains a +1 formation bonus for the purposes of repelling boarding actions.

Marine units that were assigned to ship security are lost if half of the total Defense Value in the squadron they were protecting is destroyed. This represents that enough of the Marines were killed in the fight that it's impossible to reconstitute their unit after the battle.

4.13 ▸ Crash Mothball Activations

Situations may arise when an enemy attacks a system that has Mothballed ships. There is a chance that ships that received activation orders for that turn could be rushed into service in the middle of the battle, in order to try and prevent their capture or destruction.

For each Mothballed ship that the player declared was activating this turn, roll a d10 and compare the result on the following table.

Mothball Activation During Combat

Roll	Description
1-6	No Effect. The ship's system remain offline. The vessel may not participate in the scenario.
7-8	Desperate efforts by crew, dry dock workers, and engineers are able to get the ship launched, but its tactical systems are offline. The ship's AS and AF values are considered to be 0.
9	The yard crews are able to launch the vessel with some of its tactical systems functional. The ship's AS and AF valued are reduced to 50% (round down, min 1) for this battle.
10	Tremendous efforts by the construction team are able to get the vessel launched in a fully functional state. The ship receives its full AS and AF values during this battle.

The maximum number of ships that can be activated for combat is equal to the number that have received a valid activation order, and no greater than the Utilized Productivity of the system. The system still needs enough slipways to carry out the activation, no matter how fast it is done.

When assembling your Task Force, all activated Mothballed ships must be placed in the same squadron due to the ad hoc nature of the command.

4.14 ▸ Hyperdrive Loss

Detailed damage is not often tracked in these rules, but a hyperdrive is a significant ship system that, once lost, can greatly affect the strategic mobility of a vessel. Ships that are crippled may have their hyperdrives damaged and be unable to perform jump lane movement until the drive is repaired. Roll a d6 for each crippled ship, and on a 1-2 the hyperdrive has been put out of action. The damaged drive prevents them from returning to a friendly shipyard under their own power.

While crews can choose to abandon ships that have lost a hyperdrive, it is perfectly rational that a ship would instead be in a position to receive support and repair for this problem rather than abandon such a valuable piece of equipment.

Hyperdrives are delicate systems that are best repaired at a shipyard. The ship should be placed within the yard and will then need to spend 1 turn in the slips to repair the equipment at a +1 EP cost. That is, the normal repair cost for the ship if it is crippled is +1 EP, or just 1 EP if only the hyperdrive is to be fixed.

However, it often occurs that a ship without a hyperdrive will be trapped in a system without a shipyard. In these cases, it takes 2 points of Supply and 1 EP to perform field repairs on the ship's hyperdrive.

Of course, the controlling player may simply choose to scuttle the ship if the likelihood of performing field repairs is too slim.

4.15 ▸ Emergency FTL Retreats

In the heat of battle a ship may engage its jump engine to escape certain defeat without going through the required navigational preparation. In doing so, however, there is a chance that the jump will fail, which can have catastrophic consequences for the escaping ship.

Roll a d6 for each ship that attempts to retreat from the battle and choose which jump lane they are trying to retreat across, then apply the following modifiers:

- The retreating ship is crippled (-1)
- The ship is retreating across a minor lane (-1)
- The ship is retreating across a restricted lane (-2)

On a modified die result of 2 or less the retreating ship takes damage. Non-crippled ships become crippled, and crippled ships are destroyed. Otherwise, on a 3+, the ship successfully disengages from the battle.

4.16 ▸ Crash Production

In times of crisis a power may opt to temporarily accelerate construction efforts at their systems to build a unit more quickly than it normally could. Using crash production reduces a unit's construction time to half that of normal; however, it also increases the unit's Construction Cost by 50%. After all, the construction team isn't going to work overtime for nothing! Round fractional values up in both cases.

If the unit that is being built using crash production is a starship, then it requires 2 slipways (instead of just 1) at a planet or shipyard for as long as it is under construction. This represents that the ship is being built in sections in two different slipways, and the pieces will be assembled together into a finished vessel at the end of construction.

This optional rule gives players a way to build units more quickly, which can be extremely important in situations where they have suffered a key loss of military forces or infrastructure and must hurry to rebuild or risk being overrun by their enemies. For example, if an enemy fleet destroys one of your key shipyards you would normally have to wait 10 turns for a replacement to be brought back online. With the crash production rules, you can complete construction on a new shipyard in half the time, but at a significantly higher price.

Example: *The Loran player wants to quickly build a new Merte light scout carrier (Cost 6). He spends 9 economic points to build the ship in 3 turns instead of 6. The ship will occupy 2 slipways at the shipyard where it is being built for those 3 turns.*

4.17 ▸ Mass Production

Factories must be retooled at the start of every construction project. Retooling planetary industry takes time but speeds military unit production once the necessary retooling is completed. The maximum number of each class that a system or shipyard can build each turn is X+1, where X is the number of units of that class that were under construction in the

system last turn. The construction time of these units is reduced by 10% per unit of the same class currently under construction at the colony (max 50% reduction in construction times). Round fractional construction times up.

Based on a submission by Mike Riddle.

4.18 ▸ Shipyard Specialization

Shipyards are often especially adept at building certain designs. They do one thing, but they do it well. Once a shipyard is built, a player may "retool" it by repairing it (*3.7.6 Repairs*). You then choose a specific class of ship or flight that the shipyard is specializing in. The shipyard has twice as many slipways as normal, but it can only be used to build units of that special class. The shipyard cannot be used to build anything while it is being retooled.

4.19 ▸ Frontier Shipyards

Sometimes, a player may want the option to build and repair starships and flights near the border, but they may not have the economic or political support to place a full shipyard on the frontier. In these cases a government can subsidize the construction of a limited spacedock called a Frontier Shipyard. This base costs half that of a regular Orbital Shipyard to build and maintain (Cost 10, Maint 1/1), but also only has half the normal number of slipways (round up) and can't build any units that have a Command Cost greater than 1. This limits Frontier Shipyards to building small flights, gunboats, corvettes, or frigates, but that's better than nothing when you're operating out on the frontier.

4.20 ▸ Ordnance Packages

Missile units can be equipped with mission-specific ordnance packages to better aid them in combat. These specialized ordnance packages make the unit more effective in combat, but this efficiency comes at a significant maintenance cost.

The maximum number of ordnance packages that a Missile unit can be outfitted with is equal to its Defense Value divided by 3 (round up). The effects of ordnance packages are cumulative, so a unit could be outfitted with multiple packages of the same type to achieve a greater result.

Ordnance packages have Maintenance Costs that cover the costs of producing the munitions. Each type of ordnance package is tracked separately for purposes of maintenance. This means that most players will wish to standardize their use of special ordnance packages to keep from paying inordinate maintenance fees.

Missile units don't benefit from equipped ordnance packages when they are out of supply.

Below are several types of basic ordnance packages. Individual source materials may include additional ordnance packages.

Basic Ordnance Packages

Ordnance Type	Effect	Maint
Heavy	+1 AS	1/12
Anti-Fighter	+1 AF	1/12
Long Range	+1 DV	1/12
Comm Drone	+1 CR	1/12
Disruptor	Disruptor (1)	1/6
Decoy	Guardian (1)	1/6
Jammer	Jammer (1)	1/6
Electronics (Scouts Only)	+1 Scout Function	1/8
Bombardment (Gunship Only)	+1 Bombardment	1/8

Player's Note: *In campaigns where Missile ships are quite common it is often a good idea to let empires unlock new ordnance packages over time. For example, an empire could gain a new ordnance package every 5 Tech Years. This lets them slowly develop new missile weapons to use on their ships without interfering with their normal research efforts.*

4.21 ▸ Tech Roulette

Empires in the default rules advance along a linear track and players always know what units they'll have available at each new Tech Year. This optional rule randomizes tech advancement by mixing and matching units from the different sample empire force lists.

After each tech advance, randomly select three empires and then choose a unit class from one of the

force lists that has an In-Service Date equal to the Tech Year that the empire just achieved. The selected unit class is then added to your empire's force list. Each player is effectively creating his own random force list during the game.

This rule ensures that no two campaigns are ever going to be the same because the selection of units available to each player is going to be wildly different every time. Players will need to keep track of the units they've chosen at each Tech Year as the campaign progresses so that there won't be any confusion about what their empires are capable of building.

Example: *A player starts a campaign as the Brindaki, with a starting Tech Year of 3000. His empire starts out with all of the units that the Brindaki have available at Tech Year 3000 and earlier. After earning his first tech advancement, the player randomly selects three empires — in this case the Kili, Senorians, and Tirelons.*

The player gets to choose a unit class that has a ISD of 3001 off of one of three selected force lists. This means that his choices are the Valor CL (Kili), Terror CA (Senorian), or Sword DD (Tirelon). These are his only choices, and he can only choose one of the three. After some deliberation, the player chooses the Terror CA and adds it to his empire's force list.

4.22 ▸ Alternate Productivity Costs

Instead of using the Productivity costs found in *3.9.1 Productivity Investment*, an alternative is to allow Productivity to be purchased at a flat cost of 50 economic points per point of Productivity. Scrapping Productivity then returns 25 economic points. A system may still only purchase or scrap 1 Productivity per turn, just as in the standard rules.

This flat cost structure reflects that the amount of income that you produce per Productivity point is also a fixed quantity. Players that use this optional rule will find that it is much more expensive to build up Productivity in newer colonies, but at the same time the cost to purchase Productivity in heavily populated systems are substantially lower than normal. This makes building "tall" empires more economical, versus the bias towards "wide" empires that you find in the standard rules.

4.23 ▸ Alternate Population Growth

At the end of every campaign year, total the amount of Census in your empire. The number of systems that receive a population increase this year is determined using the following formula:

(2/3 x Total Census) + (Number of Colonies / 15) = New Census (round down)

You then choose which of your systems are going to get these population increases. Each of the selected systems increases their Census values by 1. This gives the player greater control over where they gain Census, which allows them to grow the colonies that will benefit them the most.

Based on a submission by Gareth Lazelle.

4.24 ▸ Jump Lane Improvement

This optional rule introduces the concept of upgrading or downgrading jump lanes.

4.24.1 ▸ Lane Upgrades

Jump lanes can be upgraded by spending economic points to pay for additional hyperspace surveys and the placement of navigation buoys or jump gates to make it easier to cross the lane. The costs of these upgrades are shown on the table below. The first value indicates the cost associated with the upgrade if there are Scout vessels at each end of the lane to assist. The second value is applied if Scouts aren't available.

Jump lane upgrades are completed during the Update Phase and don't affect movement this turn. Scouts that are used to support lane upgrades can't perform any other movement actions on the same turn.

Lane Upgrade Costs

Lane Type	Upgrade Cost
Restricted Lane (to Minor)	20 (30)
Minor Lane (to Major)	40 (60)

4.24.2 ▸ Lane Downgrades

Just as jump lanes can be improved through careful mapping and the placement of navigation aids, they can also be downgraded by removing buoys, destroying jump gates, and other similar actions that can make identification and use of the lane more

difficult. A major lane downgrades to a minor lane, and a minor lane downgrades to a restricted lane. If a restricted lane is downgraded it becomes an unexplored lane, at which point the lane will require a successful exploration attempt before units can move across it again.

As with upgrades, there is an economic point cost associated with these efforts. You can only downgrade a jump lane if you have Scouts at both ends of the lane, and Scouts that are being used to downgrade a lane can't perform any other movement actions on the same turn. Jump lane downgrades aren't completed until the Update Phase at the end of the turn.

Lane Downgrade Costs

Lane Type	Downgrade Cost
Major Lane (to Minor)	40
Minor Lane (to Restricted)	30
Restricted Lane (to Unexplored)	20

4.25 ▸ Random Events

Random events are intended to add an interesting twist to a game. If you choose to use this optional rule, make rolls on the Random Events Table during the Update Phase. It is recommended that you make a random event roll for every 25 Census in the game (round down). Randomly determine the empire that is affected by the random event. When rolling on the Random Events Table, if the event is dependent on a system location randomly determine which of the empire's systems is the target.

The following is a breakdown of the different types of random events that are found on the Random Events Table, as well as any special instructions that are necessary to apply the results of the events.

Resource Events increase or decrease a system's Carrying Capacity or Raw Material values. These statistics cannot be reduced below 1 as a result of one of these events.

Random Events Table (d100)

Roll	Event Type	Effect
1-5	Resource	System gains 1 Carrying Capacity
6-10	Resource	System loses 1 Carrying Capacity
11-15	Resource	System gains 1 Raw Materials
16-20	Resource	System loses 1 Raw Materials
21-25	Colony	System gains 1 Census
26-30	Colony	System loses 1 Census
31-35	Colony	System gains 1 Morale
36-40	Colony	System loses 1 Morale
41-45	Colony	System gains 1 Productivity
46-50	Colony	System loses 1 Productivity
51-55	Economic	Empire gains 25% System Income next turn
56-60	Economic	Empire loses 25% System Income next turn
61-65	Technology	Tech advancement cost decreases by 10%
66-70	Technology	Tech advancement cost increases by 10%
71-75	Intel	System gains 1d3 Intel
76-80	Intel	System loses 1d3 Intel
81-85	Terrorism	2d6 Intel for random Intel mission
86-90	Piracy	Raider attack: 4d6 economic points
91-95	Reinforcement	Reinforcements: 4d6 economic points
96-100	Special Event	CM's Choice (or Roll Twice)

Colony Events increase or decrease the Census, Morale, or Productivity of the system at which they occur. A colony event cannot increase any of these statistics beyond the system's current Carrying Capacity, and Morale cannot be greater than Census.

Economic Events: Unexpected windfalls or disastrous market collapses are examples of Economic events. The empire has its Treasury increased or decreased by 25% of its total System Income. Round fractions up in both cases.

Technology Events modify the cost of the empire's next tech advancement. If the cost of the advancement is increased, it will require a greater tech investment to attain it. Conversely, if the cost of the advance decreases, you'll need less investment to reach the next tech advance. An empire's tech advancement cost cannot be reduced below 50% or above 150% of normal as the result of random events.

Intel Events represent the loss or gain of intelligence assets in a system. Adjust the amount of Intel at the location by the indicated amount.

Terrorism Events: Whether foreign or domestic, there is always the threat of terrorist attacks at your colonies because many fringe groups feel that acts of violence are the only way to have their voices heard. When a Terrorism event occurs, a random Intel mission is run against the target system. This mission has 2d6 Intel points assigned to it. Roll on the table below to find out what type of mission is being run against the system:

Terrorism Mission Table (d6)

Roll	Mission Type
1	Sabotage: Starship
2	Sabotage: Troop
3	Sabotage: Convoy
4	Sabotage: Industry
5	Sabotage: Population
6	Propaganda: Insurgency

Piracy Events indicate that a major raider fleet has arrived in the target system. The raiding force includes 4d6 economic points of military units. The priates will generate a raid against the system next turn.

Reinforcement Events occur when a system rallies to improve its defenses. The system receives 4d6 economic points that the player can spend on additional military units. These points can only be used to buy units that could normally be built in that system. In most cases these reinforcements will take the form of planetary defenses such as bases, minefields, flights, or ground forces.

Special Events are introduce setting specific events that are not generally applicable to other campaign settings. CMs may even use special events as catalysts for promoting a given campaign's theme or story. The possible special event results that can be rolled on the Random Events Table should be decided before the campaign begins. If you'd prefer not use special events in your campaign you can re-roll the result to pick a different event.

4.26 ▸ Accelerated Campaigns

The standard campaign rules assume a 12 turn campaign year, with each turn representing roughly one month of in game activity. This speed works well for groups that can get together fairly often and play through multiple turns in a single session, but it doesn't work as well for groups that are running play-by-email (PBEM) games where it might take a week for the players to run a single turn. This option adjusts the campaign system to better accommodate these slower paced campaigns in order to keep the game flowing at a more natural rate.

4.26.1 ▸ Faster Construction Times

The number of turns that a unit must remain under construction when they are purchased or repaired is found by dividing their cost by 2 (round up). This reduces a unit's construction time to about half that of normal compared to the standard rules.

4.26.2 ▸ Faster Tech Advancement

To speed up research and development efforts, all empires test for tech advancement during the Tech Phase every 6 turns (instead of every 12 turns, as in the standard rules). Tech advancement costs are reduced to half of your total System Income (round up). These changes make it so that players can gain tech advances at twice the normal rate.

4.26.3 ▸ Faster Population Increases

The standard population growth rules do a good job of modeling Census growth for mature empires, but they can lead to long period of stagnation. This optional rule accelerates the rate at having empires make population growth rolls every 6 turns instead of every 12 turns. This effectively doubles the rate at which systems gain Census during the game.

4.27 ▸ Quick Expansion Colony Fleets

In some campaigns, especially those using a "start from scratch" scenario, players may find it prudent to adopt an optional rule that allows them to use Colony Fleets to improve the Census values of their existing colonies. Each Colony Fleet that is landed in a system increases its Census by 1. The Colony Fleets are expended in the process of improving the colony. Only one Colony Fleet can be used to improve a system each turn.

Colony Fleet costs are doubled when this optional rule is in play, increasing the default cost of a Colony Fleet to 60 economic points. This makes it more difficult for an empire to mass produce Colony Fleets and limits the rate at which empires can deploy new Census to their existing star systems.

This is definitely not a "realistic" approach to population growth, and it does make it easier for empires to acquire new Census, but it gives players the ability to manually build up the population levels of their systems (especially their newer colonies!) without having to wait for normal population growth.

4.28 ▸ Colonization Alternative

Rather than have empires build Colony Fleets and send them out to colonize uninhabited systems, players can instead reduce colonization to a simple economic cost not unlike how Productivity is normally purchased. Under this optional rule, an empire can spend 30 economic points to colonize any system that is able to trace a basic supply route back to one of its own supply points. You can't use a Trade partner's supply point to fulfill this requirement.

The colony ships arrive in the destination system on the same turn that the empire funds their expedition, and the system is colonized as per the normal colonization rules. The colony ships are destroyed if there are any hostile vessels in the system and no friendly spacecraft left in the system during the Update Phase.

If multiple empires are attempting to establish a colony in the same system this turn, roll a die for each of the competing power; the highest roll wins the contest and gains control of the system. Re-roll to break any ties. Empires that lose the race to colonize the system lose the economic points that they spent on the mission. It is assumed that their colonists were killed in the resulting colonial war.

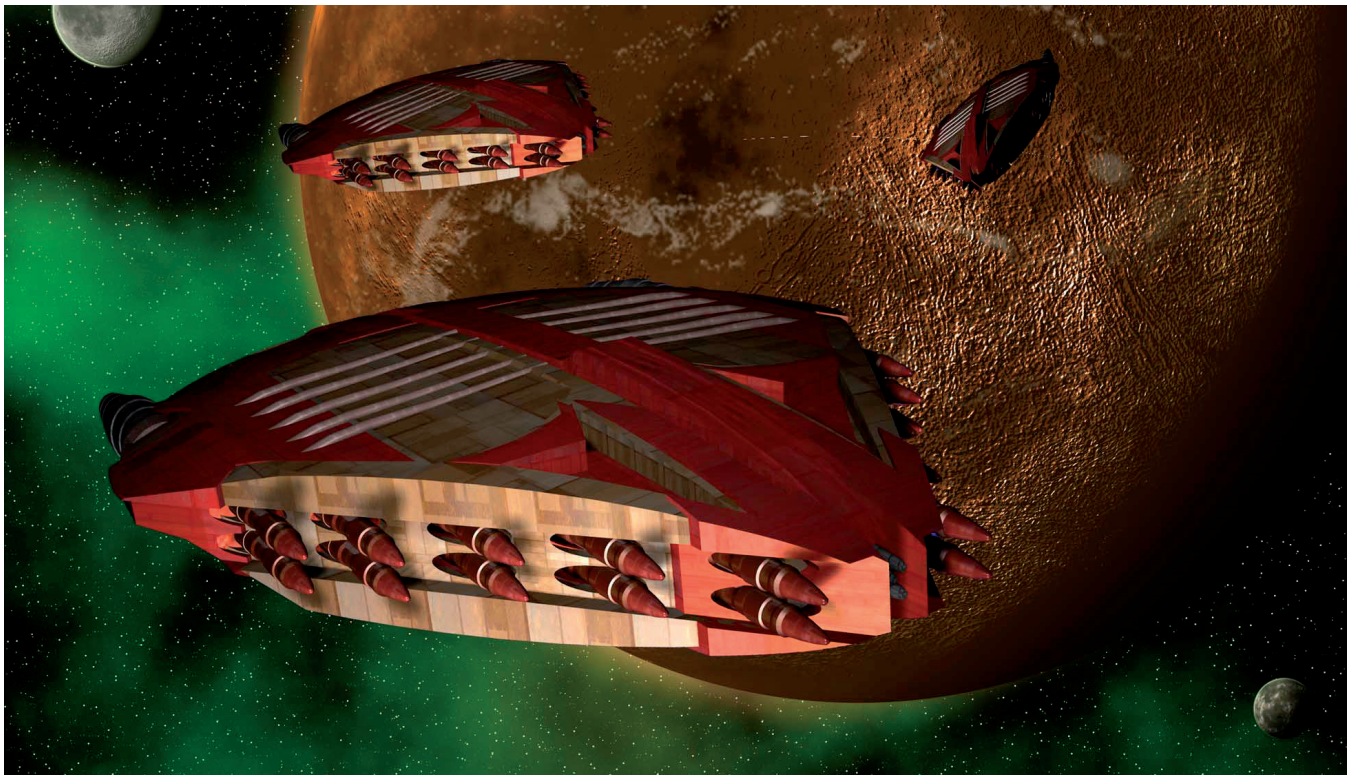
Example: *Epsilon Eridani is an uninhabited system that is located two jumps from the nearest supply point (Sol). This makes Epsilon Eridani a viable colonization candidate under this optional rule because it can trace a basic supply route back to Sol. The Human player spends 30 economic points to colonize Epsilon Eridani, and this new colony is placed in the system at the end of that same turn as long as there aren't any enemy fleets in the system to block the colonization effort.*

4.29 ▸ Annual Morale Shifts

After every 12 turns (e.g., at the end of each campaign year), each system rolls on the Morale Shift Table to see if its support for the ruling government has changed during the previous year. These rolls are intended to make Morale more dynamic and less predictable.

Morale Shift Table (D6)

Roll	Morale Effect
1-2	-1 Morale
3-4	No Effect
5-6	+1 Morale



Chapter 5 ▸ Source Materials

This chapter provides sample scenarios and empires that you can use in your *VICTORY BY ANY MEANS* campaigns. These resources are collectively referred to as source materials in the rules, because they are the basic building blocks that you use to setup and run a campaign. Rules for creating your own source materials can be found later in this chapter.

5.1 ▸ Sample Scenarios

When starting a new game, players must choose the scenario that they are going to play. The following are a number of sample scenarios that you can choose from. Each scenario includes a brief overview of the situation, the number of players it can accommodate, the starting conditions for the game, what types of victory conditions players have to achieve to win, and any special rules that are pertinent to the scenario's goals or setting. Guidelines for creating your own custom scenarios can be found later in this chapter for players that are interested in creating their own unique scenarios.

5.1.1 ▸ Classic Duel

Overview: Classic Duel is a basic two-player scenario that pits two empires against each other in a battle for survival. This scenario is a straightforward military campaign that focuses on the traditional wargaming aspects of the rules. The map is also small enough to not overwhelm players with too much information too fast. For these reasons it works well as a good learning scenario for players that are new to the campaign rules and want to play a very basic game.

Number of Players: 2

Map Setup: This scenario uses the Tiny map. Each player rolls a d6, with the person that rolls highest getting first choice of starting position and which empire he will be playing as. Both empires start the game with 12 points of colonies.

Starting Tech Year: 3010

Starting Forces: Each player starts with 200 economic points to spend on starting forces.

Victory Conditions: A player wins the scenario when he manages to capture or eliminate his opponent's imperial capital. The only road to victory in the Classic Duel is military domination.

5.1.2 ▸ Small Empires

Overview: Small Empires is a classic 4X scenario where each player takes control of an alien empire that is just leaving its homeworld and heading out into the galaxy in search of honor and glory. This scenario setup is very familiar to fans of the 4X space strategy genre, which makes Small Empires a good starting point for players that are new to the game but have some experience with similar strategy games.

Number of Players: 2-6

Map Setup: The size of map used in this scenario depends on how many players are in the game: Tiny (2), Small (3), Medium (4), Large (5), Huge (6). Players take turns selecting homeworld locations in the outermost ring of systems on the chosen map. Each empire starts in control of its homeworld and no other colonies.

Starting Tech Year: 3000

Starting Forces: Each player starts with 1 Colony Fleet, 1 Trade Fleet, 1 Transport Fleet, 1 Orbital Shipyard, and 100 economic points to spend on starting forces.

Victory Conditions: A player wins the scenario when he controls all of the starting homeworlds on the map. An allied victory is scored if all of the homeworlds are controlled by members of a single Alliance.

5.1.3 ▸ Land Grab

Overview: This scenario pits two emerging powers against each other in an uninhabited area of space. The goal is to spread across the map as fast as possible, rapidly colonizing new systems until there aren't any left uninhabited. The galaxy is literally not big enough for both of you, and that means war!

Number of Players: 2

Map Setup: This scenario uses the Tiny map. Each player rolls a d6, with the person that rolls highest getting first choice of starting position and which empire he will be playing as. Neither power starts with any systems other than its homeworld.

Starting Tech Year: 3000

Starting Forces: Each player starts with 150 economic points to spend on starting forces.

