

Introduction

"Those also serve that stand and weld."

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

1.0 Overview

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

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

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

1.1 CM or CM-Less Play

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

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

1.1.1 CM-Less Version

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

1.1.2 CM Version

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

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

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

1.2 Organization

This book is organized into the following major sections:

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

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

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

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

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

1.3 Required Materials

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

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

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

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

1.4 Recommended and Other Materials

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

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

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

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

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

1.5 Basic Terms

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

Allied: Powers that have signed the same Alliance Treaty.

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

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

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

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

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

Ballistic: A special unit designation, Ballistic units

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

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

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

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

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

Carrying Capacity: Although this statistic is

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

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

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

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

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

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

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

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

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

Command Rating. Smaller ships have lower Command Costs.

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

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

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

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

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

CSCR: See Campaign Strategic Combat Resolution (CSCR):

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

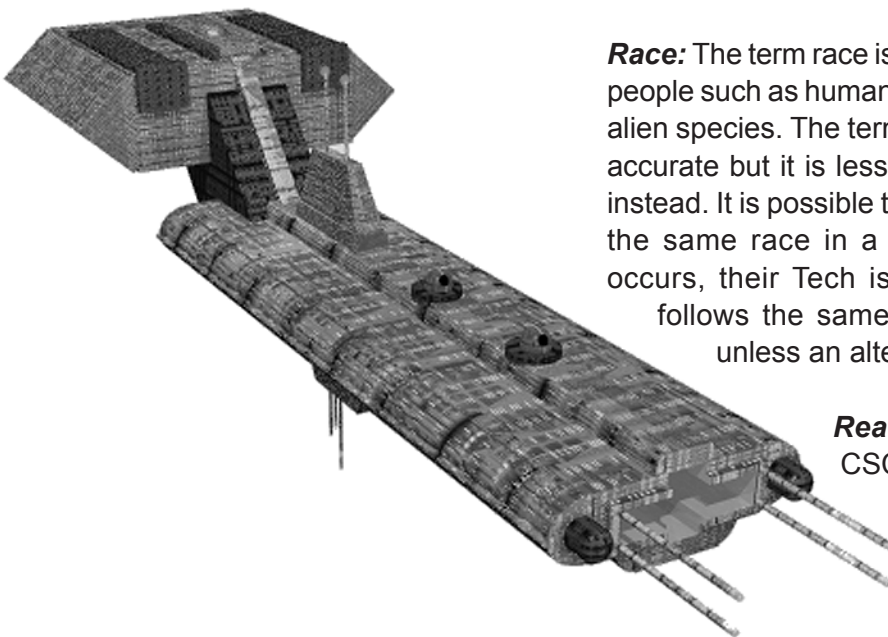
Power: This term is used to refer to either an empire or another group that has forces, such as raiders.

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

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

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

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



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

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

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

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

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

Species: See Race.

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

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

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

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

conducting field repair.

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

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

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

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

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

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

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

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

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

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

2.0 Before the Game

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

2.1 Race Selection

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

2.2 Time Period

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

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

2.3 The Map

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

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

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

2.3.1 Generic Maps

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

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

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

2.3.2 Random Galaxy Generator

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

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

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

2.3.2.1 The Hub

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

2.3.2.2 The Second Ring

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

2.3.2.3 The Last Ring

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

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

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

2.3.2.4 System Generation

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

1) Roll for Importance on System Importance Table

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

Exhibit A: System Generation Tables

System Importance Table (Roll 2d6)

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

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

Base System Statistics Table

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

Jump Lanes Table (Roll d6)

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

Modifiers:

-1 Unimportant System

+1 Major System

Exhibit A: System Generation Tables (Cont.)

Jump Lane Position Table (Roll d6)

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

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

Special Traits Table (Roll 2d6)

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

Modifiers:

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

Jump Lane Class Table (Roll d6)

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

Modifiers:

Unimportant -1
 Major +1
 Homeworld +2

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

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

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

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

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

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

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

2.3.2.5 Player Starting Locations

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

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

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

2.3.2.6 Finishing Touches

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

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

2.4 The Scenario

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

2.4.1 Starting from Scratch

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

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

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

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

2.4.2 Small Empire

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

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

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

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

2.4.3 Creating Your Own Scenario

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

2.4.3.1 The Map

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



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

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

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

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

2.4.3.2 System Stats

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

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

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

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

2.4.3.3 The Source

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

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

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

2.4.3.4 The Starting Income and Forces

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

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

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

2.4.3.5 Summary

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

2.5 Setting up the Game

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

2.5.1 Purchasing Starting Forces

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

Starting Force Considerations

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

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

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

Starting Force Considerations (Cont.)