Victory Conditions:

Military) Capture your opponent's homeworld and hold it for six consecutive turns.

Economic) Control 10 systems on the map and hold them for six consecutive turns.

5.1.4 ▸ Triangulation

Overview: The three most powerful empires in the galaxy are vying for control of a disputed region of space that they call the Triangle. Each of them wants to assert absolute control over this strategic sector of space because whoever owns the Triangle can use it as a springboard to launch attacks deep into the heart of the other two empires.

Number of Players: 3

Map Setup: This scenario uses a Small map. In addition to their homeworlds, the players each start with 10 points of initial colonies at the beginning of the game.

Starting Tech Year: 3005

Starting Forces: Each player starts with 1 Orbital Shipyard, 2 Trade Fleets, 2 Transport Fleets, and 200 economic points to spend on other starting forces.

Victory Conditions: The player with the highest total income at the end of the Update Phase of Turn 60 is declared the winner. Alternatively, a player immediately achieves victory if he controls both of his opponent's homeworlds at the end of any turn.

5.1.5 ▸ Slaying the Giant

Overview: Two small empires have formed an alliance to take down a larger, more advanced power that is threatening their survival. They will have to rely on sheer numbers to compensate for their enemy's technological advantage.

Number of Players: 3

Map Setup: This scenario uses the Small map. Each player rolls a d6, with the person that rolls highest getting first choice of starting position and which empire he will be playing as. The large empire's homeworld is placed in the center of the map, but the other two players choose to put their homeworlds in any of the regular starting locations on the map. Each empire starts with 12 points of colonies.

Starting Tech Year: 3010 for the large empire, 3000 for the smaller empires.

Political Situation: The two smaller empires have an Alliance at the start of the game, and both are at War with the larger empire. These diplomatic states can't be changed during the game.

Starting Forces: Each player starts with 1 Orbital Shipyard, 2 Trade Fleets, and 2 Transport Fleets. The large empire gets 200 economic points to spend on units, while the smaller empires each get 150 economic points to spend on their own starting forces.

Victory Conditions:

Large Empire) Capture each of the smaller empire's homeworlds.

Small Empires) Capture the larger empire's homeworld while still controlling both of their own homeworlds.

5.1.6 ▸ Free For All

Overview: A new age of interstellar discovery has dawned, and four empires are prepared to stake a claim on the galaxy.

Number of Players: 4

Map Setup: This scenario uses a Medium map. In addition to their homeworlds, the players each start with 18 points of initial colonies at the beginning of the game.

Starting Tech Year: 3000

Starting Forces: Each player starts with 1 Orbital Shipyard, 1 Colony Fleet, 1 Trade Fleet, 2 Transport Fleets, and 200 economic points to spend on other starting forces.

Victory Conditions:

Military) Capture all three opponent's homeworlds and control them for six consecutive turns.

Military) Control the galactic hub system (Terminus) and hold it for twelve consecutive turns.

Economic) An empire or alliance must control 30 systems on the map and hold them for six consecutive turns.

5.1.7 ▸ Clash of Stars

Overview: Five empires use any means necessary to become the dominant force in the galaxy.

Number of Players: 5

Map Setup: This scenario uses a Large map. In addition to their homeworlds, the players each start with 24 points of initial colonies at the beginning of the game.

Starting Tech Year: 3010

Starting Forces: Each player starts with 1 Supply Depot, 2 Orbital Shipyards, 2 Colony Fleets, 4 Trade Fleets, 6 Transport Fleets, and 300 economic points to spend on starting forces.

Victory Conditions:

Military) Capture three opponent's homeworlds and control them for three consecutive turns.

Economic) Have the highest total income at the end of the Update Phase of Turn 120

Diplomatic) Be a member of an Alliance that controls all the player homeworlds for three consecutive turns

Scientific) Advance your empire's Tech Year to 3025

5.1.8 ▸ Barbarians at the Gates

Overview: Galactic civilization has fallen into chaos following the death of the Emperor at the hands of a mysterious assassin, and he left behind no heir apparent to take over. Chaos now reigns in the empire.

As the empire begins to crumble a number of upstart nations are preparing to carve up its territories and battle for control of the imperial capital. Each of these feudal lords are now turning their eye towards the imperial throne world of Terminus because the old legends say, *"he who controls Terminus commands the galaxy."*

Number of Players: 2-6

Map Setup: The size of map used in this scenario depends on how many players are in the game: Tiny (2), Small (3), Medium (4), Large (5), Huge (6). Players take turns selecting homeworld locations in the outermost ring of systems on the chosen map. Each empire starts in control of its homeworld and no other colonies. All of the other systems on the map are inhabited by remnants of the empire at the start

of the game. These systems are hostile to the players and will attempt to resist them.

Starting Tech Year: The remnant colonies of the old empire start at 3010, but all of the barbarian player empires at 3000.

Starting Forces: Each player starts with 1 Orbital Shipyards, 1 Trade Fleet, 2 Transport Fleets, and 150 economic points to spend on other starting forces. Every other systems on the map is occupied by a total cost of ground forces equal to its economic output. These troops are there to protect the system against external threats (namely the player empires).

Victory Conditions: The first player to capture the galactic imperial capital of Terminus (located in the map hub at the center of the map) and hold it for twelve consecutive turns wins the game. The successful conquest of the capital has clearly demonstrated their martial superiority and has forced the remaining barbarian empires to bend the knee and swear fealty to a new galactic emperor.

5.2 ▸ Creating Your Own Scenario

Most players are eventually going to decide to create their own custom scenarios. Creating your own scenario gives you complete control over the starting conditions and lets you craft a campaign that focuses on your favorite aspects of the game. For example, players that prefer an empire building game that emphasizes exploration and colony management over warfare can create a scenario where each empire starts from a single homeworld and expands out into space. Victory conditions for the scenario can then be tailored towards goals related to colonial development instead of conquest. On the other hand, if you want to play a game where a ragtag rebel force is struggling against an oppressive galactic imperium, you can set up an asymmetric scenario where one empire controls most of the systems in the universe and the rebel forces operate under special rules that allow them to wage a partisan war against their more powerful opponent.

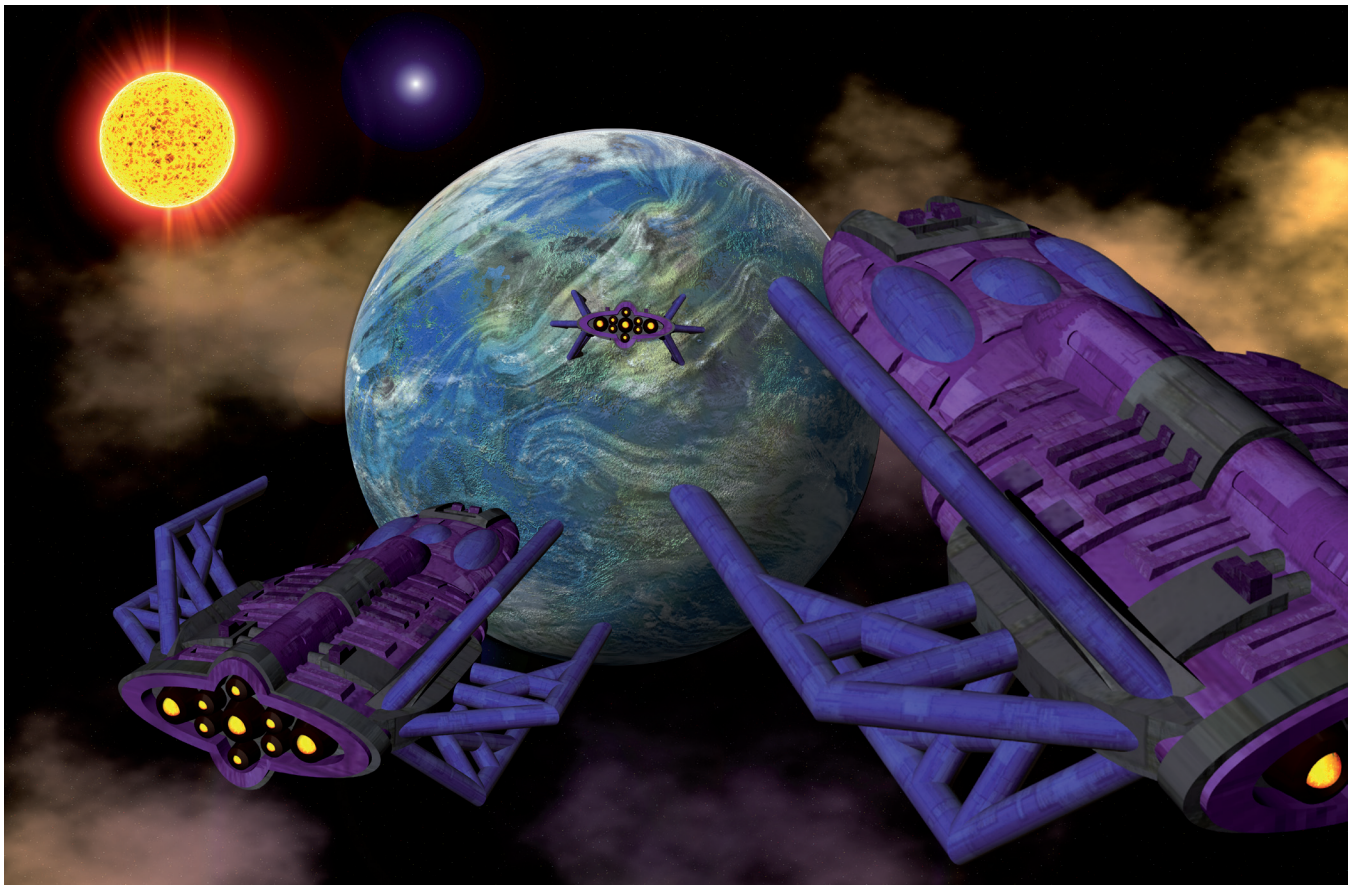
This section is a resource for players that want to create their own source materials. All of the major elements that you need to consider when designing a new scenario are outlined and discussed in enough detail to give you a better understanding of what you need to consider when you're creating your own scenarios.

The most important thing to keep in mind is that the only limit to what you can do with a custom scenario is your own creativity. Don't be afraid to create new special rules or tweak the basic campaign system to achieve your scenario's goals.

5.2.1 ▸ Scenario Setting

Before you start working on your scenario you should decide what type of setting you are going to use for your scenario. The scenario might be based on an existing science fiction universe or else it might be an entirely new setting that you're creating from scratch. In either case, it's important to be able to communicate the background or story of your setting to your players. Who are the major powers they are going to be given the opportunity to play as in the scenario? Are there any other minor powers that they'll be dealing with? What is going to make this a compelling setting for a campaign? Answering these questions will help you figure out just what kind of scenario you're trying to design, and it'll go a long way towards transforming your bare scenario into a living, breathing campaign setting that people can become more invested in.

Now, not all scenarios necessarily need an epic, fully-realized game universe attached to them to make them fun. You can get by with just a few pages of background that provide a bit of background on the setting and its inhabitants, just enough to hook players and make them interested in playing the scenario. An easy way to start this process is to develop a basic thesis or outline of the kinds of elements that you want to focus on in the scenario. Maybe you want to include a faction that excels at marine boarding actions. The bare mechanics are all here for you to do that, but it makes the scenario more engaging if we know why this particular faction is better at ship boarding. Maybe they are ruthless aliens that can survive in a vacuum, making it easier for them to rupture the hull and fight in an environment that is lethal to most of their opponents? Or they might be equipped with mechanized power armor that makes them resilient to enemy light arms fire. It's these kinds of small details that can really flesh out a universe. More importantly, it gives players a better sense for



the mindset of the faction that they're playing and what their motivations are. This has no impact on the game rules themselves but it creates a much richer experience for the players, especially for those that are looking for those types of role-playing hooks to grab their imaginations.

As you're developing your setting, ask yourself this question: what kind of science fiction universe are the players going to be playing in? The answer to that question will guide you through the rest of your background development. Is this a high space opera with starships that fly at the speed of plot and fire any number of physics-defying weapons at each other in improbable space dogfights? Or is this a harder science fiction setting where travel times are slow, ships are spherical, and most battles are fought using missiles and drones from extreme engagement ranges? The campaign rules themselves are agnostic when it comes to these details, and both can easily be run with the rules, but these two extremes of the science fiction genre each have a very different flavor.

Ultimately, it all comes down to what kind of story you want to tell. Sometimes you feel like traipsing across the galaxy in search of lost alien ruins, but it can also be fun to have human explorers poke around the local galactic neighborhood to see what wonders they might find in our own backyard. Just remember that the more genuinely interesting you make your setting the more interest you'll receive from the people that you share your scenario with.

While you're working on the scenario you should create a list of any story elements that might require modifications to the standard campaign rules. The most common reason for adopting scenario-specific optional rules is to make the events and assumptions in your setting possible within the confines of the rules. For example, perhaps interstellar travel in your setting relies on a series of massive jump relays that connect different areas of space together. In that case you may want the maps used in your scenario to have "islands" of star systems that are connected by conventional jump lanes but then have travel between these "islands" be restricted to this network of relays. Almost any effect can be achieved in the game using optional rules, some just require more inventive solutions than others to get there.

5.2.2 ▸ Alien Factions

As you're developing your setting you should make a list of all of the alien factions that exist in your universe. These factions act like characters in a story and are the conduits through which the players are going to experience your scenario.

You don't need to go into a great deal of detail about these factions if you don't want to you, but you'll want to provide enough information that a player can get a good feel for who or what they are. A few paragraphs describing the appearance, psychology, and history of the faction is usually enough to at least point a player in the right direction.

Don't be afraid to fall back on classic sci-fi archetypes, tropes, or cliches where appropriate. Stock characters are stock characters for a reason: they are a familiar shorthand that quickly communicates your intent to the audience. Want to use the insidious bug hive mind as the villain in your scenario? Sure, why not? Go for it. Your players are going to see the ravenous insect horde and immediately know what to expect from them.

You'll need to set a starting Tech Year and create unit statistics for each alien faction that you include in your scenario. The number of unit classes that you include on their force list is ultimately up to you, but it's recommended that each alien faction have at least ten different unit classes available to them at the starting Tech Year, not counting units that are available on the universal list.

Minor powers don't necessarily need as many units on their force lists, especially if their faction isn't going to have many units available to them in your scenario, but having a few extra units available for players to choose from at the start of the game provides some padding just in case players want to use the faction in another scenario. Similarly, non-aligned worlds and pirates only need a handful of unit classes because they're unlikely to have many military forces so a more limited selection won't be a problem for them.

5.2.3 ▸ Creating a Star Map

Scenarios often include unique star maps that are specific to their setting or objectives. This is most commonly seen in scenarios that are attempting to recreate an existing universe or conflict. These maps provide a snapshot of the strategic condition at the start of the game, showing who controls what and how valuable each star systems is.

A scenario map should always include starting positions for each of the alien factions that are included with the scenario. That way the players know exactly where each alien homeworld is and what other systems they control at the beginning of the game. This makes it easier for players to compare the different starting positions when they are choosing which faction they might want to play.

You must decide early on if your scenario is going to start the player empires as civilizations that are only in the early stages of space travel (at which point they might only control one system at the start of the game) or if they are established interstellar nations that control a number of inhabited systems. A typical scenario gives each empire control over a home system and a handful of weaker colonies. That way, each player has enough systems that they can lose one or two of their colonies and not have their economy immediately collapse. Another side effect is that players can engage in early wars and not be completely dealt out of the game if they lose one of their minor colonies to an opponent early on. The trick is balancing the player starting positions so that each empire starts with roughly the same amount of economic value and no one player has an unfair advantage over the others.

As you build the map you need to take care to balance the quality of the jump lanes that connect systems together on the map. In a "start from scratch" scenario where each player starts with a single system, jump lane classes can be fairly random and it won't be a problem. You should still ensure that each empire has a similar lane count so you don't end up with a situation where one player is stuck entirely behind restricted lanes while another has an inordinate number of major lanes. In the case of mature empires, the map should be manually adjusted to ensure that the various parts of the players' empires are contiguous and allow for fairly easy travel between them. This reflects that empires tend to settle systems only after the jump lane infrastructure has been improved, allowing colony ships to safely travel to them without having to cross many restricted lanes (if any at all).

It's important to avoid fractured empires which have sections of the empire that are cut off from the rest and only reachable via restricted lanes. A scenario could use such a setup to its advantage to explain a civil disorder or other calamity that is affecting the players at the start of the game, but as a general rule you should try to avoid fracturing empires with poor quality lanes if at all possible.

Jump lane quality is a major contributing factor when deciding the control of key systems on the map because it determines just how fast units can move from place to place. An empire that has excellent jump lane access to critical systems will be able to bring ships more quickly to a fight. With enough good jump routes, that empire can expect to colonize or conquer any number of key systems on the map before players that are stuck behind lesser quality lanes can even hope of getting there. In this way a poorly set up jump lane network on your map can lead to situations where a single empire can emerge as a runaway leader simply because they are in the best position to take control of certain systems on the map, and there might not be a countervailing strategy that the other players can use to stop them.

A good star map often leaves several unoccupied systems in between the player empires. These systems serve as a buffer zone to keep the empires separated during the early game, but they also act as a catalyst for imperial expansion that can force players into conflict with each other as their empires move to secure these systems during the early game.

Another of the key things to consider when you're creating a star map from scratch are the proximity of critical systems and the quality of lanes that connect them. A scenario can become fairly anticlimactic if two homeworlds are one jump away from each other, in which case the game becomes a constant struggle between the two empires as they send fleets back and forth between these two systems – or else the players will turtle and reinforce their defenses until the systems are impregnable fortresses. On the other hand, a map where each of the players are so far away from each other that they can't have any meaningful interaction inevitably turns the game into a "cooperative single player experience" where none of the players ever have any meaningful contact with each other.

Once the map is complete you must assign statistics to each system to finalize the map and get it ready for play. Alternatively, you can let the players randomize the systems by generating new statistics for each of the systems on the map as they play the scenario. In this case, it is still best if the scenario map assigns each system an importance and colony level to maintain a greater degree of balance between systems on the map, even if the individual stats are randomized from game to game.

This all being said, you shouldn't feel compelled to include a custom star map with your scenario if it's not strictly necessary. Players can just pick an existing map or use the included random galaxy generator rules to create their own. Most scenarios can be run on a random map with minimal adjustment. The only exceptions are those that are recreating a specific setting or conflict where the universe itself is as much a character as any of the alien factions. In those scenarios, using the included star map to recreate the setting can be of paramount importance.

5.2.4 ▸ Choose Optional Rules

A scenario may include a list of optional rules that should be used when playing that scenario. Campaigns are assumed to only be using the standard campaign rules unless a scenario specifically mentions that other optional rules are in play. Scenario designers should review the *Chapter 4: Optional Rules* chapter to see if any of the rules found there would be appropriate for their scenario. Future campaign sourcebooks will include additional optional rules that you can use in your scenarios. It is often prudent to include a short one or two paragraph overview of why an optional rule is being used in your scenario and how it applies to your campaign setting.

Any additional rule changes, including special rules, should be included with the scenario's list of optional rules. Listing all of the rules modifications in one place makes it easier for players to figure out which optional rules they should be using, and they won't have to hunt throughout the scenario or other background materials to find the rules that they need to play the game.

5.2.5 ▸ Setting Victory Conditions

Victory conditions determine when one of the players has won the scenario. A scenario must have at least one victory condition, but it can be something as simple as requiring a player to capture his opponent's homeworld. While a scenario can get by with a single victory condition, it's usually more interesting when you give players multiple ways in which they can win the game.

5.2.6 ▸ Setup Starting Forces

A scenario can either give each player a reserve of economic points to spend on starting forces or it can specify exactly what units each empire starts the game with. The former gives players more control over the type of military force they are going to field at the beginning of the game while the latter ensures that the players start with the exact same setup every time they play the scenario.

You could also choose to give players a pool of points to spend on starting forces but then impose limits on what they can purchase. For example, a scenario could give players 200 economic points to spend on starting forces but then restrict them to only spending up to 25% of that total (50 economic points) on ships larger than a heavy cruiser. Such a restriction would give players the ability to customize their starting forces to a certain degree while at the same time preventing them from spending all of their points on expensive battlecruisers and battleships.

Similar restrictions can be used if your scenario is starting empires off at higher Tech Years. The scenario could instruct the players that they can only spend a certain percentage of their starting force pool on current generation military hardware, and that the rest has to be spent on units that have lower Tech Years. This is an effective way of forcing an empire to have a mix of units at different tech levels without explicitly defining how many units of each type they're going to start the scenario with.

Empires commonly receive a number of free units as part of their starting forces. These are in addition to those that they may have purchased using their starting point allotment. Any free starting forces that the empires are to get before the game must be defined in your scenario rules. It's common to give each empire a free Orbital Shipyard if nothing else, plus a few convoys if you want them to have one or more of them available to use on the first turn.

A scenario can also provide guidance as to where an empire's units should be placed at the beginning of the game. This is usually only done if the scenario has already outlined the exact starting forces for each faction. Scenarios that include such instructions will tell the player in which system each unit is to be placed, and often go so far as to already have them assembled into squadrons and fleets so that the player doesn't have to worry about the logistics of military organization before the game.

Predetermining the starting forces and locations of each alien faction is typically only required in "historical" scenarios that are attempting to recreate a specific setting or conflict. Each time one of these scenarios is played all of the players start with the same starting conditions but a combination of skill and luck can lead to wildly different outcomes. One of the advantages of a historical scenario is that players can run through the same scenario multiple times and compare their results to see how the scenario outcomes differed from game to game.

5.2.7 ▸ Finishing Up the Scenario

It's time to finish up the scenario and compile all of your notes, maps, and statistics together into a finalized scenario. You can use the scenario entries found earlier in this chapter as a template for how a scenario can be presented. You can setup and run the campaign to test it and see how it turns out, then make revisions to the scenario after each playthrough to improve it and address any problems that you might have encountered.

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 things simple until you and your players are comfortable with setting up and running your own custom scenarios. Don't be afraid to improvise and make corrections to the scenario on the fly if you encounter any glaring errors or omissions. By design, *VICTORY BY ANY MEANS* gives the player greater freedom to adapt the rules towards their own preferred play styles. Creating your own scenarios is simply an extension of that creative freedom.

5.3 ▸ Sample Empires

A number of sample empires are included with this product that you can use in your campaigns. Force lists for each of these empires can be found at the end of this book. These alien factions give you a selection of ready-made empires that you can pick up and play "out of the box" without having to create your own custom empires. Future campaign source materials will provide additional empires that you can use in your campaigns.

Many scenarios come with a number of different empires that are specific to the setting or universe that the scenario is attempting to recreate. A two player scenario that depicts the events of the Human/Centauran War would include the Humans and Centaurans as the two playable factions, for example, and anyone that plays that scenario would have to choose one empire or the other. Players should stick to the empires that come with their chosen scenario (if any are provided) unless they are experienced enough to know what kinds of changes they need to make to adapt other empires to that scenario. Substituting one empire for another in a scenario can lead to unexpected game balance issues, especially in scenarios that give exact details about the type and location of the forces each empire starts out with at the beginning of the campaign.

5.3.1 ▸ Brindaki Empire

The Brindaki are a vaguely humanoid species that is known for their large fatty humps that serve the same resource conservation function as those found in terrestrial camels. This was a necessary adaptation for the Brindaki to survive on the hot, arid steppes that dominate the equatorial continents of their homeworld, Brindakar.

While the Brindaki Empire is ruled by an emperor, an association of feudal states are actually responsible for governing the Brindaki holdings. These feudal lords serve as electors and it is up to them to choose a new emperor when the previous one dies. The lords have made sure to keep the emperor on a tight leash, and they ultimately hold most of the power in the empire. Strong emperors are a rarity, and their reign usually ends badly for everyone involved. For the most part the emperor wields weak executive powers and must court the support of the lords to get anything done.

Foreign governments are often incensed by the inordinate amount of time it takes for the Brindaki people to come to a general consensus on new proposals. Luckily, the diplomatic arm of the Empire is quite skilled at pacifying these disgruntled empires.

Militarily, the Brindaki field an inordinate number of military supply ships. This lets their navy travel farther from existing supply hubs before they feel the effects of being out of supply.

5.3.2 ▸ Graal Kingdoms

These great descendants of massive "terror birds" are a regal avian species that have long sought to expand their dominion over the entire galaxy. The Graal have had two space empires to date, and each has eventually imploded.

During the rise of their First Empire, the Graal established a major colony in a system near their homeworld. The colony existed for nearly twenty years before war broke out at home. The support ships from the colony returned home to help their various factions, but the war had left several factions in ruin and among them unfortunately were the ones that had maintained most of the Graal's space infrastructure. The orbital stations eventually failed, and jump drive technology was lost for a time. The Graal's extra-solar colony was presumably lost or consumed in turmoil of its own.

The second story is no less tragic. In the centuries that followed the collapse of the First Empire, the old rivalries were forgotten, new ones invented and forgotten again, but still the Graal remembered their glory days in space. Jump drive tech remained lost to the Graal, so instead they began launching generation ships outward from the Graal homeworld. It took decades and tremendous expense to complete, but soon Graal colony ships departed for several nearby stars. Within a century the Graal had managed to rediscover jump lane travel and had many prosperous colonies up and running under the control of the Second Empire.

The Graal, however, had colonized worlds within a neutral area between two competing pirate enclaves. Under the presumption that one enclave had violated their peace, war erupted and the Graal colonies were soon on the front lines. The Graal, fearing the mistakes

of the earlier wars, had no armed warships to speak of. Their ships were simply no match for high tech, battle hardened raiders. To save their homeworld from the conflict, the jump routes were abandoned. The Graal, realizing they were not alone in the galaxy, soon began a warship development program. They plan to return to the stars and do it right this time.