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

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

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

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

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

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

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

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

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

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

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

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



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

2.5.2 Placing Starting Forces

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

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

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

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

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

2.5.3 Start the Campaign

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



Sequence of Play

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



3.0 Playing a VBAM Campaign

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

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

(3.1) Income Phase

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

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

(3.2) Turn Orders Phase

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

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

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

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

(3.3) Tech Phase

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

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

(3.4) Intel Phase

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

(3.5) Movement Phase

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

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

(3.6) Combat Phase

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

(3.6.1) Supply Phase

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

(3.6.2) Encounters Phase

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

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

(3.6.3) Space Combat Phase

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

(3.6.4) Orbital Bombardment Phase

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

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

(3.6.5) Troop Combat Phase

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

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

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

(3.7) Construction Completion Phase

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

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

(3.8) Update Asset Phase

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

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

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

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

(3.9) End of Turn Phase

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

3.3 Tech Phase

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

3.3.1 Investing in Technology

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

3.3.2 Tech Advancement

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

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

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

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

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

3.3.3 Failed Tech Advancement

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

3.3.4 Overpaying Tech Investments

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

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

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

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

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

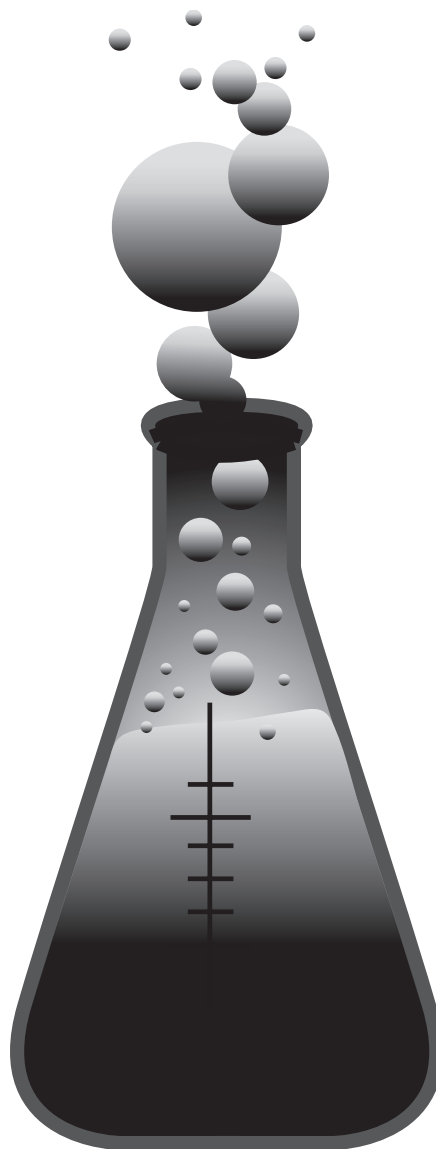
3.3.5 Effects of Tech Advancement

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

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



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



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

3.5.5 Moving Other Units

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

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

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

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

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

3.5.6 Towing

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

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

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

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

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

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



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

3.5.7 Civilian Fleet Escorts

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

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

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

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

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

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



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

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

Raiding Table (d6):

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

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

3.6.2.2 Raiding

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

1) Roll for Raiding Attempts

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

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

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

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

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

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

2) Determine Raider Fleet Size and Composition

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

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

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

3) Results of the Raid

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

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

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



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

3.6.2.3 Deep Space Encounters

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

Generic Raider Forces Table

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

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

3.6.3.13 Fire Phase Two: Flights Fire at Flights

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

3.6.3.14 Fire Phase Three: Flights Fire at Non-Flights

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

Any left over points of damage in a

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

3.6.3.15 Directed Damage

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

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

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

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

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

3.6.3.16 Base Damage Levels

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

Base Damage Level Table

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

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

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

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

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

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

3.6.3.17 Mines

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

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

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

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

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

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

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

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

3.6.3.18 Towing Units

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

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

3.6.3.19 Capturing Ships and Other Units

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

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

3.6.3.20 End of Round Phase

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

3.6.3.20.1 Rebuild from the Reinforcement Pool

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

3.6.3.20.2 Regarding Flights at the End of the Round

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

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

3.6.3.20.3 End of Round

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

3.6.3.21 Scenario Resolution

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

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

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

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

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

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

Brindaki Fleet Assets

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

Senorian Fleet Assets

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

Fleet Organization

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

Brindaki Task Force

Flag Squadron

Flagship: Heavy Cruiser: CR 8
(8 Squadrons)

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

Squadron 1

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

Squadron 2

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

Squadron 3

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

CC 2: Destroyer I

CR Remaining: 0

Squadron 4

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

Squadron 5

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

Squadron 6

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

Senorian Task Force

Flag Squadron

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

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

Squadron 1

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

Squadron 2

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

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

Squadron 3

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

Squadron 4

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

Squadron 5

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

Squadron 6

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

Squadron 7

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

Formations and the Surprise Roll

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

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

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

Scenario Length

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

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

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

Turn 1: Assignment Phase

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

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

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

Turn 1: Ships Fire

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

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

Brindaki: AS: 92 Result: Roll 4

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

Seniorian: AS: 112 Result: Roll 3

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

Each side must remove the associated amount of DV.

Brindaki Losses

Fleet Support from Scout negates 8 Damage

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

Seniorian Losses

6 Corvette I (36 DV) Destroyed

Turn 1: Ships Fire at Flights

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

Seniorian Flag Squadron Fires at 16 Brindaki Flights:

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

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

Brindaki Squadron 1 Fires at Seniorian Flights:

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

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

Turn 1: Flights Fire at Flights

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

Turn 1: Flight Fire at Non-Flights

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

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

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

Cripples Command Cruiser II

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

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

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

Cripples Battleship I

New Round

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

Brindaki Fleet Assets

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

Senorian Fleet Assets

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

Turn 2: Assignment Phase

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

to lower the formation bonus of the Senorian Flagship.

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

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

Turn 2: Ships Fire

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

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

Brindaki: AS: 70 Result: Roll 2

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

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

5 leftover for Senorian distribution.

Senorian: AS: 100 Result: Roll 4

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

Each side must remove the associated amount of DV.

Brindaki Losses

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

Senorian Losses

- 1 Command Cruiser II (Direct Damage)

1 Corvette II (Destroyed from extra damage)

Turn 2: Ships Fire At Flights

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

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

Brindaki Squadron 1 Fires at 7 Seniorian Flights

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

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

Turn 2: Flights Fire at Flights

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

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

Brindaki AF Fire

4 Medium Fighter Flights on Dedicated AF

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

Seniorian AF Fire

2 Interceptor Flights on Dedicated AF

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

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

Turn 2: Flight Fire at Non-Flights

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

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

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

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

New Round

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

Brindaki Fleet Assets

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

Seniorian Fleet Assets

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

Turn 3: Assignment Phase

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

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

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

Turn 3: Ships Fire

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

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

Brindaki: AS: 65 Result: Roll 5

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

Assigned by the Senorian player:

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

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

Each side must remove the associated amount of DV.

Brindaki Losses

1 Corvette II

Senorian Losses

3 Corvette II

2 Destroyer II

Turn 3: Ships Fire At Flights

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

Brindaki Squadron 1 Fires at 7 Senorian Flights

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

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

Turn 3: Flights Fire at Flights

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

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

Brindaki AF Fire

5 Medium Fighter Flights on Dedicated AF

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

Senorian AF Fire

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

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

Turn 3: Flight Fire at Non-Flights

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

Readiness Multiplier) / 5)

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

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

Brindaki cripple one of their Heavy Cruiser IIs.

New Round

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

Brindaki Fleet Assets

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

Seniorian Fleet Assets

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

Turn 4: Assignment Phase

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

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

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

Turn 4: Ships Fire

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

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

Brindaki: AS: 62 Result: Roll 3

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

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

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

Each side must remove the associated amount of DV.

Brindaki Losses

8 Deferred from Fleet Support

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

Seniorian Losses

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

Turn 4: Ships Fire At Flights

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

Brindaki Flag Squadron Fires at the Seniorian Flights

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

Damage is not enough to destroy the Strike Fighters

Turn 4: Flights Fire at flights

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

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

Brindaki AF Fire

5 Medium Fighter Flights on Dedicated AF

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

Senorian AF Fire

None as the Strike fighters are on dedicated AS missions

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

Turn 4: Flight Fire at Non-Flights

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

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

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

The Brindaki Scout will end up crippled.

New Round

Brindaki Fleet Assets

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

Senorian Fleet Assets

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

Turn 4: Assignment Phase

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

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

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

Turn 4: Ships Fire

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

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

Brindaki: AS: 51 Result: Roll 3

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

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

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

Each side must remove the associated amount of DV.