The Graal fleet doctrine is built around a fleet of fast starships. These large warships are capable of moving almost twice as fast as those fielded by other powers, but they're expensive and take a long time to build. Graal commanders use their maneuverability to good effect, disrupting enemy formations so that they can dive in and deliver a coup de grace.

5.3.3 ▸ Human Commonwealth

Humans are bipedal primates and the dominant sentient species on planet Earth. Mankind banded together under a common flag shortly after the governments and corporations of Earth colonized their solar system. The costs of an interstellar space program, however, began to prove prohibitive. One by one these entities collaborated to form a coalition known as the Commonwealth. Using a simple representational form of government each of the nations serves on a rotating leadership council with full voting privileges for all members.

Corporations with contract, colony, and construction rights (3C-Corps as they are commonly known) have been recognized in recent years as "nations" with voting rights, but without any ability to serve on the leadership council. This has given them access to new worlds and resources before any of the member nations themselves are able to exploit them.

At present, only seven such 3C-Corps are recognized. Should at any point one be deemed "reckless" by endangering mankind with disease, war, or other such catastrophe, the council can revoke their 3C status and another very lucky corporation can move in to fill the power vacuum. 3C Corps are not allowed to operate any warship larger than a police ship, despite the fact they handle development and construction of said warships for the Commonwealth.

As mankind explores space they steadily rely more on their central authority for protection. Additionally, humans depend more and more on 3C Corps for their infrastructure, expansion, and technology. The central government has unintentionally created a ruthless competition amongst the 3C Corporations, which has caused them to push further than they would normally deem prudent.

The Commonwealth is a jack of all trades and masters of none. They field a balanced mix of ships, flights, and bases to help protect its far-flung holdings.

5.3.4 ▸ Jain Khanate

The Jains are a warlike civilization that evolved from a species of hexapodal amphibious bog dwellers native to the planet Jathayn. These "mutant tree frogs" are fleet of foot, extremely cunning, and never to be completely trusted. They are naturally aggressive and quick to exploit weaknesses they perceive in others.

A single heredity sovereign, the Great Khan, exercises absolute rule over the Jains. The khan, who can be either male or female, holds an official title that loosely translates to "grand keeper of the many water lakes." The khan wields vast political power but still relies on loyal generals and close family associates for guidance and advice. These forces at court serve as the instruments of the khan's influence — and wrath. Coups, palace or military, are rare in Jain history. The last such coup was two hundred years ago and resulted in the current royal dynasty. The Jain people have been largely happy with this family's rule over their world and her colonies, so no one has taken steps to forcefully topple their dynasty yet.

The Royal Jain Star Force administers the empire's space and ground forces. The head of this command, the Imperial Star General, is one of the closest advisors to the khan (and also historically the one most likely to stage a coup to oust a weak or troublesome khan). This prestigious position gives the Imperial Star General considerable political power at court.

The Jains are specialists in the field of planetary warfare. They field an inordinately large number of assault ships and heavy ground forces that are equipped for planetary invasions. It's a widely held truism among the Jains that they will never be able to find a world as perfect as their own homeworld, but that's not going to stop them from trying to capture as many other worlds as they can.

5.3.5 ▸ Kili Republic

The Kili are an arboreal species descended from small mammal-like creatures. The demands of civilized existence have forced the Kili out of their forest homes but much of the general population continues to live in the dense canopies of their homeworld's rain forests.

Kili are on average 1 meter in height. They have four limbs, two arms and two legs, and exhibit bilateral symmetry. Their entire bodies are covered in a soft, felt-like fur. This fur come in numerous shades and tones, but regardless of color all Kili are covered in dark, black bands.

This species is known for its innate insecurity and paranoia towards the unknown. Even under the best circumstances a Kili is skittish around outsiders. This is especially true of aliens, which has made diplomacy with other species more difficult. As an outgrowth of their intrinsic paranoia, post-contact Kili founded the Republic to help protect their homeworld from outside threats. Being newly-minted Kili of the galaxy, they knew that all aliens would be extremely friendly and accommodating — right up until the moment their huge, death dealing war fleets show up in orbit of Kalisha and begin raining flaming plasma death down upon the planet!

At the top of the Kili government is an executive council of politicians appointed by lower branches of the government. One member of this council (the one that draws the shortest straw!) is designated Emissary and is given the task of leading the negotiations with other alien governments. Emissaries serve until they are inevitably committed to a mental health institution, at which point the council chooses another poor soul to become the next Emissary.

The Kili have focused on defensive technologies to increase the survivability of their ships. After all, they know that the other aliens are out to get them so they have to be ready when the inevitable invasion of their empire by their good alien "friends" comes to pass. This defensive focus makes the Kili fleet very hard to destroy. That way while the enemy attempts to destroy them in a violent and unpleasant manner, the Kili craft can try to slowly whittle away at their opponent's own, less protected fleets.

5.3.6 ▸ Loran Imperium

When an alien looks into the face of a Loran they are not looking into the face of a Loran at all. Instead, they are only looking into the face of a gemhan, the Loran host species. In reality, the Lorans are a species of worm-like parasites. Lorans are born in the intestinal systems of individuals unfortunate enough to have consumed one or more of the mother's egg sacs. If the infected host is an acceptable host species, the Loran hatchlings will continue to grow inside the victim's digestive tract, eventually migrating from there to the creature's spinal column or other central nervous system hub. At this point the mature Loran takes full control over its host. Lorans whose hosts reject them are passed outside the body with other bodily waste material and subsequently perish.

Loran society is a collective wherein all Loran are viewed as equals. Individuality is still valued, but not emphasized. The Lorans realize that the survival of their species and way of life depends on the proper cultivation of viable hosts. This goal could be hampered by selfish motivations, jeopardizing everything that the Lorans have worked so hard to achieve.

The Lorans seek to create the perfect fighter. Thus it is no surprise that fighter flights form the bulk of their offensive power. Loran flight units are individually more powerful than those fielded by other powers, and they are fielded in substantial numbers.

5.3.7 ▸ Senorian Federation

The Senorians are insectoids that bear a passing resemblance to a giant praying mantis. Most of their homeworld's land area is covered by vast stretches of tundra biomes. However the equatorial territories are temperate, and some areas even support near tropical environments. The Senorians evolved on their homeworld's southern continent. This continent was one of the coldest places on the planet and, during the especially harsh winter months, the early Senorians were forced to take refuge in the networks of subterranean caverns that crisscrossed the region. Geothermal vents in these caverns maintained a constant and comfortable environment for the early Senorians. Most of the largest cities on Senor Prime have been built around these ancient cavern systems for exactly that reason.

The Senorian government is segmented into seven different legislative bodies, each with a higher level of authority than the last. Each level of government is concerned with different operations, however, so only the most important of action items will reach the highest level of government. The lower levels of government will resolve all other items. Senorian leaders are elected by popular vote of the land-owning members of Senorian society. The disenfranchisement of the lower class has caused increasing tensions between them and the upper class.

Senorian ships and flights 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. Senorians are also masters of stealth technology, and many of their ships are equipped with cloaking devices that allow them to move about the galaxy undetected by their foes.

5.3.8 ▸ Tirelon Theocracy

The desert planet of Tirekamaba circles the lesser of its system's three suns, Miche. The planet is not terribly hot, but conditions on the planet have conspired to make it mostly inhospitable for more common forms of sentient life. The Tirelons are descended from nomadic pack hunters that prowled the deserts of Tirekamaba as they followed their migrating prey. The development of crude agricultural technologies allowed the Tirelon nomads to retire from their hunter/gatherer existence and start down the long road towards civilization.

The Tirelon's closest visual terrestrial analog is the aardvark. They have a very similar appearance, though their snouts are longer, their ears shorter, and their body built more comfortably for bipedal motion. The Tirelon diet is primarily carnivorous and its mouth is filled with many short, sharp teeth. This dentition is better suited for sawing than biting or tearing. In the past the Tirelon's primary prey animals were slow herbivores that could not hope to outrun a Tirelon. Without hope of escape, the animals would be eaten alive by ravenous Tirelon packs.

The foundation of the Tirelon socio-political system is the Holy Convocation of Elders. The Convocation is comprised of representatives of all major Tirelon religions. The number of representatives of each faith that are offered membership in the Convocation is based on the religion's total registered membership. The Holy Convocation of Elders acts as the ultimate moral and political authority on Tirekamaba. All sovereign nations bow to the Convocation's authority and are quick to react to its edicts.

One of the most troubling aspects of alien contact was the realization that members of other alien species were not particularly open to religious conversion to any of the Tirelonic faiths. The largest problem facing Tirelon evangelists is that most of their native faiths espouse the supreme perfection of the Tirelon people. Missionary work among the stars has been slow and is seen as an impractical undertaking.

Tirelon military forces emphasize pack or swarm tactics, relying on quantity rather than quality to overwhelm their enemies and destroy them. They can usually win as long as they can out produce their foes.

5.4 ▸ Creating Your Own Empire

If you don't want to use any of these sample empires you have the option of creating your own empire. This section discusses how you would go about creating a unique force list for your empire. A force list includes all of the starships, flights, bases, minefields, and ground forces that an empire is capable of researching and building during a campaign. An empire's flavor and theme are therefore defined by the units that appear on its force list.

Each empire should have 10 unit classes available at Tech Year 3000 (the starting Tech Year) and an additional unit class for each additional Tech Year. A good force list should have units available out to at least Tech Year 3024 to ensure that the empire will have enough unit classes available to handle tech development for at least 24 years of game play. In most campaigns, players can expect to advance their Tech Year at least 10 times. This means that an empire that starts at 3000 should expect to advance to 3010 before the end of the game. However, some scenarios have empires begin at a higher Tech Year, such at 3010 or 3015. This is why you want your empire's force list to have empires out to at least 3024; it makes the empire more compatible with existing scenarios and reduces the chance that players will run out of units to research during the campaign.

Creating a new force list 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 a force list for your new empire. If you are converting units from another source, say your favorite television show or tactical game, you'll likely have resources available that detail what types of units that faction is known to use and what capabilities and statistics they should have when they're converted into *VICTORY BY ANY MEANS*. For tactical combat games in particular, your best option might be to create a set of formulas to convert stats from the tactical game over into the campaign system. For a more complete discussion about converting units from other settings, please refer to *5.5 Source Material Conversions*.

For many settings, including entirely new empires, you won't have the luxury of good external resources to reference when creating force lists. This means that you'll be designing the faction from the ground up and it's up to you to decide what exactly this empire will be able to build.

Before you start designing any units you should decide on an overall aesthetic or theme for the faction. Do they only use carriers? Do they rely on large numbers of low quality ground forces? Do they field any capital ships, or do they instead focus on escorts? It can also be helpful to begin drafting a list of unit types that you know the faction would be using. Making these creative decisions now will help focus your creative energies when the time comes to start generating actual unit statistics.

5.4.1 ▸ Creating Space Units

Creating space units is the most time consuming part of creating a new empire because they comprise the majority of the classes on an empire's force list. Just remember that there is no right or wrong way to approach to creating statistics for these units. You shouldn't run into any major difficulties as long as you are internally consistent.

Exhibit C includes examples for many common space unit designs. These units are meant only as a guide for source designers. It's to be expected that every universe is going to be a little different with how values are spread between the statistics.

5.4.1.1 ▸ Types of Space Units

The following is an overivew of the different types of space units that you can include on your empire's force list. The type of unit that you're creating determines the kinds of capabilities that it can receive.

Starships are large spacecraft that have their own jump drives and can traverse jump lanes. The majority of the space units in your fleet are going to be starships. These are considered the "default" space unit and, unless otherwise noted, there are no special rules that apply to ships.

Flights are short-range spacecraft that are based off of carriers or planetary fighter garrisons. Unless your scenario says otherwise, these rules assume that flights are incapable of traversing jump lanes. This forces players to deploy carriers to transport flights into combat encounters that occur away from friendly systems.

Bases are fixed defense installations that range in size from small defense satellites all the way up to massive battle stations. Most bases cannot be moved from the location at which they are built, but some bases are small enough that they can be towed between systems by tugs. Bases tend to be more powerful than ships of the same size, making them formidable opponents in combat.

Minefields are special fixed defense units that act like weak bases in battle, while also providing formation bonuses that help to support friendly fleets. Minefields can also be used to soak up damage that would otherwise have to be scored against other ships and bases in your Task Force.

5.4.1.2 ▸ Construction & 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 makes it easier for you, the source material designer, while also making values easier for your players to remember. For example, 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.

Exhibit C: Sample Space & Ground Units

Sample Ships: Basic Warships

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Gunboat	3000	GB	1	1/12	1	1	1	2	1/2	0	
Corvette	3000	CT	2	1/8	2	1	2	2	1	0	
Frigate	3000	FF	3	1/6	2	2	2	3	1	0	
Destroyer	3000	DD	4	2/6	4	3	3	4	2	0	
Light Cruiser	3000	CL	5	2/4	5	4	3	5	2	0	
Heavy Cruiser	3000	CA	6	2/3	6	5	3	6	3	1	
Battlecruiser	3000	CB	8	2/2	8	6	4	7	4	1	
Battleship	3000	BB	10	3/2	9	8	5	8	5	2	
Dreadnought	3000	DN	12	4/2	10	10	6	10	6	2	
Superdreadnought	3000	SD	14	5/2	12	12	6	12	7	2	

Sample Ships: Basic Carriers

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Patrol Carrier	3000	CVP	3	2/6	2	1	2	2	1	2	Carrier
Escort Carrier	3000	CVE	4	3/6	3	2	2	4	2	3	Carrier
Light Carrier	3000	CVL	5	3/4	4	2	2	5	2	4	Carrier
Heavy Carrier	3000	CVA	6	4/3	5	2	3	6	3	5	Carrier
Fleet Carrier	3000	CVC	8	3/2	6	3	4	7	4	6	Carrier
Supercarrier	3000	CVB	10	4/2	8	3	5	8	5	8	Carrier

Sample Ships: Basic Bases & Defenses

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Light Defsat	3000	Base	1	1/12	2	2	1	0	
Medium Defsat	3000	Base	2	1/8	3	2	2	0	
Heavy Defsat	3000	Base	3	1/6	3	3	3	0	
Small Base	3000	Base	4	2/6	5	4	3	2	
Large Base	3000	Base	6	2/3	7	6	5	3	
Starbase	3000	Base	8	2/2	9	8	5	4	
Battlestation	3000	Base	10	3/2	11	10	6	5	
Star Fortress	3000	Base	12	4/2	13	12	7	6	
Multipurpose Mine	3000	Mine	1/4	1/16	2	1	1	0	
Area Denial Mine	3000	Mine	1/4	1/16	4	0	0	0	
Anti-Ship Mine	3000	Mine	1/4	1/16	2	2	0	0	
Anti-Fighter Mine	3000	Mine	1/4	1/16	2	0	2	0	
Fighter Mine	3000	Mine	1/4	1/16	1	1	1	1	
Hvy Anti-Ship Mine	3000	Mine	1/3	1/12	2	3	0	0	
Hvy Anti-Fighter Mine	3000	Mine	1/3	1/12	2	0	3	0	

Exhibit C: Sample Space & Ground Units (cont.)

Sample Ships: Basic Flights

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Ultralight Fighter	3000	ULF	1/5	1/20	1	1	1	
Light Fighter	3000	LF	1/4	1/16	2	1	1	
Medium Fighter	3000	MF	1/3	1/12	2	2	1	
Heavy Fighter	3000	HF	1/2	1/8	2	2	2	
Superheavy Fighter	3000	SHF	1/1	1/4	3	2	2	
Cargo Shuttle	3000	ST	1/4	1/16	2	0	0	Supply (1/2)
Assault Shuttle	3000	AST	2/3	1/12	3	0	0	Assault (1)
Breaching Pod	3000	BP	2/3	1/12	3	0	0	Boarding (1)

Sample Ships: Basic Ground Forces

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Militia	3000	Inf	1	1/12	2	1	1	d2	
Commando	3000	Inf	1	2/12	1	1	1	d3	Compact
Light Infantry	3000	Inf	2	1/8	3	2	1	d2	
Medium Infantry	3000	Inf	3	1/6	3	2	2	d3	
Heavy Infantry	3000	Inf	4	2/6	4	3	2	d3	
Marines	3000	Inf	3	1/8	2	2	2	d2	Marines
Elite Marines	3000	Inf	4	1/6	3	2	2	d3	Marines
Peacekeepers	3000	Inf	3	1/8	4	1	1	d2	Peacekeeper

Sample Ships: Advanced Ships

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Command Cruiser	3000	CB	8	2/2	7	5	3	10	4	1	
Stealth Cruiser	3000	CA	6	3/3	5	4	4	6	3	1	Stealth (1)
Assault Cruiser	3000	CA	7	2/3	5	4	2	6	3	1	Assault (3)
Missile Cruiser	3000	CA	7	2/3	6	6	3	6	3	0	Missile
Scout Cruiser	3000	CA	7	3/3	5	3	2	6	3	1	Scout (2)
Scout Frigate	3000	FF	4	2/6	3	1	1	2	1	0	Scout (1)
Missile Destroyer	3000	DD	5	2/6	4	4	2	4	2	0	Missile
Minelayer	3000	DD	5	2/6	4	2	2	4	2	0	Minelayer (2)
Minesweeper	3000	FF	4	1/6	3	2	1	2	1	0	Minesweeper (1)
Blockade Runner	3000	CT	3	2/8	3	0	2	2	1	0	Blockade Runner, Fast
Escort Frigate	3000	FF	4	1/6	2	1	3	3	1	0	Guardian (1)
Military Transport	3000	DD	4	3/6	3	1	2	4	2	0	Supply (2)
Jamming Frigate	3000	FF	4	1/6	2	2	2	2	1	0	Jammer (1)
Attack Cruiser	3000	CL	6	2/4	5	5	1	5	2	0	Disruptor (1)
Assault Carrier	3000	CA	7	3/3	5	3	2	6	3	3	Assault (2), Carrier

On the issue of Maintenance Costs, the costs you set for unit maintenance will determine the size of the fleets that your players will be able to field during the game. The higher the Maintenance Costs, the smaller the fleets each empire can support 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.

5.4.1.3 ▸ In-Service Date

Each unit class has an In-Service Date (ISD) that tells the player which Tech Year the empire must achieve before it can begin purchasing units of this class.

5.4.1.4 ▸ Defense Values

A unit's Defense Value tells you how much damage is required to cripple or destroy it. Larger vessels are going to have higher Defense Values, but at higher tech levels you are likely to see certain classes of space units that are particularly well protected by advanced armor or point defense systems that are represented by above-average Defense Values. As a rule of thumb, a space unit usually has a Defense Value that is roughly equal to its Construction Cost.

5.4.1.5 ▸ Anti-Ship Values

Anti-Ship values represent the various types of heavy weapons that a space unit has available to use against enemy non-flight spacecraft. The amount of Anti-Ship value that your units are equipped with is directly influenced by the Defense Values of other space units in that setting. This is because the amount of damage that is required to cripple or destroy a unit is based on its Defense Value, and you'll want your space units to have enough Anti-Ship value to be able to do a reasonable amount of damage to the opposition in any given battle. Any unit that has any reasonable chance of damaging a ship, base, or minefield should be assigned at least AS 1.

In general, you should consider the amount of damage that a unit can score on typical minimum and maximum damage rolls (1 and 6 combat multipliers, respectively). For example, if you created a heavy cruiser with AS 8, it would be able to do 0 - 4 damage when fighting alone. This means that on a good damage roll it could destroy a DV 2 corvette in a single combat round. Looking at Anti-Ship values in this way can give you a better perspective when you're trying to determine values for your own units.

5.4.1.6 ▸ Anti-Fighter Values

Anti-Fighter weapons are used to fire upon flights. These short ranged weapons are too weak to be of any use against non-flight units. Most space units tend to have lower Anti-Fighter values compared to their other statistics. This is partially because flights don't cripple and usually have lower Defense Values to start with. Flights also aren't ubiquitous across all campaign settings, and there are many popular science fiction universes where flights are seldom seen or aren't a major factor in combat. You will find that most units will have Anti-Fighter values between 0 - 6, with AF 3 being common. Any unit that has weapons that could be expected to shoot down enemy flights should be given at least AF 1.

5.4.1.7 ▸ Carrier Values

Units that are supposed to base flights must be given Carrier Value to accommodate those units. Each point of Carrier Value allows the unit to base a single flight. Some empires use casual carriers that have low Carrier Values, but it's more common to see large dedicated carriers that sacrifice firepower for extra hangar capacity.

Flights of course never have Carrier Values, as a flight can't base another flight. This prevents a "Russian doll" situation and allegations that a flight might actually be a blue police box.

5.4.1.8 ▸ Command Ratings & Costs

Command Rating and Command Cost are two statistics that are closely tied to one another. Every ship has a Command Cost that tells the player how much Command Rating is required to command it. In combination, they determine how many ships a player can realistically put into a squadron and how large of a Task Force his empire can bring into a battle.

It's to be expected that Command Ratings and Costs will vary based on the desired size of squadrons and fleets in your campaign setting. In some settings you see very small fleets that contain a limited number of units per side, while in others it might be common to have hundreds of ships per side in an average engagement. The best rule of thumb is to consider what constitutes a "normal" ship squadron in your

setting and make sure that unit command statistics allow squadrons of this size to be formed.

The sample empires included with this book assume that most heavy cruisers have a Command Rating of 6 and a Command Cost of 3. There are some exceptions, but this is the baseline. This means that a heavy cruiser squadron will contain three heavy cruisers. One serves as the squadron's command ship, and it then uses its 6 Command Rating to include 6 Command Cost of other cruisers in the squadron. Battleships and other larger capital ships meanwhile tend to have Command Ratings of 10 or greater, which lets them command much larger squadrons and Task Forces.

Bases, minefields, and flights don't possess Command Ratings or Costs. Bases and minefields are fixed defenses that are fielded as part of a planetary defense squadron in combat. Flights can also be deployed as part of a system's fixed defenses, but they are more commonly transported into combat via carriers which provide command and control support for flights using their Carrier Values.

5.4.1.9 ▸ Space Unit Special Abilities

This section contains a list of possible special abilities that you can assign to your space forces. Some of these special abilities have already been discussed earlier in this book, while for others this is the first time that they're being introduced.

Players are advised to use special abilities responsibly when they are creating unit classes for new empires. It's important to make sure that the faction has access to many different types of technologies and abilities (notably Assault, Scout, and Supply), but it's easy to over do it. The best litmus test when applying special abilities is this: *does this ability replicate the intended function or ability that I had in mind for this unit?* If the answer is yes, then you are probably safe. If the answer is no, however, then you may wish to rethink how you're using the special ability. There might be a better way of achieving this effect using different statistics or special abilities.

You are encouraged to create entirely new special abilities for your units when appropriate, especially in situations where none of the existing ones offer the desired game effects. This is usually a concern when converting units over from another source where a unit has some special characteristics that might require special rules to properly convert them over into the rules. There will always be cases where a custom special ability will fit your background better than any of the predefined special abilities.

Armor: Ships and bases that have heavy Armor plating are able to withstand considerable punishment before they are destroyed. These units gain a +1 formation bonus, and their formation level cannot be reduced below zero unless they are crippled. This shows that their strong armor belts can protect them from concentrated enemy weapons bombardment.

Assault ships are used to support troops during planetary invasions. The number of assault functions that are required to support a ground unit during an invasion is equal to its Construction Cost. Normal ground forces receive their full Attack strength when they invade from transports with Assault support, while Marines receive a +1 Attack bonus when they are invading with Assault support.

Atmospheric starships and flights have airfoils or antigravity propulsion systems that allow them to operate both in space and within a planetary atmosphere. These units can be built or repaired in systems using planetary slipways without the need for Orbital Shipyards *(3.7.2 Planetary Construction)*.

Special Rules: Ships that have CC > 1 also receive a +1 Maintenance Cost modifier. All flights are considered to be Atmospheric unless otherwise stated, and they receive the Atmospheric at no additional cost. Non-Atmospheric flights get a -1 Construction Cost modifier and can only be based from ships and bases, never from planetary fighter garrisons.

Auto-Repair allows a unit to perform *3.7.7 Field Repair* on itself (and *only* itself). Its owner must still spend economic points to complete these repairs, of course. Bio-organic starships almost always have the Auto-Repair ability. Technologically advanced ships also tend to have automated damage control systems that they can use to repair themselves.

Blockade Runner: These units are specially designed for breaking through enemy blockades. Traditionally relying on speed and maneuverability to ensure their safety, Blockade Runners have a better chance of running a blockade. They may automatically

disengage from a space combat scenario at the end of a combat round if the current round number is greater than half the scenario length. These units are considered to have either successfully broken out from a blockade or else ran the blockade and reached the blockaded system.

Boarding units deploy marine boarding parties to enemy ships in an attempt capture them. A Boarding unit receives 1 point of directed damage per Boarding function that can be used to attempt to capture enemy ships or recapture friendly ships that the enemy already captured earlier in the battle (see *3.6.2.18 Capturing Ships*). For example, a Boarding (3) ship could score up to 3 damage per turn as directed damage to try and capture ships.

Carrier units are vessels that are dedicated to the flight operations role. They have advanced hangar facilities that make it easier to repair damaged fighters during a battle. As a result, all flights that are based from a dedicated Carrier unit gain a +1 DV bonus.