Brindaki Losses

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

3 Light Cruisers (30 DV)

Senorian Losses

2 Destroyer I (16 DV)

1 Attack Cruiser I (10 DV)

Turn 5: Ships Fire At Flights

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

Brindaki Flag Squadron Fires at the Senorian Flights

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

Damage is not enough to destroy the Strike Fighters

Turn 5: Flights Fire at flights

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

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

Brindaki AF Fire

10 Medium Fighter Flights on Dedicated AF

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

Senorian AF Fire

None as the Strike fighters are on dedicated AS missions

All Strike Fighters are lost to the Brindaki fighters.

Turn 5: Flights Fire at Non-Flights

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

None!

Scenario Conclusion

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

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

Brindaki Fleet After Action

4 Heavy Cruiser DV 6, AS 4, AF3

2 Heavy Cruiser II DV 7, AS 6, AF3

3 Light Cruiser I DV 5, AS 4, AF2

1 *Scout II DV 5, AS 2, AF2

10 Medium Fighter I DV 2, AS 1, AF1

Senorian Fleet After Action

1 Command Cruiser I DV 7, AS 5, AF2

3 Attack Cruiser I DV 5, AS 4, AF1

3 Attack Cruiser II DV 7, AS 8, AF1

2 Missile Cruiser III DV 6, AS 7, AF2

6 Destroyer I DV 4, AS 2, AF1

1 Heavy Carrier I DV 7, AS 1, AF3

respectively. Each is scored individually. The first 3 points in damage is incapable of crippling the first destroyer or destroying the crippled destroyer, but could be used to cripple the attritioned destroyer. The player, wishing to preserve his/her fleet, assigns the damage to the undamaged destroyer, giving it 3 attrition damage. The second damage amount of 6 damage is sufficient to destroy or cripple all units. The owner of the destroyers decides to cripple the destroyer with 4 attrition, leaving 5 more damage to be resolved. This damage could be used to cripple the lead destroyer that has suffered 3 attrition damage, but the player instead opts to assign it to one of the two crippled destroyers, destroying it.

4.17.4.2 Reconciling Attrition Damage after the Battle

At the end of the scenario, all non-crippled units that have taken attrition damage become crippled. Crippled units with attrition damage continue to track their attrition damage.

4.17.4.3 Repairing Crippled Units with Attrition Damage

Crippled units that have taken attrition damage will cost more than normal to repair. The cost of repairing these damaged units is equal to 25% of their original cost (rounding up), plus 1 per point of attrition damage. Note that this means that some units that have taken attrition damage after being crippled are usually not worth the cost to repair.

4.17.4.4 Scrapping Units with Attrition Damage

Crippled units that have taken attrition damage return less economic points when scrapped due to the severity of their damage. The player will receive 50% of the unit's original cost, minus 1 per 2 points of attrition damage (round up).

In some situations ships that survive a scenario may be so badly mauled that scrapping

them will not return any of the initial economic investment. Such vessels were barely able to limp off the battlefield and are more likely to be scuttled than scrapped.

4.18 Creating or Upgrading Jump Lanes

New jump lanes may be laid to newly discovered systems for other ships to reach them. The cost of creating new jump lanes is calculated by taking the base cost of the new jump lane level and multiplying that times the number of jumps that would normally have been required to move between the two systems (maximum of 10). If no prior jump route exists between two systems assume this number to be 10. This jump lane modifier is retained by the route and will be used to determine the future cost of any jump lane upgrades. The base cost of a restricted lane is 15 economic points, a minor lane is 30 economic points, and a major lane is 60 economic points.

Multiple ships with scout functions are needed to either create or upgrade a lane. One or more scouts must be placed at each end of the new jump lane.

Example: The Terran Union decides to build a new jump lane from Sol to Vega to provide a transit route between the two systems. No previous jump lane exists. It normally takes a ship two jumps to reach Vega from Sol. This means that the new route's modifier is 2. To build the restricted route between the two systems will then take 15 (the base cost of the restricted route) times 2 (the jump lane modifier), or 30 economic points. Creating the jump lane will require at least two scouts, with at least one in each of the systems to be connected by the jump lane.

If the Terrans decided to further upgrade this route to minor status, the cost would be equal to 30 times 2, or 60 economic points.

4.19 Blockade Maintenance

Technically any planet under blockade is cut off from the rest of the empire. This includes all fleet, base, flight and troop assets at the planet. This leads to an optional, somewhat pedantic rule of tracking the maintenance of those assets separately and deducting it from the economic output of the blockaded planet. Any asset within the blockade that cannot be maintained by the planet will suffer from the ill effects of 3.6.1.4 "Effects of Being Out of Supply".

4.20 Census Morality

By default, the slaughter of innocent civilians (Census) on other worlds, either as a result of 3.6.4 Orbital Bombardment or peacekeeping operations, does not have any effect on imperial Morale. However in many cases the death of millions – or possibly even billions – of civilians should have a very real affect on the bombarding player's empire.

If an enemy Census is killed during a turn, a special Morale check will be made during the 3.8.2 Morale and System Loyalty phase. Roll a d6 for each of the your empire's systems, with a target number being equal to the number of

Census killed on that turn. If the result of the d6 roll is equal to or less than the target number, decrease the system's Morale by 1.

The use of 3.6.4.3 Weapons of Mass Destruction carry even greater implications and their use can cause significant outrage among imperial populations. If use of weapons of mass destruction resulted in the death of even one enemy Census during the turn, system Morale will decrease by 2 instead of 1 as described in the preceding paragraph.

Some empires will be exempt from the limitations described herein. Such powers will be noted as such in their respective source materials.

4.21 Ballistics Packages

Ballistic units are capable of being equipped with mission-specific ordnance packages to better aid them in combat. These specialized ballistic packages make the unit more effective in combat, but this efficiency comes at a significant cost to maintenance.

The maximum number of ballistics packages Ballistic units are allowed to purchase is equal to their defense value (DV) divided by three (3). The effects of ballistics packages are cumulative, so a unit could purchase multiple packages of the same type to achieve a greater result.

Each ballistic package purchased adds +1 to the maintenance cost of the unit (*Example: A maintenance cost of 2/3 becomes 3/3 after the purchase of one ballistics package*). Each group of Ballistic units operating the same ballistics package loadout are tracked separately for purposes of maintenance. This means that most players will wish to standardize their use of special ballistics



packages to keep from paying inordinate maintenance fees.

Below you will find information on several types of basic ballistics packages. Individual source materials may include additional ballistics packages.