Diplomatic vessels are used to convey ambassadors to foreign capitals so they can conduct negotiations with their alien counterparts. As part of this mission these units have luxurious VIP quarters complete with special environmental controls to accommodate species with different atmosphere requirements, advanced linguistic translation software, and spacious conference rooms. These units allow empires to remain in contact with each other even if they aren't capable of maintaining sustained contact (*3.4.2.2 Sustained Contact*).

Disruptor: Disruptors are adept at breaking through enemy defenses and striking deep into enemy squadrons. A good example of a Disruptor unit is a ship that excels at making successful flanking attacks against exposed targets. This ability can also be used to approximate the effects of slow firing heavy weapons that do massive damage and are hard to hit, such as a massive spinal cannon that has to recharge for a long period after firing. For each point of Disruptor rating, the unit can lower the Formation Level of one enemy ships or base by 1. The decision to do so is made during the Assignments Phase.

Explorer ships are vessels that are specifically geared towards long range exploration and the mapping of new jump lanes. These ships have advanced sensors that make it easier for them to perform hyperspace surveys of previously unexplored jump lanes. Explorers are considered to be Scouts for the purposes of *4.6 Exploring a Jump Lane*. The scout functions that an Explorer has available can only be used for exploration missions and provide no combat-related benefits.

Because they are meant to spend much of their time exploring out on the rim of known space, Explorer ships only subtract 1 point from their Defense, Anti-Ship, and Anti-Fighter values for every full 2 out of supply levels. This effectively doubles the length of time that they can spend out of supply before they are destroyed.

Fast ships enjoy a weighty strategic advantage over standard starship classes because they can move across an extra minor or major jump lane each turn in addition to their normal movement. This means that a Fast ship could traverse up to three jump lanes in a single turn!

Only fleets that contain all Fast ships can exploit this advantage. If even a single ship in the fleet doesn't have the Fast ability then the entire fleet must follow the normal movement rules. Units that are being transported aboard a Fast ship don't affect its movement capabilities, however.

The use of Fast ships to perform scout functions is traditional among technology-hampered powers. Every 2 Fast ships in a Task Force grants an additional scout function that the player can use during scenario setup. Fast ships used in this way may not be included in the Task Force at the start of the scenario. They are instead placed into the Reinforcements Pool.

Guardian units provide intrinsic support to their squadrons. These ships are equipped with excellent point defenses that they can use to protect nearby ships against incoming weapons fire. A Guardian unit can increase the Formation Level of one ship by 1 per Guardian function. These bonuses are assigned during the Assignments Phase of the combat round.

Gunship: These heavily armed warships excel in the orbital bombardment role. A Gunship adds 1 bombardment point to their normal bombardment value. For units that require multiple craft to earn a single bombardment point, such as a frigate that

requires 3 for 1 bombardment point, simply increase the group's bombardment output by 1. Gunship frigates would generate 2 bombardment value for every 3 ships contributing to the attack, for example.

Hospital ships can be moved in to a system to reinforce damaged ground forces and bring them back up to full strength. A Hospital ship may repair 1 Attrition per Hospital function each turn (*3.7.9 Attrition Damage Repair*). Many empires rely on medical frigates to quickly replenish their ground force's Attrition losses.

Interdictor: These ships are equipped with special equipment that can prevent enemy Task Forces from disengaging from a battle. This is usually achieved by a blanket electronic jamming signal or gravitic distortion field that shuts down their jump drives to prevent them from leaving the area. For each point of Interdictor rating a player may choose to increase scenario length by 1 round. The effects of multiple Interdictor units are cumulative.

If an Interdictor unit is crippled its interdiction effects are nullified, immediately reducing the scenario length by the number of rounds that the Interdictor was extending it by. In situations where crippling or destroying an Interdictor reduces the scenario length to less than the number of rounds already completed, the scenario will end at the conclusion of the current combat round.

Jammer units negate enemy scout functions by actively jamming their sensors and confusing their electronic instruments. At the start of a space combat scenario, a player reduces his available scout functions by 1 per point of Jammer rating in the enemy fleet (to a minimum of zero). These negated scout functions are no longer available to the player and cannot be used during scenario setup or combat.

Mass Driver: Mass Drivers are devastating siege weapons that deal large amounts of damage to planetary targets by raining asteroids or other orbital debris down upon a planet (see *3.6.3.3 Mass Drivers*). Sustained orbital bombardment by Mass Driver equipped ships can quickly depopulate a system and leave it virtually uninhabitable. The number of Mass Driver attacks that a ship can perform each turn is found in its special notes. For example, a Mass Driver (3) ship could make three attacks per turn.

Another advantage of Mass Driver equipped vessels is that 50% (round down) of all non-crippled Mass Driver units that survive a Defensive scenario are still allowed to perform their Mass Driver bombardment against the system even if they were forced to retreat at the end of the battle. This represents the ships are performing "buzz bomb" attacks against the system that can still have a very real impact on a planet.

Only ships can normally be outfitted with Mass Drivers, and even then it is rare to find them mounted on a ship smaller than a full-fledged cruiser. However, in some settings you might find bases that have these weapons as their owners want to keep subjugated client species in line through the force of fear. It isn't advisable to allow smaller units such as flights or minefields to be equipped with Mass Drivers due to the potential for abuse.

Minelayer: A Minelayer is a ship or flight that is capable of transporting and laying minefields. This is the only way that an empire can deploy minefields in systems that it doesn't control. A unit can carry 2 minefields per point of Minelayer rating. For example, a Minelayer (3) ship could carry 6 minefields.

Minesweeper: These units are particularly effective at sweeping enemy minefields. These ships use special weapons or electronics packages to scan for, detect, and then destroy enemy mines. Each Minesweeper provides an amount of free directed damage equal to its Minesweeper rating during Fire Phase One: Ships vs. Non-Flights every combat round that can be used to destroy enemy minefields.

Missile: Units with the Missile ability are armed with long range missile, torpedo, or drone weapons. A Missile unit always receives its full AS even when it is in a defensive formation bonus (see *3.6.2.6 Formations*). Missile units can be equipped with *4.20 Ordnance Packages* to further improve their capabilities, but they pay for this flexibility by relying more heavily on supply lines than other non-Missile units. They lose an additional point of Anti-Ship and Anti-Fighter value for every full 2 out of supply levels.

Mobile Shipyards: These massive vessels are used to build or repair ships and flights. The amount of construction capacity that the Mobile Shipyard ship has available is equal to its rating. For example, a Mobile Shipyard (7) would have 7 construction

capacity. A Mobile Shipyard only has a single slipway available, which means that it can only build or repair one ship at a time regardless of cost.

Mobile Shipyards can only build/repair units when they are in supply, and they can't move on the same turn that they are carrying out construction orders. These construction orders are canceled if the Construction ship is forced out of supply or moves.

Q-Ship: A Q-Ship is a warship that is indistinguishable from a normal freighter until such time as it reveals its true nature by arming weapons or performing other actions that are inconsistent with the behavior of a civilian transport. One Q-Ship can be included in a *3.3.6 Convoy Escort* squadron at no Command Cost. The Q-Ship goes undetected by enemy forces until it is attacked, even if the enemy completes a successful Espionage mission against the Q-Ship's system or assigned convoy.

Police units excel at running anti-piracy patrols in friendly systems. Ships and flights with the Police special ability have twice their normal Construction Costs for the purposes of determining the effectiveness of military anti-piracy patrols (*3.5.6 Raiding*). This demonstrates that Police ships are more effective when they are protecting systems and convoys from raiders.

Scout: These vessels have powerful long range sensors and electronic warfare systems that let them have a major impact on space combat scenarios. Scouts may use their available scout functions during scenario setup to influence conditions at the start of the battle or use them in combat to provide electronic warfare support for their Task Force. Scouts may also use their scout functions to perform *4.6 Exploration* when that optional rule is in play.

Security: Ships and bases often have security teams or automated anti-personnel defenses that protect them against enemy boarding actions. Units that have the Security special ability gain a +1 formation bonus for the purposes of defending against enemy boarding actions (*3.6.2.18 Capturing Ships*).

Shields: Some units are protected by energy shielding, a defensive technology which makes a unit harder to damage. These defenses can take many different forms, and are collectively referred to as Shields.

Any non-crippled unit that has Shields receives a bonus to its Defense Value and formation level equal to its Shield value, listed in parentheses after the Shields notation. The temporary DV increase only affects the unit in combat and provides no benefits outside of combat.

Flights and minefields can be equipped with Shields, but simultaneously powering shields, weapons, and propulsion systems puts a major strain on the small crafts' power plants. Players make the decision during the Assignments Phase whether or not to power the unit's Shields. When its Shields are activated, a flight's Defensive Value is increased by 2 per point of Shield rating. If the flight powers off its Shields, it gets a +1 bonus to its Anti-Ship and Anti-Fighter values.

Slow ships are built with cheaper or less reliable hyperdrives that limit their strategic speed. These vessels can only perform one jump per turn regardless of the type of lane that they are crossing. System monitors are the most likely unit classes that would be given the Slow ability because they are intended for system defense and won't need to move between systems very quickly.

Stealth encompasses a multitude of electronic countermeasures that are meant to make a unit harder to detect. This includes everything from anti-sensor hull coatings and heat collection/dissipation systems to full-blown cloaking technology. Stealth units are able to evade detection and move unseen through enemy occupied systems (*3.3.8 Stealth & Concealment*). Their Anti-Ship and Anti-Fighter values are doubled on the first round of combat this turn if they weren't detected by their opponent.

During the Assignments Phase, any ship or base that has the Stealth ability can decide to cloak and try to evade the enemy. When cloaked, a unit increases its Defense Value and formation level by an amount equal to their Stealth rating. Units can't conduct fire during any firing phases as long as they are cloaked because doing so would give away their position. Once a unit is crippled it can no longer engage its cloak during the battle.

Stealth flights are especially dangerous because of their ability to move unseen on the battle field. In the Assignments Phase, Stealth flights are not assigned to squadrons until all other flight deployments have

been announced. This gives their owner the chance to see where enemy flights have been deployed before making their own Task Force assignments. Stealth flights also receive a bonus to a combat statistic of the player's choice (DV, AS, or AF) equal to their Stealth rating. This bonus is declared when the flight is assigned to a squadron.

Suicide ships are outfitted with ramming prows or explosive charges that they can use at point blank ranges to damage enemy spacecraft. These sacrificial attacks almost always end in the destruction of the Suicide unit, but they usually score substantial damage against the enemy in the exchange. Suicide units provide twice their normal ramming strength when they ram during combat. This makes them highly effective in this role. These ships and flights can always be used to ram, even if the *4.11 Ramming* optional rule is not otherwise being used in your campaign.

Suicide ships may make a special orbital bombardment attack against a system by plummeting through the atmosphere and impacting upon the planet's surface. The unit generates twice its normal bombardment value this turn, but it's destroyed after the attack is complete.

Supply ships are fast combat support ships that have the speed to keep pace with military fleets and resupply them in the field, as outlined in *3.5.4 Military Supply Ships*. This extends the range at which an empire's fleets can operate away from friendly supply points before they are out of supply. They can also perform *3.7.7 Field Repairs* on crippled units.

Supply Depot: In addition to normal planetary Supply Depots, some orbital bases are also considered to be Supply Depots. Any base noted as a Supply Depot in its special notes is treated like a *3.5.2 Supply Depot*.

Tender: These vessels are capable of docking small starships (either internally or externally) for long distance travel. Each point of Tender rating allows a ship to carry up to 1 Command Cost of smaller ships. The highest Command Cost ship that a Tender can carry is equal to 25% of its own Construction Cost (round down, minimum CC 1/2).

The Command Costs of units that are being carried aboard a Tender don't count against its squadron's normal command limits. The command overhead of these units is effectively being paid for by the Tender itself. A Tender cannot carry units if its currently being carried aboard another Tender.

If a Tender is destroyed in a battle, all of the ships that it was carrying are moved back to the Reinforcements Pool so that the player can reassign them to squadrons. However, if a Tender is destroyed outside of combat, all of the ships that it was carrying are also destroyed.

Example: *A battlecruiser (Cost 10) that has Tender (4) could carry up to 4 Command Cost of ships, however each of these based ships must have a Command Cost of 2 or less because that is the maximum size of ship that the Tender can carry.*

Trade ships are warships that perform double duty as armed merchant liners. Trade ships that are assigned as *3.3.6 Convoy Escorts* to a convoy cost nothing to maintain because they are earning enough money from running cargo missions on the side to cover their normal Maintenance Costs.

Towing: Ships with the Towing ability are called tugs. These vessels have powerful engines which allow them to tow starships and bases from one system to another. The amount of towing capability that a tug has is determined by its Towing rating (*3.3.7 Towing*). In combat, these ships can also move ships back to the Reinforcements Pool (*3.6.2.17 Combat Towing*).

5.4.2 ▸ Creating Ground Units

Creating ground forces for a new empire is far easier than creating its space forces, largely because a faction will only have a handful of ground units on its force list whereas it will have dozens of space forces.

5.4.2.1 ▸ Ground Unit Types

The different types of ground forces that an empire will have available depends heavily on your campaign setting. You can go into a lot of detail about what each ground force represents (ex: Arbiter main battle tank), or you can keep it more abstract (ex: Tank division).

If ground combat isn't going to be a major focus in your campaign scenario, the safest approach is to limit each empire to about four different types of ground forces. A good way of differentiating ground forces is to have one type excel in one particular

field while lagging behind in others. For example, you could have Infantry (Attrition), Armor (Defense), Artillery (Attack), and VTOLs (D Factor) as different ground unit concepts in your background. This gives each of them a definite application in the ground war and makes combined arms important for fielding a balanced army. For example, you'd be relying on your Infantry to soak up enemy damage with their high Attrition while your Armor and Artillery wear down the enemy. VTOLs would then serve in a support role, adding their firepower as needed to reinforce other friendly forces on the field.

5.4.2.2 ▸ Construction & Maintenance Costs

As with space units, the Construction and Maintenance Costs of ground units are fairly arbitrary and will vary from setting to setting. Ground unit costs should be kept lower, however, because the number of assault functions that are required to support a ground force during an invasion is equal to its Construction Cost. If your troops cost too much it might make it impractical for them to be used to invade enemy colonies.

Another reason for keeping troop costs down is that you usually want to minimize the economic burden of maintaining a troop presence in your controlled systems. Having costs be too high could overwhelm a player's economy and leave them in a position where they'll be unable to properly defend their colonies and still pay to maintain a proper space fleet.

5.4.2.3 ▸ In-Service Date

Each unit class has an In-Service Date (ISD) that tells the player which Tech Year the empire must achieve before it can begin purchasing units of this class.

5.4.2.4 ▸ Attrition Values

Attrition is the ground unit's ability to take damage. Units with high Attrition values are going to be harder to kill, and they have a better chance of surviving long enough to slowly repair their Attrition damage until they are restored to full health. Attrition values of 1-4 are common.

5.4.2.5 ▸ Defense Values

Defense value is the ground statistic that an opponent must overcome before a unit starts taking Attrition damage. Most ground units have Defense values between 0-4. If a unit's Defense value is high enough it may be almost impossible for an opponent to damage them. Players should keep this in mind when designing new ground forces and try to avoid giving troops excessive Defense values.

5.4.2.6 ▸ Attack Values

A ground unit's Attack value is a major deciding factor in whether or not a ground unit can break through an opponent's own Defense value to score Attrition damage. As with Defense, most units have Attack values between 0-4, though any reasonable value can be assigned. Just be sure that your ground units don't end up with Attack values that are so high that enemy forces are incapable of defending against their attack.

5.4.2.7 ▸ D Factor

A ground unit's D Factor is a die roll which is added to its Attack value when attacking other ground units or its Defense value when defending against an attack. This makes D Factor a versatile statistic, even if its effectiveness is random. The variable nature of the D Factor allows you to create units that could be capable of great feats of prowess in battle, but they could just as easily fall flat on their faces instead and do little or no damage to the enemy.

5.4.2.8 ▸ Ground Unit Special Abilities

Unlike space units, there are much fewer ground force special abilities available. Of these, only Marines are commonly found on most force lists.

Anti-Aircraft: Some ground units are designed to protect against attacking air units. These craft gain a special attack during the Bombardment Phase against any flights that are used to perform bombardment against their system. Total the Attack values of all Anti-Aircraft ground units in the system that is being bombarded by enemy flights. Roll 1d6 and multiply the result by the Attack total, then divide by 10 (round down). This is the amount of damage scored against the bombarding flights. Any points short of destroying the weakest bombarding enemy flight are lost. Anti-Aircraft fire occurs before the actual bombardment, so any bombardment points generated by the destroyed flights are lost.

Artillery units are used to shell enemy positions and weaken them ahead of a major assault. Before ground combat each turn, an Artillery unit may choose to deal 1 point of Attrition damage to an enemy ground

unit of the attacker's choice. No ground unit can lose more than 1 Attrition per turn to enemy Artillery bombardment. These attacks are enough to prevent an enemy from slowly recovering Attrition, but it won't win the battle on its own.

Artillery units cannot attack other ground units on the same turn that they use their bombardment ability against the enemy. They still counter-attack normally if they are attacked by enemy troops, however.

Compact troops require less space when they are berthed aboard transports. Two Compact ground units can fit in the place of one normal ground unit. This means that Compact troops are size 5 units for the purposes of transport capacity.

Marines are naval troops that excel at planetary invasions, and they can invade from transports without the support of friendly Assault ships. If a Marine ground unit is supported by Assault ships, however, it receives a +1 Attack bonus in the ground battle. This makes Marines even more effective in the invasion role.

Mercenary: While most soldiers fight for creed or colors, Mercenary ground forces fight for cold, hard cash. Players can hire Mercenary units off of the force lists of any power that they are in contact with as long as they are not currently at war with that power.

Peacekeeper ground units excel at keeping local populations in check. As a result, each Peacekeeper ground force counts as two units for the purposes of using troops to control a population (*3.9.4 Martial Law*).

Remote Controlled ground forces require orbital support platforms to guide their attacks. When invading, a single warship must be designated as the orbital control ship. This warship allows a number of Remote Controlled ground units to be operational in the invasion equal to the ship's Command Rating. Command Rating used to control ground units doesn't inhibit a ship's ability to also command space forces. For defensive actions, use a system's Utilized Productivity statistic instead.

So long as the Remote Controlled ground unit is "in command" it functions like a normal ground unit. If available Command Rating or Utilized Productivity is insufficient to command all Remote Controlled ground units at a location, all out of command units are nonfunctional and cannot attack or defend. If already on a planet, they may still be attacked, however they won't counter attack or receive any dug-in bonuses.

Robotic ground forces benefit from mass production. Entire factories can be devoted to the production of these mechanical warriors. The primary benefit to the Robotic ground unit ability is that they don't count against a system's normal ground force construction limits. Instead, the maximum number of Robotic ground units that can be purchased in a system each turn is equal to its Utilized Productivity. This means that empires that use Robotic troops can build armies faster than those that rely on flesh and blood troopers.

Shock: Some types of ground units are intensely trained in direct attacks against enemy positions designed to inflict maximum damage in an overwhelming attack with a much higher degree of acceptable losses than normal units. Shock forces rarely survive their own attacks, but do an excellent job of allowing follow-on units to clean up the shattered remnants of their foes. When multiple ground forces attack the same target, each attacking Shock ground unit reduces the target's Defense value by 1 (to a minimum of 0 Defense). This modifier is applied *before* rolling the target's D Factor.

5.4.3 ▸ Unit Construction Rules

It is natural for players to want to create their own units to use in the game. Depending on the type of campaign that you're running, this might mean creating a new force list for an empire during the game or your CM might allow you to introduce a new unit of your own design during the game. The rules in this section provide a set of guidelines that players can use to create these unit classes. All of the units that are included on the sample force lists in this book were design using these same rules. Therefore, any units that you create with these rules should be compatible with those provided for the sample empires.

5.4.3.1 ▸ Unit Templates

The first step in creating a new unit is to pick one of the available unit templates shown on the tables on the following page. These templates are split into three different types: ships/bases, flights/minefields,

and ground forces. Each template entry lists a class abbreviation, starting Construction and Maintenance Costs, Command Cost (ships only), and the base number of construction points (CP) that the unit has to spend on statistics and special abilities. This construction point total is increased based on the unit's tech bonus.

5.4.3.2 ▸ Set In-Service Date

Choose an In-Service Date (ISD) for this new unit class. This is the Tech Year that the unit will become available to the empire. If you are introducing a unit class into an ongoing campaign its ISD is going to be equal to the current campaign year.

5.4.3.3 ▸ Tech Bonus

A unit class gets a construction point bonus based on its In-Service Date (ISD). Ships, bases, and ground forces calculate this tech bonus by taking their ISD minus 3000 (the default starting Tech Year), divide by 24, and then multiply the result by the unit's Construction Cost. Round fractions to the nearest whole number. This is the number of extra construction points that the class receives as a tech bonus when designing the unit class.

The tech bonus for flights and minefields is handled similarly. Subtract 3000 from the unit's ISD, divide by 24, and then multiply the result by 2. Round fractions to the nearest whole number. This is the number of extra construction points that is added to every flight or minefield unit at the current Tech Year. From a practical standpoint what this means is that the medium flight or minefield is acting as a baseline that is the equivalent to a corvette, and every other flight or minefield is being adjusted up or down from there.

Construction point increases from tech are fairly modest, and it will take a decade or more for an empire's forces to gain a definitive edge over their less advanced opponents. This helps to provide a shallower tech curve that lets empires achieve a greater number of incremental upgrades to their forces rather than having each new tech advancement provide some sort of major technological breakthrough.

For older designs (pre Year 3000), you can apply the tech bonus in reverse to adjust a unit's available construction points downward. Be careful not to reduce a unit's construction point total too far,

Ship & Base Templates

Unit Class	Abbr	Cost	Maint	CC	CP
Gunboat	GB	1	1/12	1/2	5
Corvette	CT	2	1/8	1	7
Frigate	FF	3	1/6	1	9
Destroyer	DD	4	2/6	2	14
Light Cruiser	CL	5	2/4	2	17
Heavy Cruiser	CA	6	2/3	3	21
Battlecruiser	CB	8	2/2	4	26
Battleship	BB	10	3/2	5	32
Dreadnought	DN	12	4/2	6	38
Superdreadnought	SD	14	5/2	7	44

Flight & Minefield Templates

Unit Class	Abbr	Cost	Maint	CP
Ultralight Fighter	ULF	1/5	1/20	3
Light Fighter	LF	1/4	1/16	4
Med Fighter	MF	1/3	1/12	5
Heavy Fighter	HF	1/2	1/8	6
Superheavy Fighter	SHF	1/1	1/4	7

Ground Force Templates

Unit Class	Abbr	Cost	Maint	CP
Commando	n/a	1	1/12	4
Light Infantry	n/a	2	1/8	6
Medium Infantry	n/a	3	1/6	8
Heavy Infantry	n/a	4	2/6	10



Special Abilities Table

Special Ability	Cost	Maint	CP Cost	Ship?	Flight?	Base?	Mine?	Ground?
Anti-Aircraft	+1			N	N	N	N	Y
Armor		+1		Y	N	Y	N	N
Artillery	+1			N	N	N	N	Y
Assault	+1		1	Y	Y	N	N	N
Atmospheric	+1	See Rules		Y	N	N	N	N
Auto-Repair	+1	+1		Y	N	Y	N	N
Blockade Runner		+1		Y	N	N	N	N
Boarding	+1		1	Y	Y	N	N	N
Carrier		+1		Y	N	Y	N	N
Compact		+1		N	N	N	N	Y
Diplomatic	+1	+1		Y	N	N	N	N
Disruptor	+1		1	Y	Y	Y	Y	N
Explorer	+1		1	Y	Y	N	N	N
Fast		+1		Y	N	N	N	N
Guardian	+1		1	Y	Y	Y	Y	N
Gunship	+1			Y	Y	N	N	N
Hospital	+1		1	Y	Y	Y	N	N
Interdictor	+1	+1	2	Y	N	N	N	N
Jammer	+1		1	Y	Y	Y	Y	N
Marines	+1			N	N	N	N	Y
Mass Driver	+1	+1	4	Y	N	N	N	N
Mercenary		-1		N	N	N	N	Y
Minelayer	+1		1	Y	Y	N	N	N
Minesweeper	+1		1	Y	Y	N	N	N
Missile	+1			Y	Y	Y	Y	N
Mobile Shipyard	+2	+1	2	Y	Y	Y	N	N
Q-Ship		+1		Y	N	N	N	N
Peacekeeper	+1			N	N	N	N	Y
Police		+1		Y	N	N	N	N
Remote Controlled	+1	-1		N	N	N	N	Y
Robotic		+1		N	N	N	N	Y
Scout	+1	+1	2	Y	Y	Y	Y	N
Security		+1		Y	N	Y	N	N
Shields	+1		1	Y	Y	Y	Y	N
Shock	+1	+1		N	N	N	N	Y
Slow	-1			Y	N	N	N	N
Stealth		+1	1	Y	Y	Y	Y	N
Suicide		+1		Y	Y	N	N	N
Supply		+1	2	Y	Y	Y	Y	N
Supply Depot	+2	+1	8	N	N	Y	N	N
Tender	+1		1	Y	N	Y	N	N
Trade		+1		Y	Y	N	N	N
Towing	+1		1	Y	Y	N	N	N

however, as then you might not have enough points left to design an effective unit. The gunboat is the best example of this. A gunboat that is 48 years older than the baseline will only have 3 CP to spend on stats. The ship can barely scrape by on this number of points, especially because it has to put a point each into DV and CR, leaving only a single construction point left to assign to another statistic or purchase a rank in a special ability.

5.4.3.4 ▸ Unit Statistics & Special Abilities

Add the base construction points for your selected unit template to the points that it received from its tech bonus in the previous step to determine the total number of construction points that you have to spend on stats and abilities for this new class. You can now spend construction points on statistics and special abilities for your new unit class. A unit gains +1 to a statistic for each construction point that it spends on that value. For example, it would cost 4 CP to give a unit 4 Anti-Ship value.

D Factor for ground forces is a special case, as it has a starting value of d2 and is incremented by one die type per construction point spent. For example, a ground force that spend 2 CP to get a +2 D Factor bonus would have its D Factor increased to a d4.

As you are designing a unit class you can also choose to give it one or more special abilities. Some special abilities are "ranked abilities" that a unit must spend construction points on to pay for levels in the ability. The point costs for these abilities can be found on the Special Abilities Table. For example, it costs 2 CP to add a point of Supply rating to a unit class. Flights and minefields must pay TWICE the listed construction point cost because they have less space available to cram in that special equipment.

Unranked special abilities, such as Fast or Slow, do not have construction point costs and can be added freely to a design without it affecting the number of construction points that the unit class has available to spend on its other statistics. Unranked abilities can only be applied once to each unit class.

When applying special abilities to a class, you should note that most special abilities confer bonuses or penalties to a unit's Construction Cost ("Cost") or Maintenance Cost ("Maint"). Abilities with positive traits increase these costs while those that introduce penalties decrease them. "Cost" modifiers are added to the unit's Construction Cost, incrementing it up or down. Ships, bases, or ground forces can't have their Construction Costs reduced below a minimum cost of 1/2 economic points.

For units like flights and minefields that have fractional Construction Costs, the "Cost" modifier is instead added to the numerator in the Construction Cost fraction. For example, a medium fighter flight with the Missile ability (+1 Cost) would have a Construction Cost of 2/3 instead of 1/3. If a "Cost" modifier would drop this numerator to zero you should instead increase the denominator by the same amount. A -1 Cost modifier to a light fighter flight would decrease its Construction Cost to 1/5.

"Maint" modifiers are handled in much the same way. The modifier is added to the unit's Maintenance Cost numerator. A modifier can't reduce the numerator to zero, however, and any modifier that would do so instead adds +2 to the unit's Maintenance Cost denominator.

There are only a few restrictions that apply to unit design in this game:

- Ships must have Defense Values and Command Ratings greater than their Command Cost
- Bases must have Defense Values greater than half their Construction Cost
- Flights and minefields must have at least 1 Defense Value
- Ground forces must have Attrition values greater than half their Construction Cost

These are meant to protect against some of the most egregious gimmick designs while still giving players extreme latitude when designing new units for use in the game.

You're encouraged to experiment with creating units that have wildly different values and mission profiles. A unit class can have as many different special abilities as you want, however having more than one is usually cost prohibitive because of their associated economic penalties. Mixing and matching different statistic values and special abilities is how you give each individual alien faction its own personality or theme.

You can refer to Exhibit C: Sample Units earlier in this chapter to find a selection of pre-generated units. These units might give you a good idea of what kind of stat spreads make sense in *VICTORY BY ANY MEANS*, or give you ideas for different kinds of units that you can create for your own empire.

5.4.3.5 ▸ Titan Construction

Ships and bases that are bigger than the standard superdreadnought are called titans in *VICTORY BY ANY MEANS*. None of these rare vessels are listed on the standard ship construction template tables, however players can use the following formulas to build new templates for these massive units.

First, choose a base Construction Cost for the new titan class. It's Maintenance Cost has a numerator equal to its Construction Cost divided by 3 (round up) and a denominator of 2. A ship's Command Cost is equal to its Construction Cost divided by 2 (round down). The base number of construction points that the new ship or base template has available is (3 x Construction Cost) + 2. Tech bonuses are applied normally to these units. These ships have a bombardment value equal to their half their Construction Cost (round up).

Example: *A player is designing a new titan that has a base Construction Cost of 20. This gives the unit a Maintenance Cost of 8/2 and a Command Cost of 10. The ship has 62 construction points to spend on stats and special abilities, plus however many it receives from its tech bonus. The unit generates 10 bombardment value when it is used to perform orbital bombardment.*

5.4.3.6 ▸ Unit Construction Examples

The following are a few unit construction examples that should give you a better feel for how to create new units in your campaigns.

Starship Example

Palmer is in dire need of a new heavy cruiser design. His last one is getting pretty long in the tooth and is quickly being outclassed by similar designs fielded by his opponents. He also needs a ship that can break through enemy formations, which means that this cruiser is going to need the Disruptor special ability.

Looking at the unit construction templates, Palmer chooses the Heavy Cruiser (CA) template. This unit costs 6 EP to build, 2/3 to maintain, and has a Command Cost of 3. It starts with 21 CP to spend on statistics and abilities. Palmer's empire currently has a Tech Year of 3010. The tech bonus for this class is equal to 6 x (3010 – 3000) / 24 = 2.5, which rounds up to +3 CP and gives the CA a total of 24 CP to spend.

The first thing that Palmer does is add the Disruptor special ability. This adds +1 Cost to the heavy cruiser, increasing its cost to 7 EP. Palmer gives the ship Disruptor (2), which costs 2 CP (1 CP per point). This leaves 22 CP leftover to spend on its other statistics. He ends up creating a ship with the following stats:

ISD 3010, Heavy Cruiser, Cost 7, Maint 2/3
DV 7, AS 5, AF 3, CR 7, CC 3, CV 0, Disruptor (2)

If his empire had a lack of available shipyards to build this ship, Palmer might have decided to give this heavy cruiser the Atmospheric ability, too. This would have increased the ship's Construction Cost to 8 and, because it has a Command Cost greater than 1, it would also have received a +1 Maintenance Cost penalty that would have increased it to Maint 3/3. Luckily, he has enough shipyards to handle construction of this new class and doesn't feel that it's worth the extra cost to make it Atmospheric.

Base Example

Erica feels that her empire is in danger of being overrun by several nearby powers. While a strong fleet would be nice, she's pretty sure that the only way to keep her empire safe is to create a new class of base that can be built in large quantities and deployed throughout her empire.

Bases are designed like starships, and she must pick a ship template to use as the starting point for her new defense satellite. She selects a Frigate (FF) template for the class, which is Cost 3, Maint 1/6, and has 9 CP. This is a base, so it doesn't have a Command Cost. Her empire is currently at Year 3006 in tech, which gives the frigate a tech bonus equal to 3 x (3006 – 3000) / 24 = 0.75, which rounds to +1 CP for a total of 10 CP to spend. Erica uses those points to design the following unit:

ISD 3006, Base (Frigate), Cost 3, Maint 1/6,
DV 4, AS 3, AF 2, CV 1

This frigate-sized base has a decent amount of firepower, plus a single point of Carrier Value so that

each one can bring a flight of fighters with it into a battle. Erica hopes that a wall of these bases at her colonies will add just enough "throw weight" to her defense grids to protect them against an enemy invasion.

Flight Example

Adam is creating a new flight that he can use to jam enemy Scouts. He chooses the Medium Fighter template (Cost 1/3, Maint 1/12, 5 CP). His empire has a Tech Year of 3013. Flights are different than ships and bases in that they use a fixed cost multiplier (2) in place of their Construction Cost when calculating their tech bonuses. This gives the flight a tech bonus of 2 x (3013 – 3000) / 24 = 1.08, which rounds down to +1 CP. This gives Adam a total of 6 CP to spend on stats and abilities for this flight.

Adding Jammer to this flight incurs a +1 Construction Cost modifier. This increases the flight's Cost to 2/3. That is, it now costs 2 economic points to purchase each group of 3 flights of this class. Because this is a flight, the CP cost of special abilities is DOUBLED. This means that it will cost 2 CP per point of Jammer rating. Adam spends 4 CP to make this a Jammer (2) unit.

The remaining 2 CP are spent improving the flight's Defense Value. Adam doesn't feel that there's any reason to spend CP on combat factors because this flight is going to be used for a single purpose: jamming enemy scout ships and depriving them of scout functions. The final stats are as follows:

> ISD 3013, Medium Fighter, Cost 2/3, Maint 1/12
> DV 2, AS 0, AF 0, Jammer (2)

Adam could have dropped a point of DV and downgraded this to a Light Fighter template, which would have given it a Cost of 2/4 and a Maint of 1/16. This is a slight savings, and might have been worth it if his empire was pressed for cash. However, the extra point of DV makes it more durable and that is ultimately more important to him right now than a bit of long-term cash savings.

Minefield Example

Minefields are designed using the same set of rules as flights. In this instance, Opal wants to create a new class of minefield to get the most out of her large fleet of minelayers. The most efficient option is to design a heavy minefield variant that will give her the most "bang for her buck," so to speak. To this end she picks a Heavy (Fighter) Minefield template. This has Cost 1/2, Maint 1/8, and has 6 CP. Opal's empire is at Tech Year 3020. As with flights, minefields use a fixed 2 cost multiplier for the tech bonus rather than their own Construction Costs. This provides a tech bonus of 2 x (3020 – 3000) / 24 = 1.67 CP, which rounds up to +2 CP for a total of 8 CP to spend. These points are used to create the following minefield:

> ISD 3020, Minefield (Heavy), Cost 1/2, Maint 1/8
> DV 4, AS 3, AF 1

Ground Force Example

Joe needs new troops because his existing ones are awful! Specifically, he needs some serious ground pounders that he can use to improve his chances of invading enemy worlds. He looks at the available ground force templates and chooses to go big and selects a Heavy Infantry template (Cost 4, Maint 2/6, CP 10). His empire is at Tech Year 3009, which gives a tech bonus 9 x (3009 – 3000) / 24 = 3.375 which rounds down to +3 CP for a total of 13 CP.

Because this ground force is going to focus on invasions, Joe wants to give it both the Marines and Compact special abilities. Marines lets it invade from transports without penalty, and Compact halves the size of the ground force so that two of them can board each Transport Fleet. Marines has a +1 Cost modifier, and Compact has a +1 Maint modifier. This increases the unit to a Construction Cost of 5 and a Maintenance Cost of 3/6. Neither of these abilities cost CP, however, so Joe still has his full 13 CP left to spend on statistic improvements.

Every ground force has a starting D Factor of d2. Joe wants to raise this to a d5 (!). Doing so will cost him 3 CP, as the maximum value of the die has increased by 3. The rest of the points are spent as follows:

> ISD 3009, Ground Force, Cost 5, Maint 3/6
> ATT 4, DEF 3, ATK 3, DF d5, Marines, Compact

This is a meaty ground force, there's no question about that. However, it is expensive to build and maintain and just as easy for orbiting warships to bombard from space. It's a tradeoff that Joe is willing to make in order to have possibly the best marines in the galaxy.

5.4.4 ▸ Creating Your Force List

As previously mentioned, every empire should have ten (10) designs available to it at Tech Year 3000. These are the unit classes that the empire will normally start a game with. It is up to you to decide what types of units your empire is going to have in its arsenal at the start of the campaign, but generally speaking it is best if it has 6 starships, 1 base, 1 flight, and 2 ground forces. This ensures that the empire has a wide enough variety of units available to cover all of its needs and not have any obvious gaps in its order of battle.

You can always choose to stray from this pattern but it can lead to an empire that doesn't have enough units to fulfill all of the standard mission roles (scouting, logistics, heavy fire support, ground invasions, etc.) during the early game. This forces the empire to rely on the generic unit classes on the universal list to fill these gaps until it can develop a suitable replacement of their own.

Once you've finished setting up all of the Year 3000 classes for your empire you can start mapping out what classes it can develop as they advance their technology. It's customary to give an empire one new unit class per Tech Year through Year 3020. This ensures that your custom empire is going to have enough units on its force list to maintain compatibility with all of the scenarios that are included with this book, as some of these scenarios have empires starting at higher Tech Years to demonstrate that they have achieved a higher level of technological advancement.

A good rule of thumb when creating a new empire is to break its force list down into six year blocks. This makes it easier to plan what units the empire should be developing over the course of the campaign because you can concentrate on balancing unit availability over shorter periods of time. This in turn makes it easier to balance the empire's force list and keep it from becoming too top heavy or overlooking key technological advances that should have become available at some point along the way.

For each five year block it's recommended that you give an empire 4 starships, 1 fighter, and 1 fixed defense (base, minefield, ground force). This provides the empire with a balanced rate of unit advancement and improves the chances that it won't find itself operating 10 year old equipment because there haven't been any viable upgrades for awhile.

Depending on your empire's military doctrine, you might decide to have it skip developing a new fighter or fixed defense unit during any given six year block, but generally speaking most empires are going to want new units of these types at least once every six years. You don't want your empire to be forced to rely on its starting unit classes for an extended period of time because they're inevitably going to become outclassed by the competition. Imagine trying to defend your colonies when all that you have is your starting Year 3000 infantry ground forces when your opponent is fielding superior troops that completely outclass them!

5.5 ▸ Source Material Conversions

One of the strengths of the *VICTORY BY ANY MEANS* campaign system is that you can easily convert settings from other science fiction universes or game systems over into the *VICTORY BY ANY MEANS* rules and use them in your campaigns. In this section, we take a look at some of the problems and pitfalls that you might run into when you're converting material from other sources into *VICTORY BY ANY MEANS*.

5.5.1 ▸ Base Game Compatibility

When converting units from other sources you must decide how important it is to maintain compatibility with empires that were created using the unit construction rules found in *5.4 Creating Your Own Empire*. If base game compatibility is important to you, the best course of action is to create a "loose" conversion from your source material into *VICTORY BY ANY MEANS* that attempts to capture the spirit of the setting that you're converting while fudging the specifics when it comes to unit availability and relative unit strengths.

These types of conversions ensure that the converted empires can be used alongside the sample empires from this book without any problems, but they achieve this compatibility by sacrificing the fidelity of the source material that you're converting from. For this reason, many players will choose to instead eschew base game compatibility in favor of creating a "total conversion mod" that is more loyal to the original source material. The tradeoff is that the empires that

are provided as part of the total conversion won't be able to be used in other campaigns because their force lists are going to violate certain aspects of the unit design or tech rules in order to properly simulate the strengths and weaknesses of their units.

5.5.2 ▸ Tech Baseline

The first thing you should do when you begin converting a setting is to choose a specific point in time in that setting to set as the baseline Tech Year for the conversion. All of the units that empires have available at that point will be equivalent to the starting forces that the sample empires have available to them at Year 3000, which is their own tech baseline. What this does is give you a fixed reference point that you can use to help determine just how much better or worse a unit's stats should be based on the difference between its In-Service Date and the baseline.

For example, let's say you wanted to play a campaign in a sci-fi setting full of saucers and nacelles and want to play during the time of the original crew. In this case, you would want to pick that original time period as your tech baseline and make all of the units that are available during that period have stats that are in line with the Year 3000 starting forces that you find on the sample force lists. Units that were deployed before your selected starting point can then be given slightly worse stats, and ones that are introduced in the years following the baseline year can have better stats that reflect the improved technology of their era.

5.5.3 ▸ Tech Eras

When doing a source material conversion, it can often be helpful to sit down and break the setting into a series of distinct tech eras that group units together based on the period in the setting's history that they became available. Units from the same era tend to have similar tech levels and relative capabilities. Breaking units down into tech eras therefore helps you to mentally organize these units together so that you know what the relative strength of these units should look like. An Era II unit is going to be less powerful or capable than an Era III unit, for example.

The amount of actual technological growth that separates each tech era is going to depend on the setting that you are converting. As a rough guideline, assume that each new tech era represents 12 years of tech advancement as it relates to the unit creation rules earlier in this chapter. If Era I is your baseline and Era II is 12 years ahead of it, then a Heavy Cruiser-I would have 21 CP and a Heavy Cruiser-II would have 24 CP. This allows just enough progression between tech eras to allow for some meaningful stat increases without completely destroying game balance.

If the setting that you are converting has an especially long timeline, you'll be better off shifting to 6 years per tech era to provide greater granularity between eras. This makes it take twice as long for units to gain stats and lets you show more subtle upgrades between classes over time.

5.5.4 ▸ In-Service Date Conversions

Many settings are going to include explicit In-Service Dates for their units. If you're doing a strict conversion, you'll want to use these ISDs to make sure that the timeline for tech development in your source materials matches the setting. This ensures that unit development progresses in a way that players familiar with that setting would expect. A consequence of this strict ISD conversion is that an empire won't be guaranteed to get a new unit with every tech advance because one might not be available at that new Tech Year on their force list. However, an empire might also have certain Tech Years where they end up unlocking multiple unit classes at once. The end result is that some empires are going to put several years into research before they earn any rewards from it.

For loose conversions, it's recommended that you try to adhere to the "one unit per Tech Year" methodology used in the core *VICTORY BY ANY MEANS* rules so that every empire is sure to get at least one new unit class every time its tech advances. This system strongly encourages players to continue investing into tech because they know they are going to get something from it. You can still double up and periodically give an empire an extra unit class at a certain Tech Year, especially if it is thematically appropriate to your setting (such as unlocking a new carrier and fighter in the same year), but this should be done sparingly.

The best strategy for these loose conversions is to list out all of the units that a faction is going to be able to develop and arrange them in the order that they will unlock for the player. Once you have created this list you can then go down the list and assign ISDs in

order. This creates an effective linear timeline for that power. This is also the best way to handle settings where you don't necessarily know the exact year that the unit was introduced.

5.5.5 ▸ Creating Unit Statistics

Once you've decided if you're going to do a loose or strict conversion, set your tech baseline, and organized units into tech eras you can finally begin creating statistics for your source materials. You should create statistics for your signature baseline units first. These are the units that are the most important or visible in the setting that people think of first when they think about that setting. Developing their stats first gives you a point of reference that you can look back to when you start working on units in different eras.

It's recommended that you use the unit design rules found earlier in this chapter when creating statistics for units in your conversion, especially if you want to maintain base game compatibility. These design rules aren't perfect by any means, but they help to maintain a certain degree of balance.

Alternatively, you can always choose to arbitrarily assign statistic values to the unit based on their capabilities in the originating setting. In this case you can experiment with different economic factor combinations, including introducing different maintenance brackets or having smaller ships with high Command Costs. You have complete control over how you're converting units over from another source.

Before you begin creating unit stats, you should stop and consider the relative size and firepower of the various types of ships that exist in the setting that you're converting. What is the difference in size and strength between your smallest and largest units? How many times more durable is the largest battleship compared to a lowly police corvette? One of the most common mistakes that players make when creating new empires is not providing a wide enough range of values to effectively convert all of the other ships located between these two extremes.

It's common practice to create a comprehensive force list for each faction that contains all of the units that they'll have available on its force list. This lets you make sure that all of the faction's units can be adequately represented in the campaign system. It also gives you an excellent opportunity to adjust their unit statistics to make them fit if you do run into problems with your unit conversions. For example, consider a setting where you have ships ranging in size from of a small blockade runner all the way up to a massive star destroyer. You'll have to make sure that the units are scaled against each other in such a way that all of the different sizes of ships in between these two extremes are balanced properly against one another for the purposes of the setting.

This is part of the reason that you want to work through the process of creating statistics for your baseline units first: it gives you an opportunity to make sure that the stat spread there is going to give you the results that you want, then you can move forward or backward down the timeline and slowly develop your force list in such a way that empires show slow but gradual growth.

5.5.6 ▸ Tactical System Conversions

If you're planning on using a combination of strategic and tactical combat resolution you'll need to create a series of linkage rules to translate the unit statistics from your tactical rules into *VICTORY BY ANY MEANS*. This requires you to determine how the combat abilities of the units in the tactical system can be best represented by their *VICTORY BY ANY MEANS* strategic equivalents.

There are multiple ways that players can approach unit statistic conversions. The easiest is to create a series of formulas that can convert unit values from the tactical rules back over into the campaign system. This allows for a mechanical means of determining unit statistics that can be used with the strategic rules. While it's tempting to try and use as many variables as possible from the tactical system to create conversion formulas, it's usually better to keep things simple and use the most straightforward conversion options. For example, to find a unit's Defense Value it's best to restrict the formula to accounting for a unit's Hull or Shields value on the tactical side. Other elements undoubtedly influence a unit's survivability on the tactical side but those elements are harder to quantify than the more direct Hull/Shield totals.

That being said, the formulas that are used to find a unit's Anti-Ship or Anti-Fighter values should take

into account the strength, range, accuracy, and arc of fire of the unit's weapons in the tactical rules. The easiest way to handle this is to assign each weapon system fractional stat values, then create a multiplier table based on weapon firing arcs. A weapon that has a 180 degree arc of fire might get the weapon's full AS/AF amount while a weapon with a 120 degree arc might only get 2/3 that value, and a weapon with a 270 degree arc might get 3/2 of that value. Players can also choose to manually convert unit statistics across from their tactical rules using best guesses as to how powerful the units should be in the campaign rules. This is a far quicker conversion method but is more prone to error and inconsistency.

Special abilities are a bit tougher to quantify when converting between the strategic rules and a tactical system. You have to use your best judgment when deciding how the special abilities align with unit capabilities in the tactical rules. You often have to make concessions on these points to achieve a "best fit" that captures the overall feel of the original unit without worrying about what the ability's description says it represents in the basic campaign rules.

The amount of detail inherent in tactical combat systems allows for a greater degree of variation between units. As a result, you often have to "massage" the unit statistics that are output by conversion formulas to ensure that two units fielded by the same empire don't have identical stats. You might decide to give one unit a bonus to one statistic while increasing its Maintenance Cost, for example, or else apply a slight ±1 modifier to one or two statistics to add variation.

If your tactical system has its own unit design rules it's strongly recommended that you use them to design new units during the game and then convert them back into *VICTORY BY ANY MEANS*. The main reason for this recommendation is because it is much easier to assign strategic statistic values to the more detailed tactical version of a unit than it is to try and figure out how the strategic values can translate back into the tactical rules. It also ensures that every unit that a player designs has a valid counterpart in the tactical rules when it comes time to put miniatures on the table and let the dice start flying.

It's important to have a consistent formula when converting tactical unit costs over into *VICTORY BY ANY MEANS*. The easiest option is to take the point value of the ships in your tactical game and divide it by a set value that matches up well to the standard unit costs on the sample force lists. Depending on those point values, you might have to take a square root first before applying a divisor in order to constrain the values to be close to those that are used in these rules. Once you know what the Construction Costs are, you can then assign them Maintenance Costs off of the unit templates.

For example, let's say you're converting a ship over from a tactical system that has a point value of 925 points and in that game is considered to be larger than a heavy cruiser, but not really a battleship. In *VICTORY BY ANY MEANS* terms, this ship is probably a battlecruiser, which costs 8 economic points on average. We could achieve this result by dividing the ship's point value by 100, rounding fractional remainders down, and then subtracting 1 from the result. This gives a final cost of 8 economic points, which was our target value for a battlecruiser.

Building on this example, let's imagine that a destroyer size ship for this faction has a point value of 600. Our conversion formula gives us a cost of 5, which is pretty close to what we wanted (most destroyers cost 4 economic points).

On the topic of Maintenance Costs, the values that you set for unit maintenance will determine just how large of fleets that your players will be able to operate during the game. The higher the Maintenance Costs, the smaller the fleets each empire can feasibly control at any given time. When you're creating source materials in support of a third-party tactical game, it is often better to assign higher Maintenance Costs that restrict fleet sizes to keep fleets at a manageable level.

Chapter 6 ▸ Credits

The *VICTORY BY ANY MEANS* universe is constantly growing. Please visit us at **www.vbamgames.com** for game 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.



Version 1.1

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Our heartfelt thanks goes out to all of our playtesters for their years of support and guidance. This is only a short list of those that helped make* VICTORY BY ANY MEANS *Second Edition a reality!

6.1 ▸ Designer's Notes

Developing the Second Edition *CAMPAIGN GUIDE* has been one of the most intellectually and emotionally exhausting projects that I have ever had the fortune to be a part of. I was the one that first brought up the possibility of starting work on a new edition of the rules back in 2008. It seemed like a great idea at the time. The idea was to develop a new edition of the campaign rules that we could then use as a foundation to expand the game and address some of the design issues that we'd found in the First Edition over the years. We all assumed that it would take about two years to get Second Edition written, edited, playtested and off to press. *How wrong we were.*

My original concept for Second Edition was for it to be a revolutionary advancement over the First Edition rules, an omnibus edition that would encapsulate the entirety of the First Edition into a single, all-encompassing *CAMPAIGN GUIDE* (I may have thrown the term "Astronomicon" around more than once during this period). This approach to the game's development resulted in a few different drafts between 2009 and 2010. At one point we even had a 200+ page supplement laid out and almost ready for press. Unfortunately, the feedback from the playtesters wasn't encouraging. In trying to deliver an "everything and the kitchen sink" version of the rules I had only managed to make them more opaque. It was time to go back to the drawing board in what would become a long series of iterative redesigns of the campaign system rules. Each of these development periods was punctuated by a series of public playtests, and the results were still largely the same: the rules worked, sure, but there were niggling details that left players wanting.

By 2012 we all knew that something had to be done to get the ship back on course. I poured back over old notes and tried figuring out what exactly needed to be saved and what should be scrapped. At times it felt like a Sysiphean ordeal as each new revision and rule change caused a ripple effect in the rest of the campaign system that inevitably led to even more rewrites. It was a constant fight to keep from introducing too much complexity to the rules.