Heavy Ballistics Package:

+1 Anti-Ship (AS)

Anti-Fighter Ballistics Package:

+1 Anti-Fighter (AF)

Long-Range Ballistics Package:

+1 Defense Value (DV)

Communication Drones Package:

+1 Command Rating (CR)

Electronics Ballistic Package (Scouts Only):

+1 Scout Function (non-cumulative)

Anti-Electronics Ballistics Package (Non-Flights Only):

Provides unit with Jammer (1) Special Ability

MIRV (Multiple Independent Reentry Vehicle) Ballistics Package:

Provides unit with Disruptor (1) Special Ability

4.22 Stealth and Concealed Movement

In the vastness of space it is possible that ships from different powers will be in the same system and be unaware of the other's presence. Also in some settings empires will possess stealth technology that allows them to conceal themselves from detection. Thirdly, some powers use ships built on civilian hulls or stolen from another empire in an attempt to remain concealed.

Whenever fleets from two or more powers are in the same system, the CM should roll each fleet's chance to detect the other. The following table details these chances:

Fleet Detection Table

Base Chance of Detection (COD): 40%

-30% per Cloak level rating of the opposing ships (e.g. "Cloak (1)" = -30%, "Cloak (2)" = -60%)*

-20% per Stealth level rating of opposing ships (e.g. "Stealth (1)" = -20%, "Stealth (2)" = -40%)*

+10% per squadron in opposing fleet

+5% per squadron in detecting fleet

-5% per Scout Function in intruding fleet

+5% per Scout Function in detecting fleet

-50% if opposing fleet is composed solely of modified civilian ships

-25% if opposing fleet is composed solely of ships belonging to detecting empire

-10% per Intel used by opposing fleet**

+5% per Intel used by detecting fleet**

* = Stealth/Cloak Rating Level is based on the lowest level Stealth rating in the fleet. If a non-stealth ship is in the fleet, then it does not gain a bonus.

** Intel points spent in this manner come from the Military Intel Pool. Each power may only spend as many Intel points in this manner as they have Scout Functions present in the system in question.

Example: Fleet A is composed of three squadrons of ships and has a scout ship present with a Scout (2) rating. Fleet B is a single squadron of ships each of which has a Stealth (2) rating. Fleet B jumps into a system patrolled by fleet A. The chance for A to detect B is 40 (base) – 40 (Stealth) + 10 (one enemy squadron) + 15 (three detecting squadrons) + 10 (two scout functions) = 35%. The chance for B to detect A is 40 (base) + 30 (three enemy squadrons) + 5 (one detecting squadron) – 10 (two enemy scout functions) = 75%.

In systems where there are fixed defenses present (bases, DEFSATs, mines) special rules apply. Bases and DEFSATs are automatically detected by any fleet that enters the system, but detection of any other units in the system must still be rolled for normally. This produces circumstances where the fleet entering the system will know a base is present but may not detect the ships guarding it. Mines have a base COD of 20% modified for the following:

Mine Detection Table

Base Chance of Detection (COD): 20%

-15% per Cloak level rating of the opposing mines (e.g. "Cloak (1)" = -15%, "Cloak (2)" = -30%)

-10% per Stealth level rating of opposing mines (e.g. "Stealth (1)" = -10%, "Stealth (2)" = -20%)

+10% per maintenance group of mines

+5% per squadron in detecting fleet

+5% per Scout Function in detecting fleet

+5% per Minesweeper level in detecting fleet (e.g., "Minesweeper (1)" = +5%, "Minesweeper (2)" = +10%)

Any mines that remain undetected get a +1 to AS and AF during the first round of combat they are involved in.

Bases and DEFSATs have a chance to detect fleets entering the system. They use the same table as fleets with the following change; each base counts as 1 squadron as does each maintenance group of DEFSATs.

In some instances it may occur that a power will split their forces into several smaller fleets rather than one large fleet. This may be done to separate stealth ships from non-stealth ships or to attempt to lure an opponent into an ambush (especially in the case of bases or DEFSATs that are automatically detected). Each

fleet will get a detection roll to detect all enemy fleets. A fleet that fails to detect any enemy fleets will only be able to participate in Defensive Scenarios this turn.

If all fleets remain unaware of each other then no scenario will be generated this turn. If one side remains totally unaware of the other then the detecting fleet may generate any scenario desired. The unaware fleet cannot refuse the selected scenario and suffers a -6 on their readiness roll. In cases where some or all of each fleet is detected by their opponent (including cases where automatically fixed defenses are present) then scenario generation proceeds as normal. However, each fleet that was undetected by an opponent gives the opponent a -2 penalty to their readiness roll, to a maximum penalty of -4.

5.0 Source Material

Included with the Main VBAM Campaign Book is enough Source Material to get your started on a few basic games. There will be several source material supplements available at the time of this books print to expand your games. Many of these guides provide detailed scenarios and back stories for your games. There will also be downloaded source materials available on our website <http://www.vbamgames.com>.

5.1 Creating Your Own Source Materials

This section is included as a resource for source material designers. The intent is to help point designers in the right direction as they begin creating their source materials.

5.1.1 Determine Background

Before you start working on the VBAM-related details of your own source materials, you must first select or create a background. Your material's setting might be based off of an existing science fiction universe or it might be something that you are going to create from scratch. In either event, it is important to communicate to your audience, in at least a cursory fashion, what your background is all about. What is the history of the universe? Who are the empires involved? What makes the universe special? Answering these questions will get players more involved in your source materials and go a long way towards transforming your source materials from words and numbers into a living, breathing setting that people can become involved and emotionally invested in.

Now, not all source materials require the writing of an epic, full-length novel (though, if you want to do that, there is nothing stopping

you!). You can get by with just a few pages of background when you are starting work on the source materials. You could start out with a general thesis or notes and then generating the rest of the source materials before coming back and fleshing out the background. But it is important that players can get a feel for who each faction is and what their motivations are.

5.1.1.1 Developing the Background

What is the "flavor" of your setting? Flavor is the combination of all of the special, unique properties of your background universe and usually is associated with the mental or emotional response that they invoke in the audience. This overall impression is important if you want to grab the interest or attention of the reader. If your setting seems like a run of the mill science fiction background, then it could be said that is rather bland or lacking in a distinctive flavor. This is not to say that creating an insane or completely zany background is always a good thing, either. Just remember that the more genuinely interesting you make your background, the more interest you will receive from others.

As you develop your setting, you should create a list of the elements in the background that may require modifications to the VBAM rules. The most common reason for adopting optional rules is to make the events and assumptions in your background possible in a campaign. You will use this list of possible modifications when you begin selecting optional rules (see 5.1.2 Select Optional Rules).