It was during the *Glorious Stars* playtest in the summer of 2013 that I was hit by a series of epiphanies that finally provided me with the guidance I needed to push Second Edition forward to ultimate completion. The first realization came when we found out that all of us had overlooked the fact that the food production rules, which were still present in Second Edition rules at that point, didn't provide any accommodations for neutral systems that couldn't actually produce their own food. This was never an issue in our previous playtests, as the scenarios were built around the idea of an empire expanding until it ran out of food to feed all of its Census. This problem is all rather obvious in hindsight but it demonstrates just the kind of developmental tunnel vision we'd entered into by that point.

That was the first sign that something was wrong and needed to be corrected. I started to do some soul searching on just what I wanted out of the project and came to the hard realization that too many of my "must-have" features that had become entangled in the rules really weren't priorities for most players. In fact, many of them were the source of a lot of our continuing game balance issues. I wanted to see more detailed star systems that used real world star data. I wanted system generation to be more open ended, with statistics varying wildly from system to system based on its type of star. I'd gotten so used to the First Edition non-player empire (NPE) rules that I'd tried forcing them in as the standard assumption of how diplomacy should work. The list goes on and on.

It finally occurred to me: part of my problem was that I was spending all of my time chasing edge cases and playing whack-a-mole with rules that ultimately didn't matter to the majority of players. Worse, trying to force those rules into the campaign system was actually the cause of most of my development problems up to that point. They worked fine as optional rules but the minute you try to make them standard it opens a Pandora's Box of knock-on effects that have to be dealt with, which means bloated rules that try to explain every single possibility and in so doing only get lost in their own natural complexity.

The final revelation came when I was frankly discussing the state of the project with one of our long-time playtesters. He told me that what he liked about the First Edition rules, and the *VICTORY BY ANY MEANS* campaign system in general, was that is was a good "beer and pretzels" strategic ruleset. I'll admit

at first I was a bit aghast. After all, the term "beer and pretzels" is often seen as a pejorative when it comes to rules like these. However, the more that I thought about our conversation the more I realized that I fundamentally agreed with him. One of the things that really drew me into *VICTORY BY ANY MEANS* back before it was a published product was that it finally gave me an accessible set of rules that I could use to run sci-fi campaigns without an excessive amount of bookkeeping. *That was the key*. The rules needed to be stripped back to the fundamentals and retooled to focus on game play and not the extra chrome and rules kruft that had built up over the last several years of development.

The spring of 2014 was spent realigning the rules towards this new goal. With a new sense of purpose, I set my eye on completing a final revision of the Second Edition draft. No rule was sacred as I scoured the campaign rules looking for anything and everything that didn't seem to fit my new design directive. This is when I started seriously looking back at First Edition again to ask myself what made those rules fun and what are the current Second Edition rules doing to improve upon it? It's a simple enough question, but it provided a lot of guidance during the final cycle of rules development.

Ultimately, the decision of whether a rule went or stayed came down to how useful it was and whether or not it added anything to the player's experience. Rules that existed for their own sake were cut from the core rules. Some were repurposed into optional rules, while others were excised entirely and probably won't ever reappear in future Second Edition supplements. The focus of the game had decidedly shifted back to a compact, easy to play campaign game, and that was the point that I knew that we were finally back on the right track.

In the final equation, this Second Edition has ended up being an evolutionary advance and not the revolutionary one that I expected when I started the project. It has taken far longer than anyone could have imagined, and I'm sure there are a lot of people that would argue that the end result isn't worth the wait. Naturally I'd disagree with that sentiment because I feel that Second Edition has achieved its goal of giving all of us a solid campaign system that we can build off of for the foreseeable future. It also taught us some very hard lessons about project management, but I think more importantly we've learned what does and doesn't work within the framework of these campaign rules. The six years we spent developing the Second Edition rules weren't spent idle, and we have hundreds of pages of content that is ready to find new life in this final version of the rules.

I'd personally like to thank everyone that has been involved with this game's tumultuous development over the years. It's been a wild and crazy ride, but it's one that has finally come to an end. I hope you'll all join us in celebrating the campaign system's tenth anniversary. There are still a lot of exciting stories to tell about conflict between the stars, and I can't wait to share them with you.

- Tyrel Lohr

6.2 ▸ Submission Guidelines

As you or your gaming group develops your own unique *VICTORY BY ANY MEANS* scenarios or campaign rules you may decide to submit them to VBAM Games for consideration and possible inclusion in future campaign products. Any unsolicited submissions become the property of VBAM Games after they are received. This includes all possible submission methods, including email, fax, and postal mail. You may submit a conceptual summary or outline of your intended project (but not the work itself) to facilitate future discussions on terms for inclusion. This is to protect us from being accused of "stealing" your work.

New rules submissions will be evaluated to gauge their usefulness and modified as necessary to suitably meet the needs of the *VICTORY BY ANY MEANS* campaign system. New rules may appear as free online supplements or in future campaign system sourcebooks.

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Internet: Visit the VBAM Games web site at **www.vbamgames.com** for more information on this and other products, including new rules, maps, and materials to extend your gaming experience.

Email: You can contact the VBAM Games developers by sending an email to **vbam@vbamgames.com**.

Phone: For up-to-date phone contact information, please visit our web site.

Post Mail: Send all physical mail to: VBAM Games, Inc., P.O. Box 329, Lusk, WY 82225.

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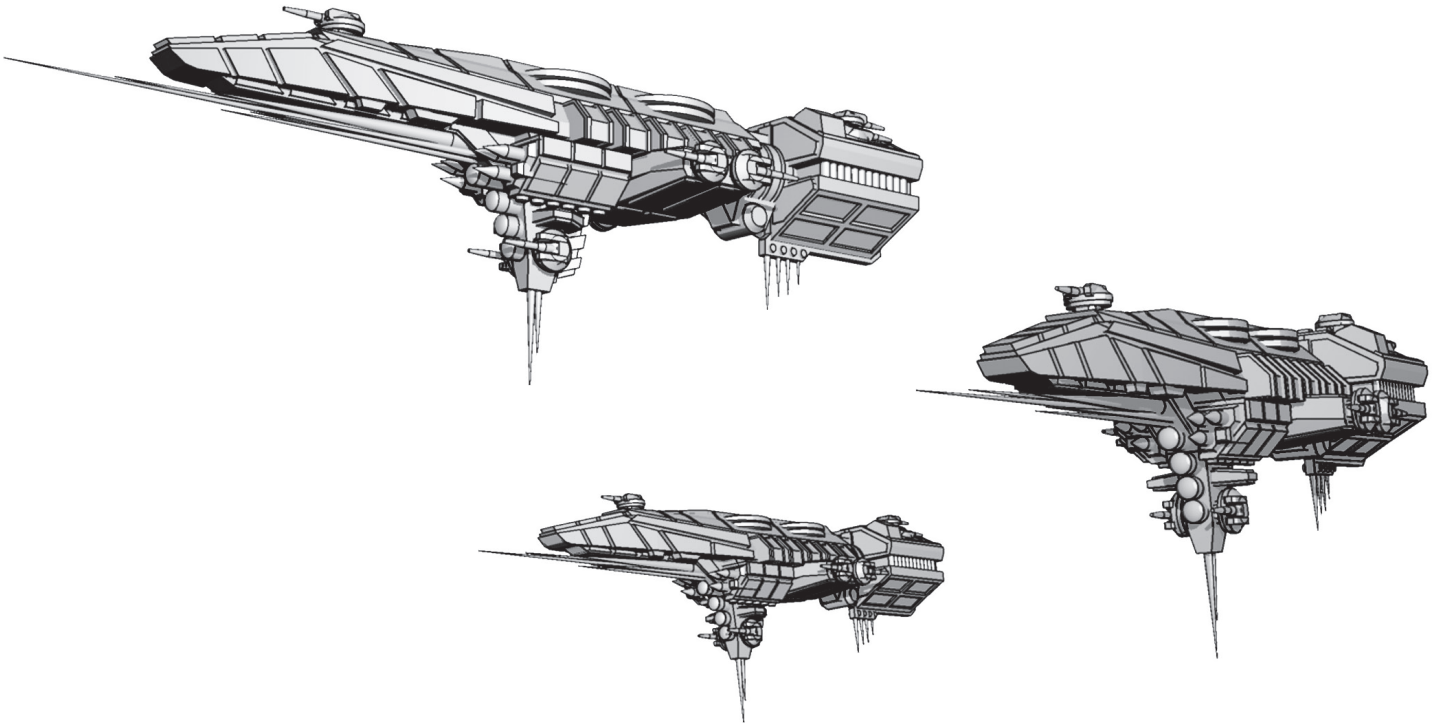
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Turn Orders Sheet

Player	Current Turn

Economic Phase

Previous Treasury		
System Income	+	
Commerce Income	+	
Miscellaneous Income	+	
Maintenance Expense	-	
Miscellaneous Expense	-	
Current Treasury	=	

New Purchases	Cost
Total Purchases	-
Ending Treasury	=

Tech Investment

Current Tech Year	
Current Tech Investment	

Movement Phase

Politics Phase

Construction Phase

Update Phase

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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*

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System Asset Sheet

System Name	CAP	RAW	CEN	MOR	PRD	Output	Intel	Special Notes	Ground Forces & Fixed Defenses

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Maintenance Sheet

Unit Class	# Active	# Reserve	# Mothballed	Maintenance Cost

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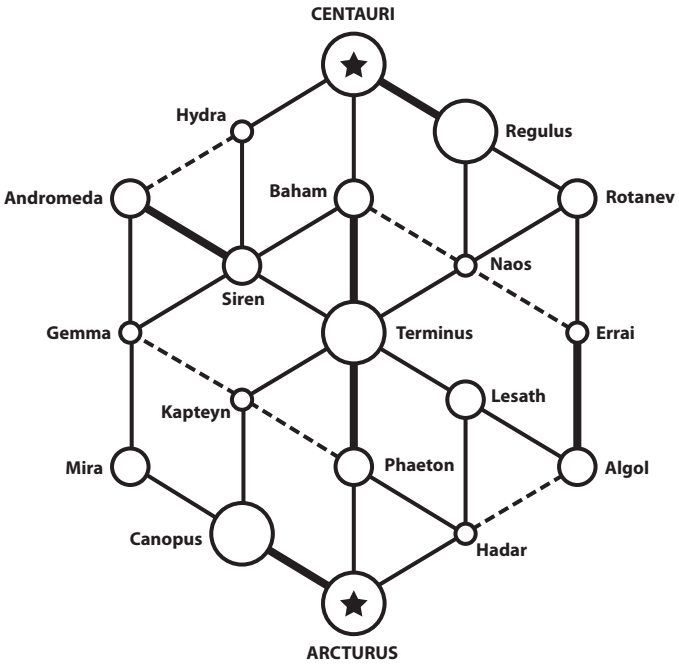
Convoy Asset Sheet

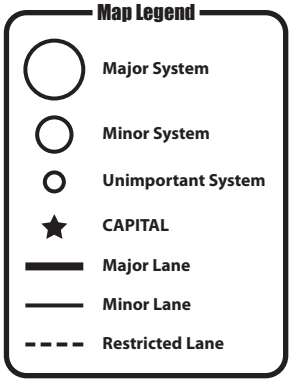
Convoy Type	Location	Cargo	Trade	Escorts
		Commerce Income		

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Tiny Map (2 Player)

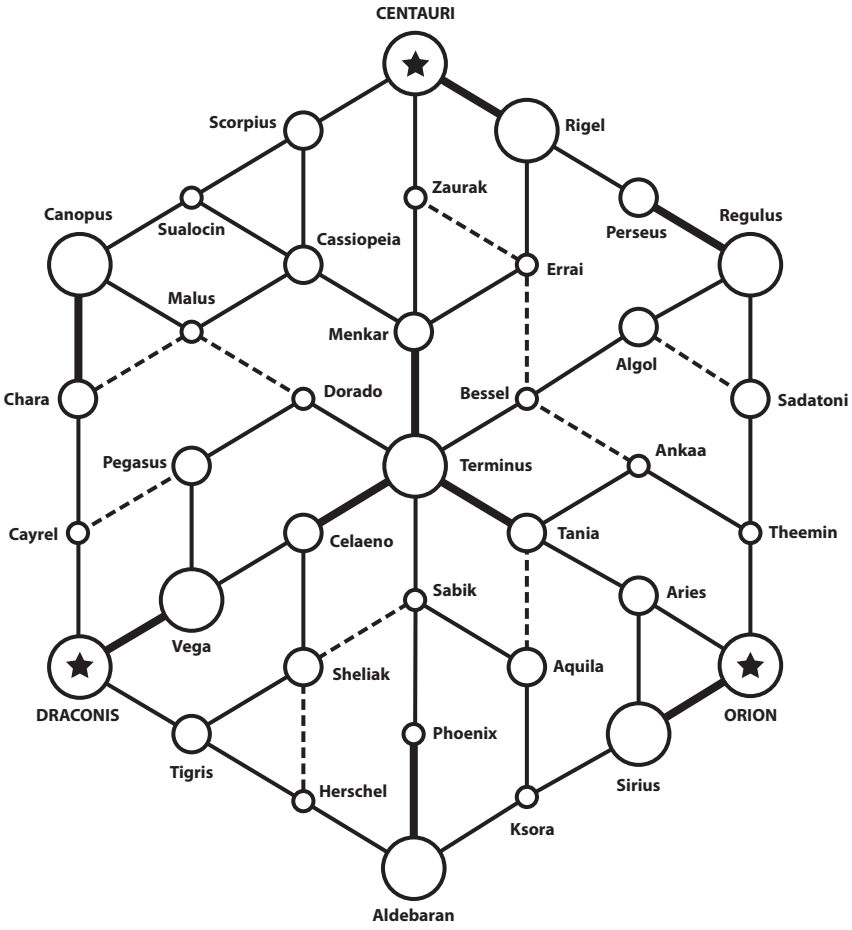


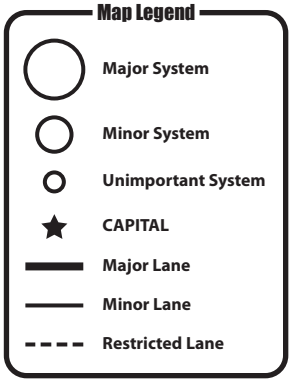


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Small Map (3 Player)

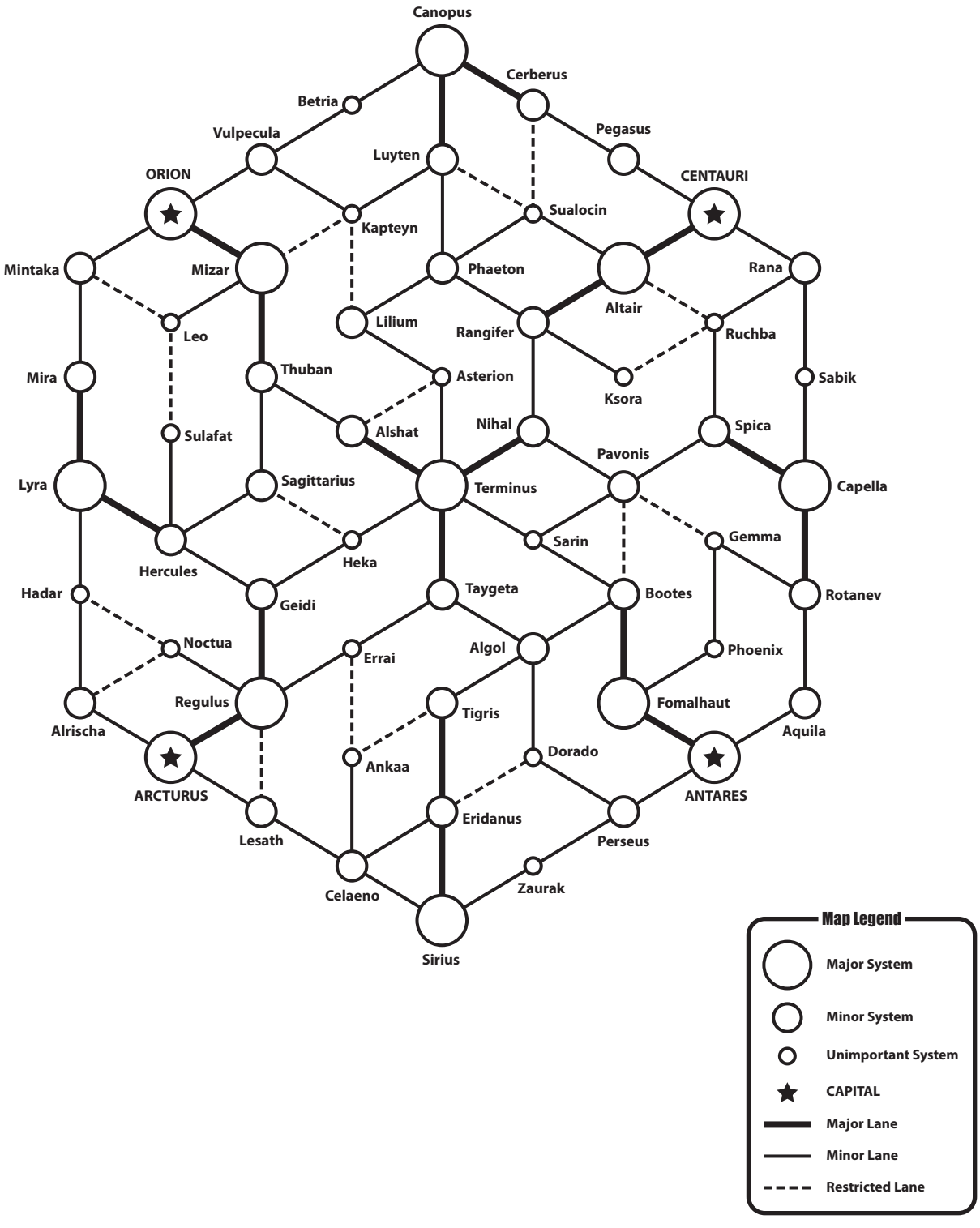




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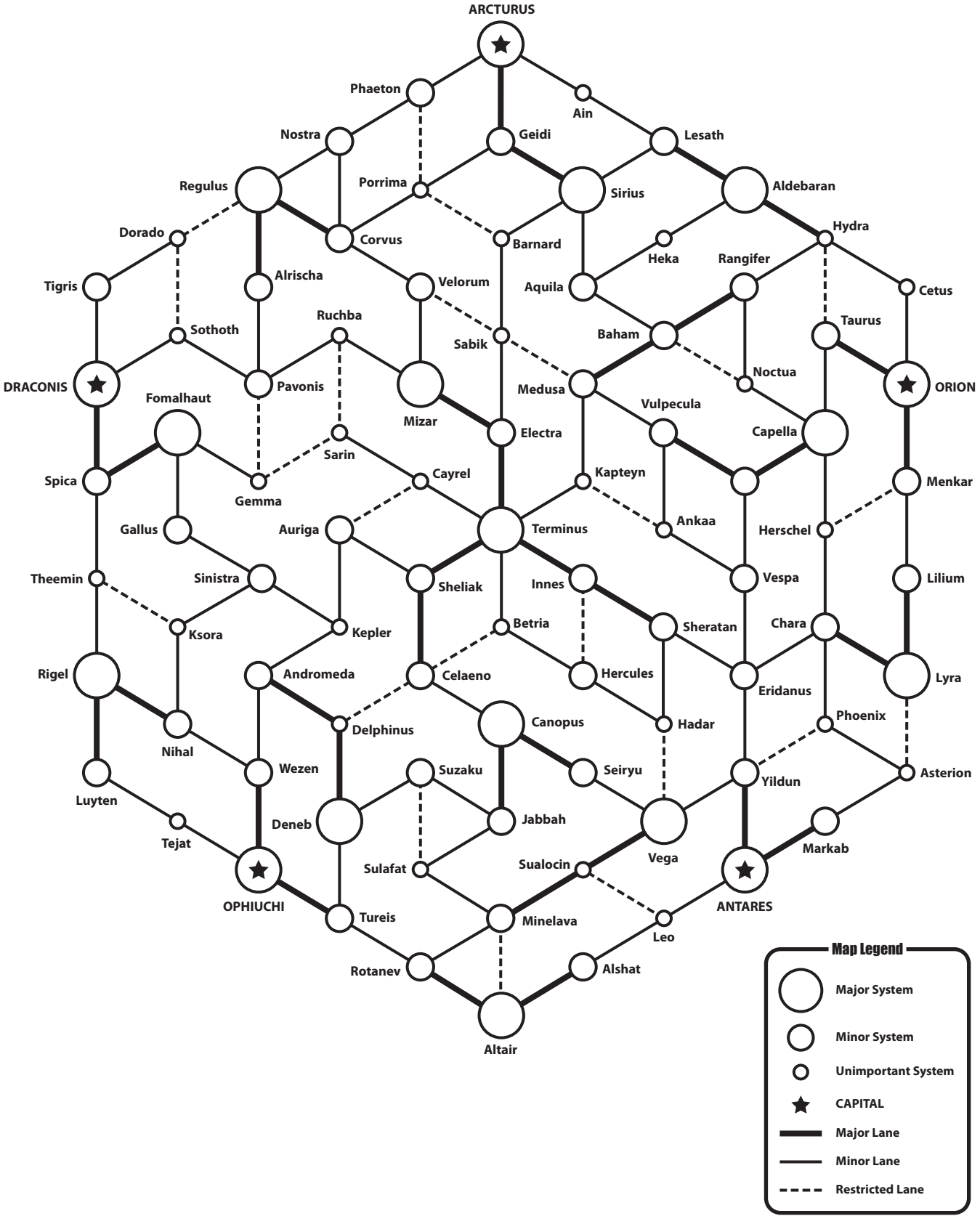
Medium Map (4 Player)



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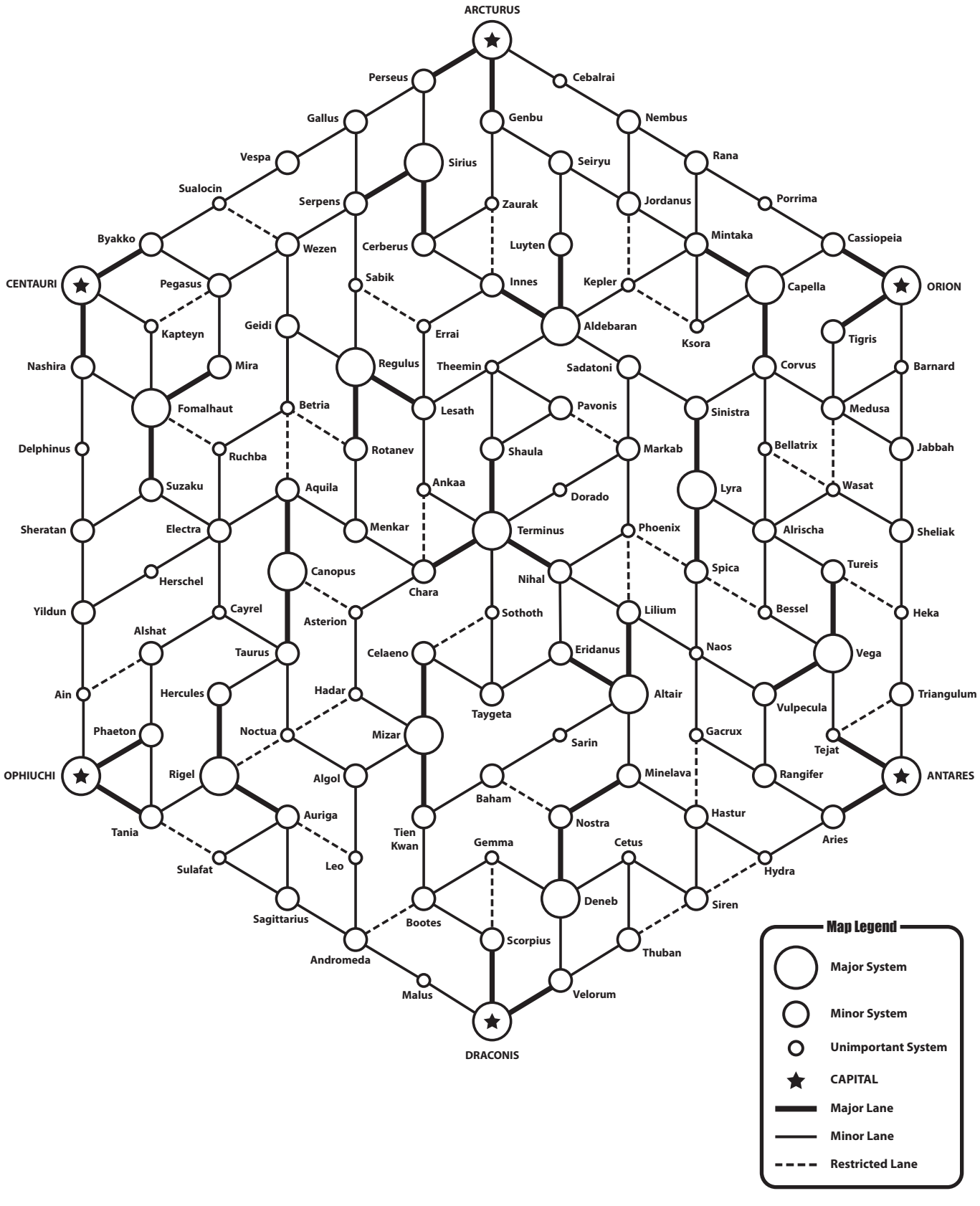
Large Map (5 Player)



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Huge Map (6 Player)



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Star System Statistics

System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Ain	Unimportant	Settlement	4	2	2	2	0
Aldebaran	Major	Major Colony	10	4	8	7	5
Algol	Minor	Minor Colony	8	2	4	2	2
Alrischa	Minor	Colony	10	3	6	4	2
Alshat	Minor	Minor Colony	6	3	3	2	3
Altair	Major	Major Colony	12	3	9	7	5
Andromeda	Minor	Minor Colony	7	4	3	2	2
Ankaa	Unimportant	Outpost	2	1	2	2	0
Antares	Major	Homeworld	12	5	9	8	6
Aquila	Minor	Minor Colony	6	4	3	2	3
Arcturus	Major	Homeworld	12	5	9	8	6
Aries	Minor	Colony	8	4	6	5	2
Asterion	Unimportant	Outpost	2	1	1	1	1
Auriga	Minor	Minor Colony	6	3	4	3	1
Baham	Minor	Colony	10	2	6	4	3
Barnard	Unimportant	Settlement	4	2	2	2	0
Bellatrix	Unimportant	Settlement	4	1	2	2	1
Bessel	Unimportant	Outpost	2	2	1	1	0
Betria	Unimportant	Outpost	2	1	1	1	1
Bootes	Minor	Minor Colony	6	3	3	2	2
Byakko	Minor	Colony	8	3	5	4	4
Canopus	Major	Major Colony	12	3	8	6	7
Capella	Major	Major Colony	9	6	7	6	4
Cassiopeia	Minor	Minor Colony	8	4	4	2	1
Cayrel	Unimportant	Settlement	4	1	2	2	1
Cebalrai	Unimportant	Settlement	4	3	2	2	0
Celaeno	Minor	Minor Colony	8	3	4	2	1
Centauri	Major	Homeworld	12	5	9	8	6
Cerberus	Minor	Minor Colony	6	3	4	3	1
Cetus	Unimportant	Settlement	4	2	2	2	0
Chara	Minor	Minor Colony	6	4	4	3	1

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System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Corvus	Minor	Minor Colony	6	4	3	2	1
Delphinus	Unimportant	Settlement	4	2	2	2	0
Deneb	Major	Major Colony	12	3	9	7	5
Dorado	Unimportant	Outpost	2	1	2	2	0
Draconis	Major	Homeworld	12	5	9	8	6
Electra	Minor	Minor Colony	6	2	4	3	3
Eridanus	Minor	Minor Colony	6	3	3	2	3
Errai	Unimportant	Outpost	2	1	1	1	2
Fomalhaut	Major	Major Colony	10	4	7	6	7
Gallus	Minor	Minor Colony	6	2	4	3	2
Gacrux	Unimportant	Outpost	3	1	1	1	1
Geidi	Minor	Minor Colony	6	3	3	2	3
Gemma	Unimportant	Outpost	2	2	1	1	0
Genbu	Minor	Colony	9	2	5	4	5
Hadar	Unimportant	Settlement	4	1	2	2	1
Hastur	Minor	Colony	8	4	5	4	4
Heka	Unimportant	Outpost	3	1	1	1	1
Hercules	Minor	Minor Colony	6	3	3	2	2
Herschel	Unimportant	Outpost	2	1	1	1	1
Hydra	Unimportant	Settlement	5	1	2	2	1
Innes	Minor	Minor Colony	6	4	3	2	2
Jabbah	Minor	Minor Colony	8	2	4	2	2
Jordanus	Minor	Minor Colony	8	2	5	3	1
Kapteyn	Unimportant	Settlement	4	2	2	2	0
Kepler	Unimportant	Settlement	6	1	3	2	0
Ksora	Unimportant	Outpost	2	1	2	2	0
Leo	Unimportant	Settlement	4	1	3	2	1
Lesath	Minor	Minor Colony	7	2	3	2	3
Lilium	Minor	Minor Colony	6	3	4	3	1
Luyten	Minor	Minor Colony	6	4	3	2	3
Lyra	Major	Major Colony	11	4	9	7	4
Malus	Unimportant	Settlement	4	3	2	2	0

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System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Markab	Minor	Colony	8	4	5	4	4
Medusa	Minor	Minor Colony	7	4	3	2	2
Menkar	Minor	Colony	8	5	5	4	2
Minelava	Minor	Minor Colony	7	4	3	2	2
Mintaka	Minor	Colony	9	3	5	4	3
Mira	Minor	Minor Colony	8	3	4	2	1
Mizar	Major	Major Colony	9	5	8	7	6
Naos	Unimportant	Settlement	4	2	2	2	0
Nashira	Minor	Minor Colony	6	3	3	2	3
Nembus	Minor	Minor Colony	7	2	4	3	2
Nihal	Minor	Minor Colony	6	2	4	3	3
Noctua	Unimportant	Outpost	2	1	2	2	0
Nostra	Minor	Minor Colony	6	3	4	3	1
Ophiuchi	Major	Homeworld	12	5	9	8	6
Orion	Major	Homeworld	12	5	9	8	6
Pavonis	Minor	Minor Colony	6	4	3	2	2
Pegasus	Minor	Minor Colony	6	2	4	3	2
Perseus	Minor	Minor Colony	7	2	3	2	3
Phaeton	Minor	Colony	8	4	5	4	2
Phoenix	Unimportant	Settlement	4	2	2	2	0
Porrima	Unimportant	Outpost	2	3	1	1	0
Rana	Minor	Colony	8	6	5	4	2
Rangifer	Minor	Minor Colony	6	2	5	4	1
Regulus	Major	Major Colony	12	3	8	6	7
Rigel	Major	Major Colony	9	6	8	7	4
Rotanev	Minor	Minor Colony	7	3	3	2	2
Ruchba	Unimportant	Settlement	4	3	2	2	0
Sabik	Unimportant	Outpost	2	1	1	1	1
Sadatoni	Minor	Minor Colony	6	4	3	2	2
Sagittarius	Minor	Colony	11	2	6	4	3
Sarin	Unimportant	Outpost	2	2	1	1	0
Scorpius	Minor	Colony	8	2	6	5	4

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System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Seiryu	Minor	Minor Colony	7	2	3	2	4
Serpens	Minor	Minor Colony	6	4	3	2	1
Sinistra	Minor	Colony	8	3	6	5	2
Siren	Minor	Minor Colony	6	5	3	2	1
Shaula	Minor	Minor Colony	6	6	3	2	1
Sheliak	Minor	Colony	10	3	6	4	2
Sheratan	Minor	Colony	8	4	6	5	2
Sirius	Major	Major Colony	11	6	8	6	4
Sothoth	Unimportant	Settlement	4	1	2	2	1
Spica	Minor	Minor Colony	6	6	3	2	1
Sualocin	Unimportant	Outpost	3	1	1	1	1
Sulafat	Unimportant	Outpost	2	1	2	2	0
Suzaku	Minor	Minor Colony	7	3	3	2	2
Tania	Minor	Minor Colony	6	6	3	2	1
Taurus	Minor	Minor Colony	8	2	4	2	3
Taygeta	Minor	Colony	8	4	5	4	3
Tejat	Unimportant	Settlement	5	1	2	2	1
Terminus	Major	Homeworld	10	7	9	8	8
Tien Kwan	Minor	Minor Colony	6	3	3	2	3
Tigris	Minor	Colony	8	4	5	4	2
Theemin	Unimportant	Settlement	4	3	2	2	0
Thuban	Minor	Minor Colony	6	3	4	2	2
Triangulum	Minor	Minor Colony	6	2	5	4	1
Tureis	Minor	Minor Colony	8	2	3	2	3
Vega	Major	Major Colony	10	6	7	6	5
Velorum	Minor	Minor Colony	6	4	4	3	1
Vespa	Minor	Colony	10	3	6	4	2
Vulpecula	Minor	Minor Colony	7	4	3	2	2
Wasat	Unimportant	Outpost	2	3	1	1	0
Wezen	Minor	Colony	8	2	6	5	4
Yildun	Minor	Minor Colony	6	3	3	2	2
Zaurak	Unimportant	Settlement	5	1	2	2	1

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Sample Empire Force Lists

ISD: In-Service Date | Class: Unit Class | Cost: Construction Cost | Maint: Maintenance Cost
DV: Defense Value | AS: Anti-Ship | AF: Anti-Fighter | CV: Carrier Value
CR: Command Rating | CC: Command Cost | ATR: Attrition | DEF: Defense
ATK: Attack | DF: D Factor

Universal List

Warships	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Old Gunboat	GB	2	1/12	1	1	1	1	1/2	0	Atmospheric
Old Corvette	CT	3	1/8	1	1	1	2	1	0	Atmospheric
Old Frigate	FF	4	1/6	2	1	1	2	1	0	Atmospheric
Old Destroyer	DD	4	2/6	3	2	2	3	2	0	
Old Light Cruiser	CL	5	2/4	4	3	2	4	2	1	
Old Heavy Cruiser	CA	6	2/3	5	4	2	5	3	1	
Old Battlecruiser	BC	7	2/2	7	5	3	6	4	1	Slow
Old Battleship	BB	9	3/2	8	6	4	7	5	2	Slow

Carriers	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Old Patrol Carrier	CVP	3	2/6	2	0	0	2	1	2	Carrier
Old Escort Carrier	CVE	4	3/6	3	1	1	3	2	2	Carrier
Old Light Carrier	CVL	5	2/4	4	1	1	4	2	3	Carrier
Old Heavy Carrier	CVA	6	3/3	5	2	1	5	3	4	Carrier
Old Fleet Carrier	CVC	7	3/2	6	2	3	6	4	5	Slow, Carrier
Old Supercarrier	CVB	9	4/2	7	3	4	7	5	6	Slow, Carrier

Support Ships	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Police Cutter	GB	2	2/12	1	1	1	1	1/2	0	Atmospheric, Police
Smuggler	GB	1	3/12	2	0	1	1	1/2	0	Fast, Blockade Runner
Warrant Cutter	GB	2	1/12	1	1	0	1	1/2	0	Boarding (1)
Courier	CT	4	3/8	3	0	0	3	1	0	Fast, Diplomatic
Minesweeper	CT	3	1/8	2	0	1	2	1	0	Minesweeper (1)
Small Freighter	CT	2	2/8	2	0	0	2	1	0	Supply (1)
Surveyor	CT	4	1/8	2	0	1	2	1	0	Atmospheric, Explorer (1)
Troop Ship	CT	3	1/8	3	0	0	2	1	0	Assault (1)
Tug	CT	3	1/8	3	0	0	2	1	0	Towing (1)
Medical Frigate	FF	4	1/6	4	0	0	3	1	0	Hospital (1)
Minelayer	FF	4	1/6	3	0	1	2	1	0	Minelayer (1)
Scoutship	FF	5	2/6	3	0	1	2	1	0	Atmospheric, Scout (1)
Large Freighter	DD	4	3/6	4	0	0	4	2	0	Supply (2)
Mobile Shipyard	DD	6	3/6	5	0	0	3	2	0	Mobile Shipyard (3)
Monitor	DD	4	2/6	4	2	2	4	2	0	Slow, Gunship

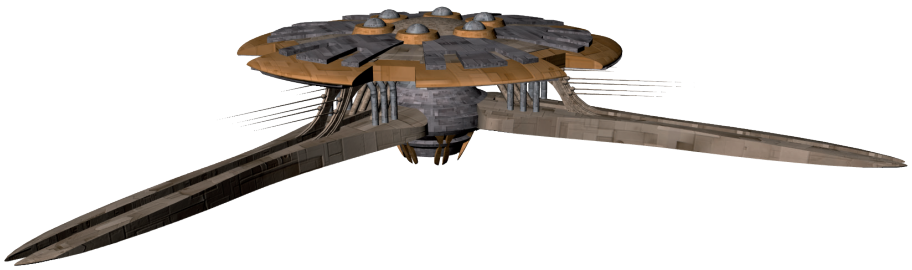
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Flight	Class	Cost	Maint	DV	AS	AF	Special Notes
Light Fighter	LF	1/4	1/16	1	1	1	
Medium Fighter	MF	1/3	1/12	2	1	1	
Heavy Fighter	HF	1/2	1/8	2	2	1	
Interceptor	MF	1/3	1/12	2	0	2	
Bomber	MF	1/3	1/12	2	2	0	
Cargo Shuttle	LF	1/3	1/12	2	0	0	Supply (1/2)
Assault Shuttle	AST	1/4	1/16	2	0	0	Assault (1)
Breaching Pod	BP	2/4	1/16	2	0	0	Boarding (1)

Base	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Orbital Shipyard	Base	20	2	10	0	0	0	Shipyard
Frontier Shipyard	Base	10	1	10	0	0	0	4.19 Frontier Shipyard
Small Base	Base	4	2/6	4	3	2	2	
Large Base	Base	6	2/3	8	5	4	4	
Basic AS Defsat	Base	1	1/12	2	2	1	0	
Basic AF Defsat	Base	1	1/12	2	1	2	0	
Basic DV Mine	Mine	1/6	1/24	2	0	0	0	
Basic AS Mine	Mine	1/6	1/24	1	1	0	0	
Basic AF Mine	Mine	1/6	1/24	1	0	1	0	

Ground Force	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Planetary Shipyard	N/A	20	1	10	2	0	d2	Shipyard
Supply Depot	N/A	20	1/1	10	2	0	d2	Supply Depot
Militia	Inf	1	1/12	2	1	1	d2	
Commando	Inf	2	2/12	1	1	1	d3	Marines, Compact
Mercenary	Inf	3	1/8	1	2	2	d2	Marines, Mercenary
Military Police	Inf	3	1/8	3	1	1	d2	Peacekeeper

Convoy	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Transport Fleet	N/A	10	-	10	0	0	0	1	0	
Trade Fleet	N/A	20	-	10	0	0	0	1	0	
Colony Fleet	N/A	30	-	10	0	0	0	1	0	



Military units on the universal list represent the collection of vessels that most empires might have had available to them at some point during their interplanetary era. These units have been retrofitted with jump engines or other forms of advanced technology, as appropriate, to prepare them for service in the interstellar age. As a result, many of these classes demonstrate older technology and are less capable than the empire's starting units.

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Brindaki Empire

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Resolute	3000	CT	3	1/8	2	3	0	2	1	0	Atmospheric
Steady	3000	FF	3	1/6	3	1	3	2	1	0	
Determined	3000	DD	4	3/6	3	3	1	4	2	1	Supply (1)
Perseverent	3000	CL	6	4/4	4	1	3	5	2	1	Scout (1), Supply (1)
Tireless	3000	CL	5	2/4	5	4	2	5	2	1	
Ferocious	3002	CVL	5	3/4	5	0	3	5	2	4	Carrier
Defiant	3003	CA	6	2/3	6	4	3	6	3	2	
Spirit	3006	FF	4	1/6	3	2	2	3	1	0	Gunship
Clever	3007	DD	5	3/6	4	2	2	4	2	1	Scout (1)
Courageous	3008	CL	5	2/4	5	5	2	6	2	1	
Proud	3009	CB	9	2/2	7	6	3	8	4	2	Assault (3)
Fearless	3011	CVA	6	3/3	6	2	4	6	3	6	Carrier
Dauntless	3016	CL	5	2/4	6	5	2	6	2	1	
Imperturbable	3017	BB	12	3/2	10	10	5	10	5	2	Gunship, Supply (1)
Furious	3020	CVC	8	3/2	9	3	4	8	4	6	Carrier
Unbowed	3021	FF	3	1/6	3	4	2	3	1	0	
Gregarious	3023	DD	4	3/6	5	1	4	4	2	0	Supply (2)
Glorious	3024	DN	12	4/2	15	13	6	12	6	4	

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Cyclone	3000	MF	1/3	1/12	2	0	3	
Sirocco	3004	MF	1/3	1/12	2	3	0	
Tornado	3010	MF	1/3	1/12	3	0	3	
Sandstorm	3013	HF	1/2	1/8	3	3	1	
Jugo	3018	MF	1/3	1/12	3	3	2	

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Bivouac	3000	Base	8	2/2	8	9	5	4	
Oasis	3000	Base	2	1/8	3	3	2	0	
Heavy AS Mine	3000	Mine	1/3	1/12	3	2	0	0	
Heavy AF Mine	3012	Mine	1/3	1/12	3	0	3	0	
Mirage	3014	Base	2	1/8	3	3	3	0	
Canjuers	3019	Base	8	2/2	9	11	6	6	

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Regulars	3000	n/a	2	1/8	2	2	2	d2	
Home Guard	3001	n/a	3	1/6	3	3	2	d2	
Marines	3005	n/a	4	1/6	3	2	3	d3	Marines
Dunewalker	3015	n/a	2	1/8	2	3	3	d3	
Spitter	3022	n/a	3	1/6	4	3	2	d4	

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Graal Kingdoms

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Kestrel	3000	GB	2	1/12	1	1	2	1	1/2	0	Atmospheric
Hawk	3000	CT	2	2/8	2	1	2	2	1	0	Fast
Falcon	3000	FF	3	2/6	3	2	2	2	1	0	Fast
Harrier	3000	CL	6	3/4	5	2	2	4	2	2	Scout (1)
Raptor	3000	CL	5	3/4	4	4	3	5	2	1	Fast
Eagle	3002	CA	6	2/3	5	5	3	6	3	3	
Vulture	3003	DD	5	2/6	3	3	2	4	2	2	Boarding (2)
Osprey	3004	FF	4	2/6	3	4	1	2	1	0	Fast, Missile
Goshawk	3006	CT	3	2/8	4	0	0	2	1	0	Scout (1)
Roc	3009	CB	8	3/2	8	7	3	8	4	3	Fast
Owl	3010	CL	5	4/4	5	3	1	4	2	6	Fast, Carrier
Merlin	3011	DD	5	2/6	4	1	3	4	2	2	Jammer (2)
Sparrowhawk	3013	CT	2	2/8	2	2	2	2	1	0	Fast
Golden Eagle	3015	CA	6	2/3	6	6	3	6	3	4	
Pelican	3017	CB	9	3/2	8	3	5	6	4	5	Assault (6), Carrier
Stork	3019	DD	4	4/6	5	0	2	4	2	0	Fast, Supply (3)
Gull	3021	FF	3	2/6	3	3	3	3	1	0	Fast
Garuda	3022	BB	11	4/2	10	14	2	12	5	3	Fast, Gunship
Caracara	3024	CA	7	2/3	6	3	3	7	3	3	Boarding (5)

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Talon	3000	MF	1/3	1/12	2	2	1	
Claw	3001	LF	1/4	1/16	2	1	2	Non-Atmospheric
Beak	3008	MF	1/3	1/12	3	3	0	
Wing	3016	MF	1/3	1/12	2	2	2	
Harpy	3023	SHF	1/1	1/4	4	3	2	

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Aviary	3000	Base	5	3/4	6	2	3	6	Carrier
Nest	3000	Base	2	1/8	2	2	3	0	
Roost	3007	Base	6	2/3	8	8	5	2	
Nest II	3014	Base	2	1/8	3	2	3	0	
Aviary II	3020	Base	5	3/4	7	2	4	8	Carrier

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Striker	3000	n/a	3	2/8	2	1	2	d3	Marines, Compact
Regulars	3000	n/a	2	1/8	2	2	2	d2	
Heavy Regulars	3005	n/a	3	1/6	4	2	2	d3	
Marines	3012	n/a	4	2/6	3	2	3	d4	Marines, Compact
Improved Regulars	3018	n/a	2	1/8	3	2	2	d2	

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Human Commonwealth

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Sparta	3000	FF	4	1/6	3	2	2	2	1	0	Atmospheric
Athena	3000	DD	4	2/6	4	3	3	4	2	0	
Europa	3000	CVE	4	3/6	3	2	2	4	2	3	Carrier
Apollo	3000	CL	5	2/4	5	3	3	5	2	1	
Prometheus	3000	CL	6	3/4	5	2	2	4	2	0	Scout (2)
Circe	3001	CVA	6	3/3	6	1	2	6	3	6	Carrier
Artemis	3003	CA	8	2/3	7	7	2	6	3	0	Gunship, Missile
Hermes	3005	DD	4	3/4	4	1	2	4	2	0	Supply (2)
Ares	3006	CA	6	2/3	6	5	3	7	3	2	
Theseus	3009	CT	3	1/8	2	2	1	2	1	0	Jammer (1)
Pandora	3011	CL	6	3/4	6	2	2	5	2	0	Scout (2)
Hera	3012	CVB	10	4/2	10	3	4	10	5	10	Carrier
Perseus	3015	CL	5	2/4	5	4	4	6	2	1	
Hades	3018	CA	7	2/3	7	5	3	7	3	0	Assault (4)
Zeus	3019	DN	12	5/2	14	14	3	12	6	4	Gunship
Argos	3021	FF	3	1/6	4	3	2	3	1	0	
Heracles	3022	CA	6	3/3	8	6	4	7	3	2	
Themis	3023	DD	4	2/6	5	4	4	4	2	1	
Cronus	3024	CB	8	2/2	9	8	5	10	4	2	

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Arrow	3000	LF	1/4	1/16	1	1	2	
Saber	3002	MF	1/3	1/12	2	2	1	
Broadsword	3007	HF	2/2	1/8	2	3	1	Gunship
Rapier	3013	MF	1/3	1/12	2	2	2	
Claymore	3017	HF	1/2	1/8	3	2	3	Non-Atmospheric

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Olympus	3000	Base	6	3/3	8	6	2	5	Carrier
Javelin	3000	Base	2	1/12	2	3	2	0	
Olympus II	3008	Base	7	3/3	9	6	2	6	Carrier
Javelin II	3014	Base	2	1/12	2	4	2	0	
Everest	3020	Base	12	5/2	16	12	8	12	Carrier

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Infantry	3000	n/a	3	1/6	3	2	2	d3	
Marines	3000	n/a	4	1/6	2	3	3	d2	Marines
Heavy Infantry	3004	n/a	4	1/4	4	3	2	d3	
Attack VTOL	3010	n/a	2	1/8	1	2	2	d3	
Mech Troopers	3016	n/a	3	1/6	3	3	2	d4	

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Jain Khanate

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Rushing Torrent	3000	CT	3	1/8	2	2	1	2	1	0	Police
Silent Bog	3000	DD	4	2/6	4	3	2	4	2	1	
Shining Fen	3000	DD	5	2/6	5	4	1	4	2	0	Gunship
Rippling Pool	3000	CL	5	2/4	5	4	2	5	2	1	
Flowing River	3000	CL	6	3/4	5	2	2	5	2	1	Scout (1)
Deep Pond	3001	CA	7	2/3	6	5	2	6	3	0	Assault (2)
Surging Tarn	3002	CT	3	1/8	2	0	3	2	1	0	Atmospheric
Swelling Lake	3003	CL	6	2/4	6	3	3	4	2	2	Gunship
Swirling Eddy	3005	CB	10	2/2	7	6	3	7	4	2	Assault (3), Gunship
Calm Mire	3006	DD	4	2/6	4	4	2	4	2	1	
Placid Lagoon	3010	CL	5	2/4	5	4	3	5	2	2	
Serene Drift	3011	CVE	4	3/6	5	2	1	4	2	4	Carrier
Great Current	3012	BB	11	3/2	10	9	6	10	5	2	Gunship
Breaking Cascade	3013	CL	6	4/4	6	2	2	5	2	1	Scout (2)
Oncoming Storm	3017	CB	10	2/2	8	7	3	7	4	2	Assault (3), Gunship
Restless Loch	3018	DN	13	4/2	12	11	6	10	6	4	Assault (6), Gunship
Broad Creek	3019	FF	4	1/6	2	3	3	3	1	0	Atmospheric
Harmonious Delta	3021	CVA	6	3/3	7	2	4	6	3	7	Carrier
Sleepless Gulf	3022	CL	6	2/4	5	2	4	5	2	2	Guardian (4)
Crushing Wave	3023	BB	11	3/2	12	10	5	12	5	2	Gunship

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Flood	3000	MF	1/3	1/12	2	1	2	
Upsurge	3004	MF	1/3	1/12	2	2	1	
Breaker	3009	HF	1/2	1/8	3	3	1	
Crush	3014	MF	1/3	1/12	2	2	2	
Ripple	3020	LF	1/4	1/16	2	2	2	

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Estuary	3000	Base	8	2/2	10	7	5	4	
Bayou	3000	Base	3	1/6	3	2	2	2	
Harbor	3008	Base	12	4/2	16	13	6	6	
Basin	3016	Base	3	1/8	3	3	3	0	Missile

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Light Infantry	3000	n/a	2	1/8	3	2	1	d2	
Medium Infantry	3000	n/a	3	1/6	4	2	1	d3	
Royal Marines	3007	n/a	4	1/6	3	3	2	d3	Marines
Heavy Walker	3015	n/a	5	1/4	3	4	4	d4	Artillery
Shock Force II	3024	n/a	4	1/6	3	3	3	d4	Marines

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Kili Republic

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Parry	3000	FF	3	2/6	2	2	3	2	1	0	Fast
Aegis	3000	DD	5	2/6	4	2	3	4	2	0	Guardian (1)
Riposte	3000	DD	5	3/6	4	2	1	4	2	1	Scout (1)
Discretion	3000	CVL	5	3/4	5	1	2	5	2	4	Carrier
Wall	3000	CA	7	2/3	6	4	3	6	3	1	Guardian (1)
Valor	3001	CL	5	2/4	5	3	3	5	2	1	
Buckler	3001	FF	4	1/6	3	0	2	2	1	0	Minelayer (2)
Defender	3002	CA	7	2/3	6	3	3	7	3	1	Guardian (2)
Deliberate	3005	DD	5	2/6	5	3	3	4	2	0	Gunship
Rampart	3006	CA	7	3/3	7	4	1	7	3	2	Missile, Supply (1)
Bracer	3009	DD	5	3/6	4	2	1	4	2	1	Scout (2)
Vigilance	3010	CVL	5	3/4	5	2	2	5	2	5	Carrier
Champion	3014	CB	8	2/2	10	6	5	10	4	0	
Protector	3015	CL	6	2/4	5	3	3	6	2	1	Guardian (2)
Cavalier	3016	FF	3	1/6	3	2	4	2	1	0	
Diligence	3020	CVA	7	3/3	7	1	3	6	3	7	Carrier, Shields (2)
Firewall	3021	CL	6	2/4	7	3	1	6	2	0	Minelayer (4)
Myrmidon	3023	BB	12	3/2	12	8	5	10	5	2	Guardian (2), Shields (3)