5.1.1.2 Create Factions

As you are developing your setting, you should make a list of all of the factions or empires that will be represented in the background. Who are the "characters" of your story? As with the rest of your background, you don't need to go into any great detail if you don't want to. However, it is best to provide enough information on each faction so that the players will know who (or what) they are controlling when they use the faction in a campaign. Full histories and art are something that we all wish we could

generate, but we understand if you lack either the time or ability to do so (hey, it happens to the best of us!). In most cases, a few paragraphs describing the appearance and/or mindset of the faction will be enough to at least point the player in the right direction.

5.1.2 Select Optional Rules

A good set of source materials should include a list of all of the optional rules that are recommended for play in that particular setting. Unless otherwise modified by optional rules, campaigns played using the source material set are considered to follow the standard campaign rules as described in the VBAM Campaign Guide.

Source material designers may review the 4.0 Optional Rules section of this book to determine if any of the optional rules therein would be appropriate to their source materials. Other future source books may include additional optional rules which designers may wish to recommend to their players via the source materials. Some popular optional rules include 4.1 Wartime Economies, 4.8 Quick Expansion Colony Fleet Rules, 4.10 Extended Construction Time, and 4.13 Random Events Table.

Any optional rules required (or recommended) for use with the source materials should be listed within the source materials. For each optional rule, include the book in which the optional rule can be found so players will know where to look to reference the rule. It might also be prudent to give a short one- to two-paragraph overview of why the optional rule is being used and how it applies to your background.

You should also include in the optional rules section of your source materials notes on any other changes to the basic campaign rules. By listing all of the rules modifications in one place, players will not have to hunt throughout the entire source material package to find all of the optional or modified rules being used in the campaign. This will make for easy use throughout play.

5.1.2.1 Movement Rules

The default movement rates for a VBAM campaign are outlined under the 3.5 Movement Phase. A set of optional movement rules is also provided in 4.2 Optional Jump Lane movement. In all cases, VBAM source materials use the normal rules found in 3.5 Movement Phase unless otherwise modified by the source materials.

Why would you want to modify the movement rate in your campaign? Some players may find that the normal movement rates are not conducive to the scope of their intended universe. As is, it takes one campaign turn (one month) to travel from one system the next over a minor jump lane, or half that over a major jump lane. But what if your source material background says that the Sol to Alpha Centauri jump can be made in a week? In that case, it might be worth modifying the movement rules to match your background.

In another example of your background dictating a change in movement rules, some science fiction settings rate their ships individually as to their strategic speed. In these cases, it might even be appropriate to apply a separate "movement rate" statistic to all space units describing how many jumps they can make in a single campaign turn (the movement of fleets would of course be limited by the slowest unit in the task force).

5.1.2.2 Supply Range

The default supply range in the VBAM campaign system is two hexes. This value can be modified for your source materials if you want to alter how far ships can move away from supply points before they begin experiencing out of supply problems. It may also be prudent to redefine what makes a supply point if the ships in your universe depend on unique facilities to stay in supply.

5.1.2.3 Civilian Fleet Costs

All VBAM campaigns are likely to make use of the basic civilian Colony, Transport, and Trade Fleets. However, each background might

have very different perceptions of what each of these civilian fleets really are and how valuable they are to the player.

The standard costs for these units are listed in the sample source materials, as well as in 1.5 Basic Terms. Your source materials may change the construction cost or CSCR stats of civilian fleets. It may also stipulate that players have to pay maintenance for the operation of civilian fleets, which is normally not the case. Feel free to modify the civilian fleets as appropriate to meet the needs of your background.

5.1.2.4 Other Basic Campaign Unit Costs

As with the civilian fleets, there exist other basic campaign units that will appear in almost every VBAM campaign. These include, but are not limited to, Shipyards, Planetary Shipyards, and Supply Depots. The basic costs for these units are given both in the sample source materials and in 1.5 Basic Terms. Source material designers can tailor these units' abilities, costs, and CSCR statistics as necessary to achieve the right affect for their campaign.

For instance, some source materials may disallow the existence of planetary Supply Depots in favor of Orbital Supply Depots. In some sources, too, some of these basic campaign units may provide additional benefits to the player. The aforementioned Orbital Supply Depot, for instance, may be assigned a Supply rating, giving it the ability to conduct 3.7.14 Field Repair!

5.1.2.5 Intel

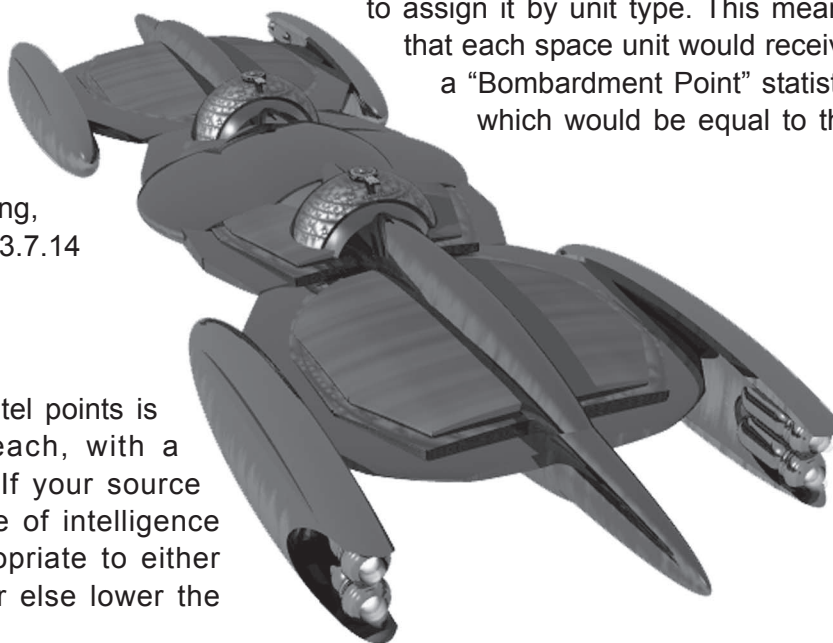
The default cost of Intel points is one (1) economic point each, with a maintenance cost of 1/10. If your source materials call for heavy use of intelligence networks, it might be appropriate to either discount the cost of Intel or else lower the maintenance cost.

Another way Intel may be adjusted is by defining or redefining the cost or results of Intel missions to fit your universe. For instance, you may wish to add a special Intel: Sabotage mission that allows a player to attempt to assassinate an enemy leader or elite officer.

5.1.2.6 Orbital Bombardment

Source materials commonly modify the way that orbital bombardment is performed, especially how many bombardment points a group of units produce and how many weapons of mass destruction can be carried. Default values are provided in the Campaign Guide, but source designers may modify these values as desired. For instance, your setting may stipulate that only certain types of ships are capable of performing orbital bombardment. You may not want anything smaller than a light cruiser to generate bombardment points at all. In another case, your background might require all units to generate twice the normal bombardment points, or have orbital bombardment missions occur on the same campaign turn in which they are ordered (typically orbital bombardment missions ordered on the current turn are not completed until the following turn).

You may also decide that, instead of having bombardment point generation be handled by design type, you instead want to assign it by unit type. This means that each space unit would receive a "Bombardment Point" statistic which would be equal to the



number of bombardment points units of that class would produce.

It is recommended that, if you do modify the number of bombardment points that are generated, that you include an updated bombardment point chart with your source materials.

5.1.2.7 Basing

There are some settings in which the size of flights is not equal. Maybe light fighter flights take up one Basing Capacity, but medium fighter flights take two? You may also decide to create distinct, separate basing types, such as separate basing for fighter flights and shuttle flights.

5.1.2.8 Raiding

Your source materials may carry special rules regarding 3.6.2.2 Raiding. This may include anything from source-specific raider factions to modifying the basic chance of a raider encounter in a system. Some source materials may even call for no chance of piracy to exist at all!

5.1.3 Create Faction Force Lists

By this point in the source material creation process, we have generated (or at least started generating) our source material's background and have decided on the optional rules that we want to use for campaigns in this setting. As part of that process, we have also assigned any modifications to the various basic campaign units. It is now time to begin building the force lists for each of the factions to be included in the source materials. A force list is a list of all units available to a faction during the course of the campaign. This includes all ships, bases, flights, and ground units the faction is capable of purchasing. Creating force lists can be a time consuming process. Careful consideration is required to ensure that the final result is balanced and internally consistent.

There are several different ways that you can go about creating your factions' force lists. If you are converting units from another source, say a television show or your favorite tactical war game, you will likely have resources

available that describe what units that particular faction has available. These sources will also give you a good idea of what capabilities and statistics the units should have when converted into VBAM. For tactical war games in particular, you may find success in creating a conversion spreadsheet to convert stats from the tactical game into the CSCR.

For most settings, including entirely new backgrounds, the source material designer will not have the luxury of good external resources to reference when creating force lists. This means that the designer will essentially have to "pull numbers out of the air" for the new units and hope that they are appropriate for his or her individual circumstances.

Before moving on to 5.1.4 Creating Space Units and 5.1.5 Creating Ground Units, you should decide on the overall aesthetic or theme the faction's forces will follow. Do they only use carriers? Do they rely on high numbers of low-quality ground units? Do they build big ships? Small ships? It can also be helpful to begin drafting a list of types of units that you know the faction would be using.

Making these decisions now will help to focus your creative energies when the time comes to actually start generating actual unit statistics.

5.1.4 Creating Space Units

The most time consuming part of creating any new source material book is the creation of CSCR statistics for the space units found in your particular background. There is no right or wrong way to create new CSCR stats! As long as you are internally consistent, you should not run into any major difficulties during this step.

If you have no intentions of using the CSCR to resolve combat in your campaign, because you will be using a third-party tactical combat system, then the only value you need to convert for each of your units is the construction cost.

Exhibit C includes templates for many common ship designs. These statistics are meant only as a guide for designers, not as a

Exhibit C: Space and Ground Unit Templates

CSCR Ship Templates: Basic Warships

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Juggernaut	JG	20	6/2	20	25	7	18	10	6	
Monitor	MT	15	4/2	15	18	6	15	8	4	
Battleship	BB	14	3/2	12	14	5	12	5	3	
Dreadnought	DN	10	2/2	10	12	2	10	4	0	
Battlecruiser	BC	8	3/3	8	10	4	8	3	0	
Heavy Cruiser	CA	7	2/3	7	8	4	7	3	2	
Light Cruiser	CL	5	2/4	5	5	3	5	2	1	
Destroyer	DD	4	2/6	4	3	2	4	2	0	
Frigate	FF	3	1/6	3	2	2	3	1	0	
Corvette	CT	2	1/8	2	1	2	2	1	0	
Gunboat	GB	1	1/12	1	1	1	2	1/2	0	

CSCR Ship Templates: Basic Carriers

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Fleet Carrier	CVA	12	4/2	12	7	6	10	4	12	Carrier
Heavy Carrier	CV	8	3/3	7	5	4	7	3	8	Carrier
Light Carrier	CVL	6	3/4	5	3	3	5	2	5	Carrier
Escort Carrier	CVE	4	3/6	4	1	2	4	2	3	Carrier

CSCR Ship Templates: Basic Bases & Defenses

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Star Fortress	Base	36	4/1	40	36	10	N/A	N/A	10
Battlestation	Base	24	3/1	26	24	8	N/A	N/A	6
Starbase	Base	16	2/1	18	16	6	N/A	N/A	3
Outpost	Base	9	1/1	10	8	4	N/A	N/A	1
Heavy DEFSAT	DEFSAT	4	2/12	3	4	2	N/A	N/A	N/A
Standard DEFSAT	DEFSAT	2	1/12	2	2	1	N/A	N/A	N/A
Area Denial Mine	Mine	1/8	1/32	2	0	0	N/A	N/A	N/A
Anti-Ship Mine	Mine	1/6	1/24	1	1	0	N/A	N/A	N/A
Anti-Fighter Mine	Mine	1/6	1/24	1	0	1	N/A	N/A	N/A
Multipurpose Mine	Mine	1/4	1/20	1	1	1	N/A	N/A	N/A

Exhibit C: Space and Ground Unit Templates (cont.)