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Screen	3000	LF	1/4	1/16	2	1	1	
Picket	3007	MF	1/3	1/12	2	1	2	
Veil	3012	LF	1/4	1/16	3	1	1	
Stanchion	3017	MF	1/3	1/12	3	1	2	
Flanker	3022	MF	1/3	1/12	3	2	2	

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Redoubt	3000	Base	14	5/2	20	12	8	4	
Hideaway	3000	Base	2	1/8	4	2	1	0	
Multipurpose Mine	3009	Mine	1/2	1/8	2	2	2	0	
Garrison	3012	Base	2	1/8	4	4	1	0	
Fortress	3018	Base	14	5/2	22	16	10	6	
Bastille	3024	Base	3	1/6	6	5	1	0	

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Light Infantry	3000	n/a	2	1/8	2	2	2	d2	
Defense Brigade	3000	n/a	4	1/6	4	3	1	d2	Peacekeeper
Medium Infantry	3004	n/a	3	1/6	4	2	2	d3	
Medium Armor	3011	n/a	3	1/6	2	3	3	d3	
Hover Tank	3019	n/a	4	1/6	2	4	3	d3	Artillery

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Loran Imperium

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Helmin	3000	FF	4	1/6	3	3	1	2	1	0	Atmospheric
Chaete	3000	DD	4	2/6	4	3	1	4	2	2	
Stercoralis	3000	CVL	5	3/4	4	2	2	5	2	4	Carrier
Merte	3000	CVL	6	4/4	4	1	2	5	2	3	Carrier, Scout (1)
Lida	3002	CVA	6	3/3	6	2	2	6	3	6	Carrier
Onych	3003	CL	6	2/4	4	5	3	5	2	0	Jammer (1)
Cuscuta	3005	DD	5	2/6	4	3	2	4	2	0	Assault (2)
Sabellid	3006	CVC	8	3/2	7	1	4	8	4	8	Carrier
Giardia	3008	CA	7	3/3	6	2	3	6	3	2	Scout (2)
Leishman	3009	CVA	7	2/3	7	3	4	6	3	0	Assault (3)
Echiura	3014	CA	6	2/3	7	5	4	9	3	0	
Acari	3015	FF	4	1/6	3	4	1	3	1	0	Atmospheric
Cayetan	3017	CVA	6	3/3	7	2	3	7	3	6	Carrier
Oestrid	3019	DD	5	2/6	5	4	2	4	2	0	Jammer (2)
Phoron	3021	CVC	9	4/2	8	2	4	10	4	9	Armor, Carrier
Filaria	3023	CA	7	3/3	6	2	3	8	3	2	Scout (3)
Trigonoph	3024	CVN	12	6/2	12	8	4	12	6	14	Armor, Carrier

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Segment	3000	LF	1/4	1/16	1	1	2	
Hook	3001	MF	1/3	1/12	2	3	0	
Egg	3007	LF	1/4	1/16	2	1	2	
Seta	3011	MF	1/3	1/12	3	2	1	
Spawn	3018	LF	1/4	1/16	2	1	3	
Grapnel	3022	HF	2/2	1/8	3	4	1	Gunship

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Nest	3000	Base	8	3/2	7	9	5	5	Carrier
Cyst	3000	Base	3	1/8	2	2	1	1	Jammer (1)
Jamming Mine	3010	Mine	2/2	1/8	3	1	1	0	Jammer (1)
Sanctuary	3012	Base	3	2/6	4	2	1	4	Carrier
Wale	3016	Base	2	1/8	3	2	2	1	

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Thralls	3000	n/a	2	1/8	2	2	2	d2	
Light Armor	3000	n/a	3	2/8	1	3	2	d2	Shock
Home Guard	3000	n/a	3	1/6	2	3	2	d3	
Battle Thralls	3004	n/a	4	1/6	2	3	3	d3	Marines
Medium Armor	3013	n/a	4	2/6	2	4	2	d4	Shock
Battle Tank	3020	n/a	4	2/6	3	3	3	d4	Shock

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Senorian Federation

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Chiller	3000	CT	3	1/8	2	1	2	2	1	0	Atmospheric
Phantasm	3000	DD	4	3/6	3	3	3	4	2	0	Stealth (1)
Horror	3000	CL	6	2/4	5	5	1	6	2	0	Gunship
Lurker	3000	CL	6	3/4	5	2	1	5	2	0	Scout (2)
Incubus	3000	CVL	5	3/4	5	1	2	5	2	4	Carrier
Terror	3001	CA	6	3/3	6	5	2	6	3	0	Stealth (2)
Panic	3002	FF	3	1/6	3	1	3	2	1	0	
Specter	3003	CVA	6	3/3	6	1	3	6	3	6	Carrier
Shade	3005	CT	3	1/8	2	3	0	2	1	0	Missile
Nightmare	3006	CA	6	3/3	7	5	1	8	3	0	Stealth (2)
Tribulation	3008	DD	6	3/6	4	1	2	4	2	2	Atmospheric, Assault (2)
Shadow	3009	DD	4	3/6	3	4	3	4	2	0	Stealth (2)
Revenant	3010	CL	6	2/4	6	6	1	6	2	0	Missile
Abhorrence	3012	CA	7	4/3	6	3	2	7	3	0	Scout (2), Stealth (2)
Monstrosity	3014	CVC	9	3/2	7	1	3	8	4	8	Carrier, Assault (4)
Abomination	3016	BB	10	4/2	11	10	3	11	5	0	Stealth (4)
Aversion	3017	FF	3	1/6	3	1	4	3	1	0	
Hatred	3019	CA	7	2/3	8	8	1	9	3	0	Gunship
Torment	3021	CVC	8	4/2	8	1	3	9	3	10	Carrier, Stealth (2)
Wraith	3023	DD	4	3/6	5	4	2	4	2	0	Stealth (3)
Plague	3024	CL	7	2/4	6	7	2	8	3	0	Missile, Gunship

Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Stalker	3000	LF	1/4	1/16	2	1	1	
Slayer	3004	HF	1/2	2/8	2	2	0	Stealth (1)
Huntsman	3015	LF	1/4	1/16	2	1	2	
Executioner	3022	HF	1/2	2/8	2	4	0	Stealth (1)

Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Sentinel	3000	Base	6	2/3	7	7	4	3	
Barrier	3000	Base	2	2/8	3	3	0	0	Stealth (1)
Trench	3013	Base	3	2/6	4	4	1	0	Stealth (2)
Protector	3018	Base	6	2/3	9	9	5	3	

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Inquisitors	3000	n/a	3	1/8	2	2	2	d2	Peacekeeper
Marines	3000	n/a	4	1/6	2	3	3	d3	Marine
Elite Commandos	3007	n/a	3	2/8	2	1	3	d3	Marine, Compact
Defenders	3011	n/a	3	1/6	3	3	2	d3	
Grav Tanks	3020	n/a	4	2/6	3	3	6	d3	

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Tirelon Theocracy

Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
Flail	3000	GB	2	1/12	2	1	0	2	1/2	0	Atmospheric
Cudgel	3000	CT	3	1/8	2	2	1	2	1	0	Atmospheric
Sling	3000	FF	3	1/6	2	1	2	3	1	1	
Spear	3000	DD	5	2/6	3	2	1	5	2	2	Disruptor (1)
Staff	3000	DD	5	3/6	3	1	2	4	2	2	Scout (1)
Sword	3001	DD	4	2/6	4	0	1	6	2	3	
Penitence	3002	GB	2	1/12	1	0	2	2	1/2	0	Atmospheric
Pike	3003	DD	5	2/6	3	3	1	5	2	2	Disruptor (1)
Dagger	3004	FF	4	2/6	3	1	2	2	1	1	Boarding (1)
Convert	3005	CL	5	2/4	6	1	1	8	2	2	
Hussar	3006	DD	5	2/6	4	1	1	6	2	0	Assault (3)
Wand	3010	DD	5	3/6	3	1	2	4	2	2	Scout (2)
Dirk	3011	CT	3	1/8	2	2	1	2	1	0	Boarding (1)
Prophet	3012	CVA	6	3/6	6	2	3	7	3	6	Carrier
Morningstar	3013	GB	2	1/12	1	2	1	2	1/2	0	Atmospheric
Stiletto	3014	FF	4	2/6	3	1	3	2	1	1	Boarding (1)
Harpoon	3018	DD	5	2/6	4	4	1	5	2	2	Disruptor (1)
Maul	3019	FF	3	1/6	3	2	2	4	1	1	
Missionary	3020	CL	5	2/4	7	1	2	9	2	2	
Invader	3021	DD	5	3/6	4	4	1	4	2	0	Mass Driver (1)

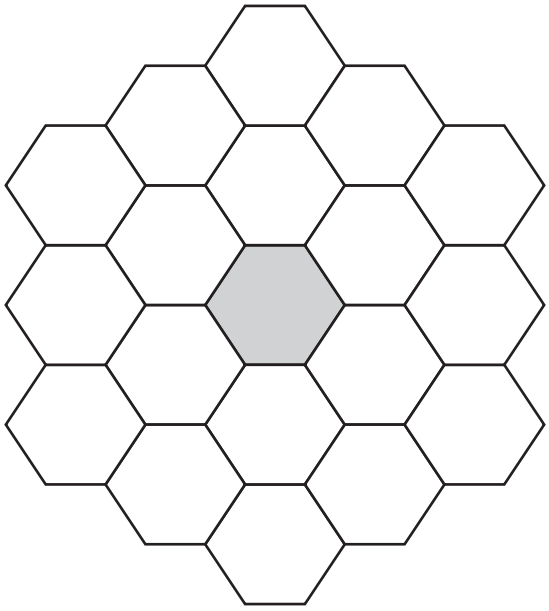
Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes
Stone	3000	ULF	1/5	1/20	1	1	1	
Dirk	3007	ULF	2/4	1/24	2	0	1	Boarding (1)
Bolt	3015	MF	1/3	1/12	2	2	2	
Bullet	3022	MF	1/3	1/12	3	2	2	

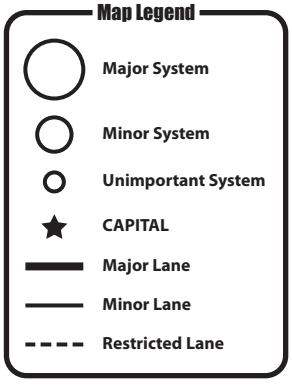
Base	ISD	Class	Cost	Maint	DV	AS	AF	CV	Special Notes
Bulwark	3000	Base	8	4/3	8	4	3	8	Carrier
Pillar	3000	Base	2	1/12	2	1	1	0	Disruptor (1)
Temple	3008	Base	9	4/2	9	5	4	10	Carrier
Hvy Denial Mine	3017	Mine	1/4	1/16	5	0	0	0	
Obelisk	3024	Base	1	1/12	2	2	2	0	

Ground Force	ISD	Class	Cost	Maint	ATR	DEF	ATK	DF	Special Notes
Swarmers	3000	n/a	3	2/6	2	1	2	d3	Compact
Pounders	3000	n/a	4	2/6	3	2	2	d3	Marines, Compact
Smashers	3009	n/a	5	3/6	5	2	3	d4	Marines, Compact
Crushers	3016	n/a	5	3/6	4	3	4	d4	Marines, Compact
Horde	3023	n/a	3	2/6	5	2	2	d4	Compact

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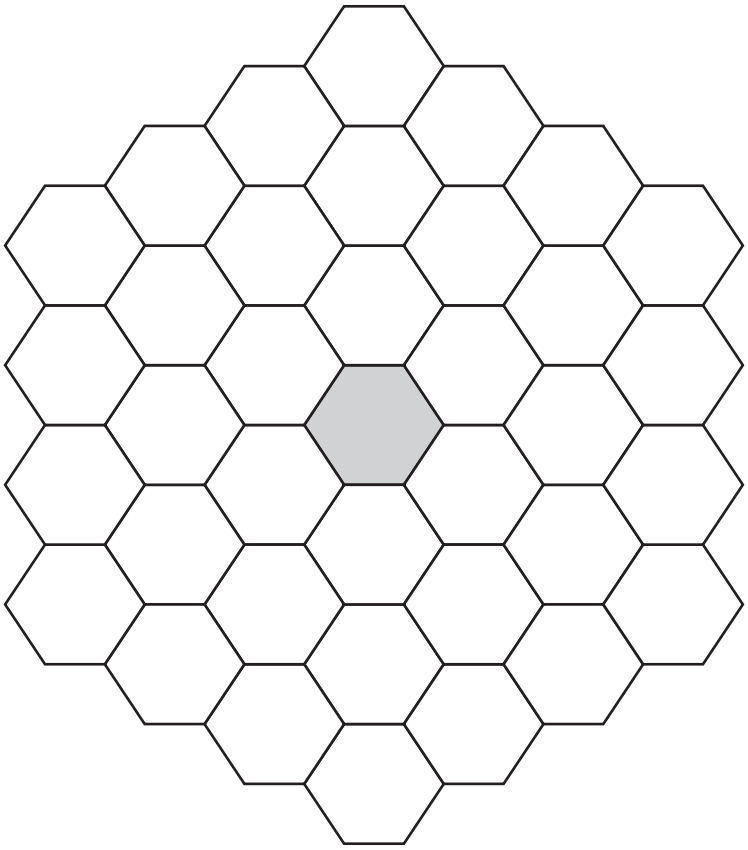


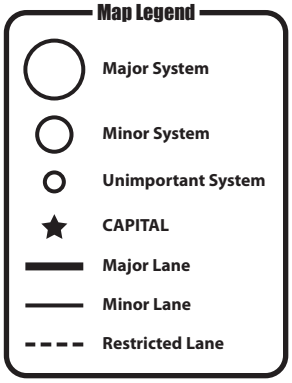


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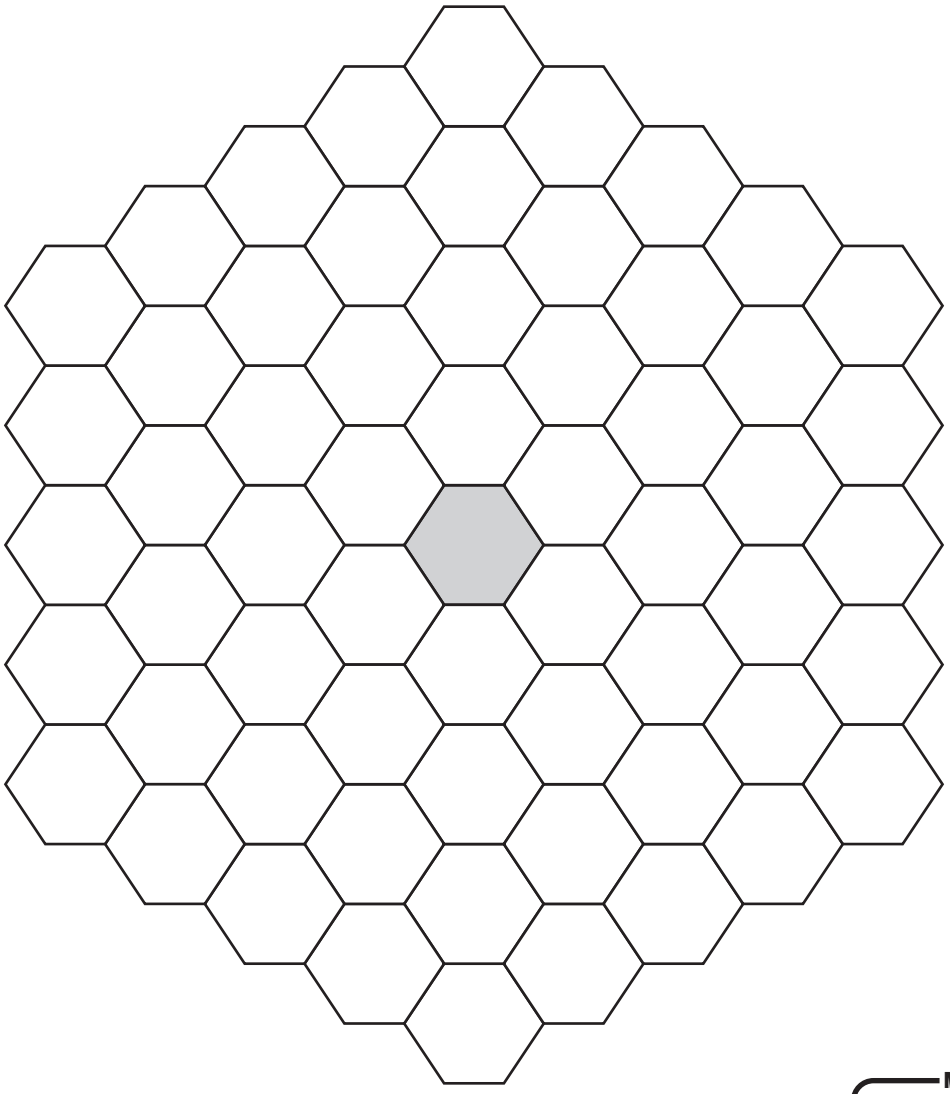


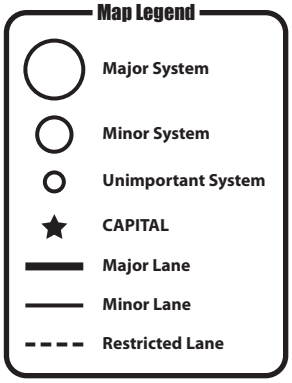


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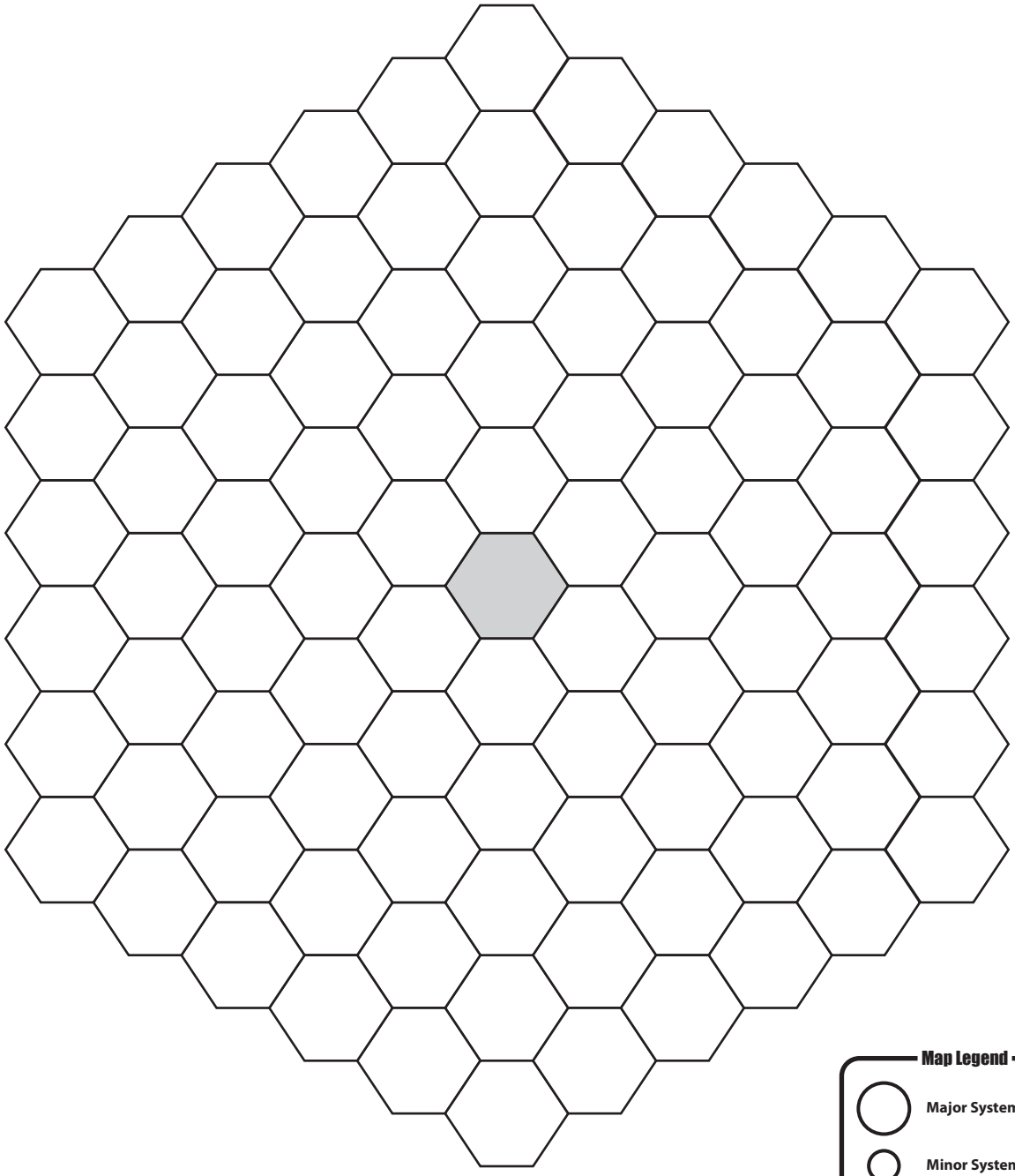




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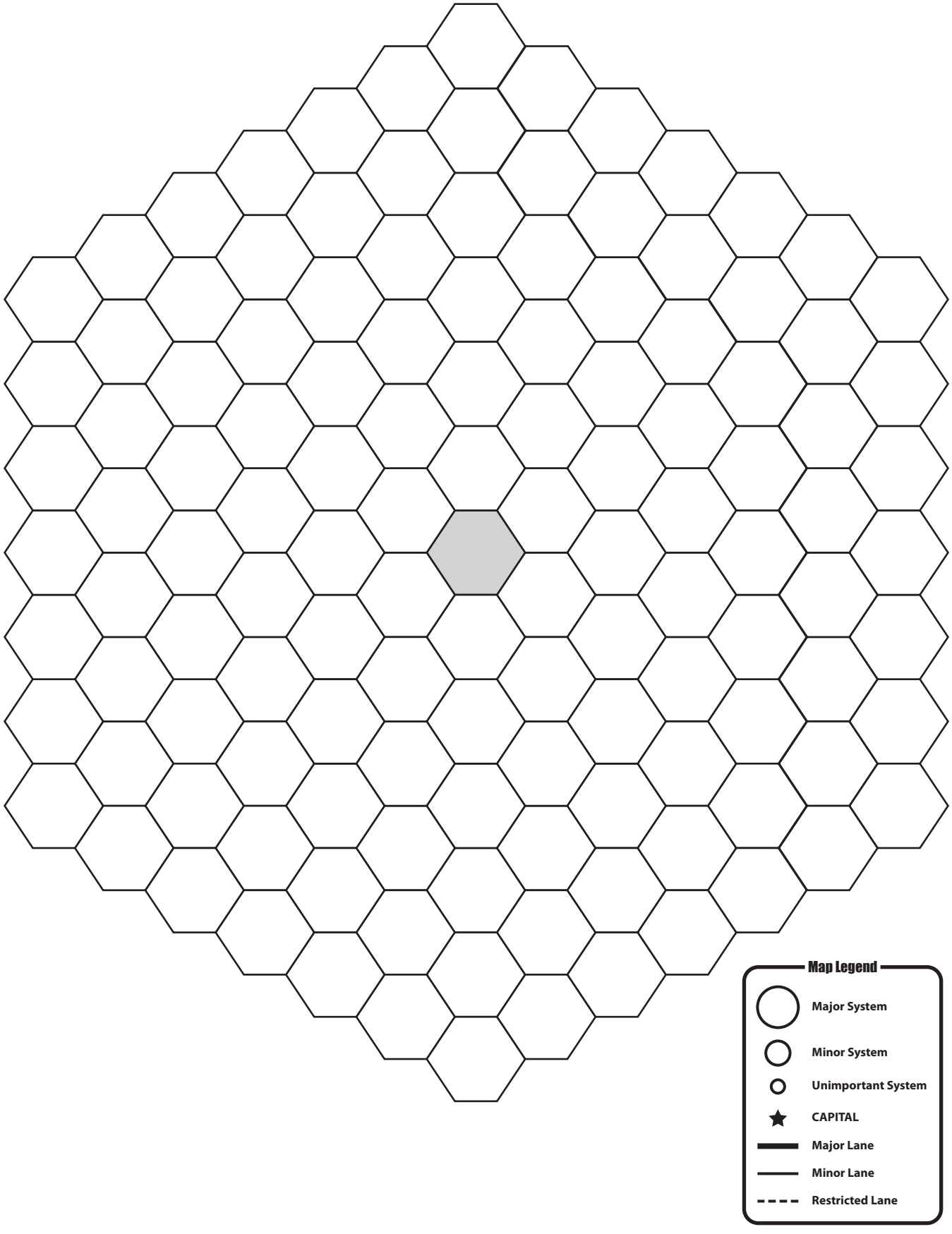
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