CSCR Ship Templates: Customized Warships, Carriers, & Defenses

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Command CA	CC	8	2/3	8	9	4	10	3	1	Command
Stealth Cruiser	CA	8	3/3	8	7	3	7	3	0	Stealth (1)
Medium Cruiser	CA	6	2/3	6	7	3	6	2	1	
Assault Cruiser	CA	7	2/3	7	5	3	6	3	1	Assault
Missile Cruiser	CA	8	2/3	7	9	3	7	3	0	Ballistic
Scout Cruiser	ECA	9	3/2	7	6	4	7	3	2	Scout (2)
Light Scout CA	ECL	7	2/3	5	4	3	5	2	1	Scout (1)
Explorer Ship	EX	16	4/2	13	7	5	8	5	4	Explorer (1)
Heavy Warship	CL	4	2/5	5	4	2	5	2	0	
Heavy Destroyer	DD	4	3/6	4	5	3	4	2	0	
Missile Destroyer	DD	5	2/6	4	4	1	4	2	0	Ballistic
Minelayer	DD	4	2/6	4	2	2	4	2	0	Mine Controller (2)
Missile Frigate	FF	3	1/6	3	3	1	3	1	0	
Escort Frigate	FF	3	1/6	3	0	4	3	1	0	
Minesweeper	FF	4	1/6	3	1	2	3	1	0	Minesweeper (2)
Blockade Runner	FF	3	1/6	3	2	2	3	1	0	Blockade Runner
Jamming Frigate	FF	4	1/6	2	0	2	3	1	0	Jammer (2)
Armed Courier	CT	1	1/8	2	1	1	2	1	0	Fast Ship
Command Carrier	CV	9	4/3	9	9	5	10	3	8	Carrier, Command
Assault Carrier	CV	8	3/3	7	8	4	7	3	6	Assault, Carrier
Super Carrier	CVA	15	6/2	14	8	5	12	5	20	Carrier
Civilian Freighter	FT	1	1/8	2	0	1	2	1	0	Supply (1/2)
Military Transport	AOE	5	2/4	5	1	2	4	2	0	Supply (2)
Mobile Shipyard	MT	20	5/2	16	1	6	6	6	2	Mobile Construction
Fighter Base	Base	6	1/2	5	1	3	N/A	N/A	3	
Fighter SAT	DEFSAT	1	1/12	2	0	1	N/A	N/A	1	
Fighter Mine	Mine	1/3	1/20	1	0	0	N/A	N/A	1	

Exhibit C: Space and Ground Unit Templates (cont.)

CSCR Ship Templates: Basic Fighter Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Super-Heavy Ftr	SHF	1/1	1/6	8	6	3	N/A	N/A	N/A	
Heavy Fighter	HF	1/2	1/8	3	3	3	N/A	N/A	N/A	
Medium Fighter	MF	1/3	1/12	2	2	2	N/A	N/A	N/A	
Light Fighter	LF	1/4	1/16	1	1	1	N/A	N/A	N/A	
Ultralight Fighter	ULF	1/5	1/20	1	0	1	N/A	N/A	N/A	

CSCR Ship Templates: Other Basic Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Shuttle	ST	1/6	1/20	3	0*	0*	N/A	N/A	N/A	
Combat Shuttle	CST	1/5	1/20	3	0	0	N/A	N/A	N/A	
Assault Shuttle	AST	1/3	1/9	2	1	2	N/A	N/A	N/A	Assault
Breaching Pod	BP	1/2	1/6	4	0*	0*	N/A	N/A	N/A	Direct Assault (1)

CSCR Flight Templates: Customized Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Heavy Bomber	SHF	2/1	1/6	6	7	2*	N/A	N/A	N/A	Ballistic
Bomber	HF	2/2	1/8	4	4	1	N/A	N/A	N/A	Ballistic
Interceptor	MF	1/4	1/12	2	0	3	N/A	N/A	N/A	
Attack Fighter	MF	1/3	1/12	2	3	1	N/A	N/A	N/A	
Recon Fighter	MF	1/3	1/8	2	1	2	N/A	N/A	N/A	Recon Unit
Stealth Fighter	LF	1/4	1/12	2	1	2*	N/A	N/A	N/A	Stealth (1)

Ground Unit Templates

Unit Name	Cost	Maint	Attack	Defense	D Factor	Attrition	Special Notes
Militia	N/A	N/A	1	1	0	1	
National Guard	1/2	1/4	2	1	0	2	
Regulars	1	1/3	2	2	d2	2	
Marines	2	1/2	3	3	d3	3	Marine
Elite Marines	3	2/2	4	3	d4	3	Marine
Peacekeepers	1	1/3	1	2	d3	2	Peacekeeper

strict set of standards for unit design. Each universe's units will have wildly different values.

5.1.4.1 Types of Space Units

5.1.4.1.1 Ships

Ships are mobile space units and will make up the bulk of the craft in your source materials. The basic assumption is that most (if not all) ships are capable of traversing a jump lane. Otherwise there is nothing special to note about ship units.

5.1.4.1.2 Flights

Flights are special units that are based off of other units or systems with available Basing Capacity. Your source material may state otherwise, but this campaign guide assumes that flights are incapable of traversing jump lanes alone.

5.1.4.1.3 Bases

Bases are fixed defense installations that cannot be moved from the location at which they are built. Bases tend to have high defense values and combat factors, making them formidable opponents in battle.

5.1.4.1.4 DEFSATs

Defense Satellites (DEFSATs) are a cross between ships and bases and are used as cheap, throwaway defense units. They tend to do little real damage, but their large quantities make up for any lack in quality.

5.1.4.1.5 Mines

Mines are special fixed defense units that perform like weak DEFSATs in battle, while also providing support for formation bonus increases.

5.1.4.2 Construction and Maintenance Costs

Assigning construction and maintenance costs is often difficult and the cost-to-ability ratio of units often differs between source material packages. The important thing to do is adopt a

consistent scheme and use it throughout your source materials. This will make it easier for you, the source material designer, while also making values easier to remember for your players. If all (or nearly all) of your heavy cruiser designs have a maintenance cost of 2/3, then players will come to instinctively expect this value. Memorization of information like this can help speed up campaign play.

On the issue of maintenance costs, the costs you set for unit maintenance will determine how large of fleets your players will be able to operate. The higher the maintenance costs, the smaller the fleets each empire can feasibly control at one time. If you are creating these source materials to support a third-party tactical game, it may be appropriate to assign maintenance costs that restrict fleet sizes to a manageable level.

5.1.4.3 In-Service Date (ISD)

Each unit in your source materials should be assigned an in-service date, unless an alternative set of research rules are being used in which in-service dates are a non-issue. The in-service date of a unit tells the player which Tech Year they must achieve before they can begin purchasing units of the type.

5.1.4.4 Defense Values

Before you begin assigning defense values, you must first consider the relative size of ships in your background. What is the difference in hull strength between your weakest and your strongest ship? How many times more durable is the largest battleship or planet-buster as compared to a lowly police corvette? One of the most common mistakes made when creating new units is not placing enough range between the weakest and strongest units. In the previous example, if my largest and bulkiest battleship was 20 times the strength of the weak corvette, then you would want to set the corvette at the lowest defense value possible (DV 1) and the battleship at 20 times that amount (DV 20). From there, you could begin estimating the relative defense value of the rest of the units to be converted.

5.1.4.5 Anti-Ship Values

The anti-ship values of your new units will be directly influenced by the defense values assigned to other units. A unit takes an amount of damage to cripple or destroy equal to its defense value, and the amount of anti-ship damage is based on the anti-ship value of the unit.

In general, consider the damage that the ship would be able to do on a minimum and maximum CSCR damage roll (1 and 6 respectively). For example, if we created a heavy cruiser with AS 8, it would be able to do 0 - 4 damage by itself. This means that, on a good damage roll, this heavy cruiser could hypothetically destroy a DV 2 corvette in a single salvo. Looking at AS values in this way can give you perspective when determining the values for your own units.

When creating ships for your settings, any unit that has any reasonable chance of damaging a ship or base should be assigned at least AS 1.

5.1.4.6 Anti-Fighter Values

Anti-fighter values are far lower than values assigned in other areas. This is because flight units, which AF is used to attack, do not cripple and tend to have low DV values. You will find that most of your units will have AF values between 0 - 6, with AF 3 being the most common.

When creating ships for your settings, any unit that has any reasonable chance of damaging enemy fighters or shuttles should be assigned at least AF 1.

5.1.4.7 Command Ratings and Costs

The Command Ratings and Command Cost you assign to your units will vary based on the size of squadrons and fleets in your universe. Some settings may call for very small fleet fleets, while in others battles between hundreds of ships per side may be commonplace. The best rule of thumb is to consider what constitutes a "normal" ship squadron in your background and

make sure that the Command Ratings and Command Costs of your units allow squadrons of this type to be formed.

Fixed defense and flight units possess neither a Command Rating nor Command Cost.

5.1.4.8 Basing Capacity

Units that are supposed to operate fighters, shuttles, or other flight units should be assigned Basing Capacity (or Basing, for short). Each point of Basing allows the unit to base a single flight unit.

Flights of course cannot have a Basing Capacity, as a fighter or shuttle will never be able to base another flight unit.

5.1.4.9 Space Unit Special Abilities

This section contains a list of possible special abilities that you can assign to your space units. Some of these CSCR unit special abilities have already been described previously in this book, while for others this is their first mentioning. For those who have deeper ties to the VBAM campaign system, rules references are included for ease of use.

Designers are advised to use special abilities responsibly. It is important to make sure that your factions have access to many different types of technologies and abilities (notably Assault, Scout, and Supply units), but it is easy to over do it. The best litmus test when applying CSCR special abilities is this: *does this ability replicate the intended function or ability that I had in mind for this unit?* If yes, they you are probably safe. If no, then you may wish to rethink the use of the special ability.

Designers are encouraged to create entirely new special abilities for their units, where appropriate. There will always be cases where a custom special ability will fit your background better than any of the available, pre-defined abilities provided below.

Assault

Assault ships are used to facilitate planetary invasions. As detailed in 3.6.5.2 Invasions, Assault ships are required to assist

in the deployment of non-Marine ground units from Transport Fleets. Assault ships can transport one ground unit per division, where the Assault division size is equal to the denominator in the Assault ship class' maintenance fraction. For example, a light cruiser Assault ship with a maintenance cost of 2/4 would require four Assault ships of that class to carry a single ground unit. In the case of Marine units, two Marine ground units can be transported in the place of one non-Marine ground unit.

Flight units noted as having Assault capabilities are also capable of transporting ground units and assisting in ground battles. These flights can carry one Marine unit (but no other ground unit type) per division.

Ballistic

Units with the *Ballistic* ability are armed predominantly with ballistic weapon systems, such as missiles or torpedoes. Ballistic units are capable of being equipped with special ballistic weapons packages, as specified in the source materials, and do not have their AS value halved as a result of being placed in the Task Force flagship squadron.

Ballistic units pay for this flexibility by relying more heavily on supply lines than other, non-Ballistic units. Ballistic units are affected more by the effects of being Out of Supply (see 3.6.1.4 Effects of Being Out of Supply).

Blockade Runner

Blockade Runners are units specially designed for breaking through or into planetary blockades. Traditionally relying on speed and maneuverability to ensure their safety, Blockade Runners have a better chance of running a blockade.

Blockade Runners gain a special -4 modifier to scenario length for purposes of their involvement in the scenario only. The modifier does not affect any other units in the scenario. Once the Blockade Runners' modified scenario length is met, they disengage from the scenario and are considered to have either successfully broke out from a blockade or else ran the

blockade and reached the blockaded system or planet.

Carrier

Carriers are units that base a substantial number of flights. Carriers are almost completely dedicated to carrier operations, utilizing large numbers of support crew and equipment in order to ensure smooth carrier operations. This equates to a higher than normal maintenance expense. In general, any unit with a basing capacity greater than half its defense value (DV) is considered to bear the Carrier moniker.

Cloak

Special cloaking devices, referred to simply as cloaks, are used to mask the presence of a vessel. Cloaks are highly refined versions of traditional Stealth technology, and as a result ships with the *Cloak* attribute are considered to be Stealthy for purposes of secret fleet movements.

Any ship or flight equipped with a cloak may decide during the Assignments Phase whether or not they wish to engage their Cloak. While cloaked, unit's formation bonus and defense value (DV) are increased by one (1), but all of its combat factors are halved (rounding down). Flights receive the same defense advantages of ships while cloaked, but flights may *not* fire while cloaked. When not fully engaged, cloak capable units receive a +1 to their anti-ship (AS) and anti-fighter (AF) values, representing the crafts' ability to get the drop on their adversaries. Once a ship has been crippled it can no longer operate its cloaking device for the rest of the scenario.

Certain units may possess more advanced cloaking technology. This is represented by the addition of a parenthetical value after the unit's "Cloak" designation. The value in the parentheses is the unit's Cloak rating. The higher the Cloak rating, the harder it is for the enemy to detect them.

Command

Command units are designed specifically to lead fleets into battle. Command units have

expanded fleet command and control abilities, including dedicated flag bridges from which an admiral can direct the battle. Command units increase their base command rating (CR) by an arbitrary amount, typically about 10% (minimum 1).

Command Post (Bases Only)

Some bases are so large and grandiose that their presence in a star system is enough to keep the population's Morale from dropping to zero. These *Command Posts* usually serve as military logistics linchpins of great importance, usually erected at sector capitals throughout an empire. As long as a Command Post exists in a star system, all Morale checks made in that system receive a +1 bonus to the roll.

Diplomatic

Diplomatic couriers are special ships that can assist in bridging the political and cultural gap between alien species. Such couriers ferry important dignitaries into foreign space so that they can meet face-to-face and discuss important matters of the day.

If a diplomatic courier ship is operating in an enemy empire, the player will receive a bonus to treaty rolls equal to the foreign system's Census. Only one diplomatic vessel operating in a foreign empire can provide any benefit at a single time.

Direct Assault

Unlike Assault units, *Direct Assault* units (breaching pods, boarding craft, etc.) deposit their marines directly to the enemy ship in an attempt to capture the ship. Treat Direct Assault ships as breaching pods (see 3.6.3.19 Capturing Ships and Other Units) for purposes of performing boarding operations.

Direct Assault ships are rated as to their boarding capabilities. Unless otherwise noted, a normal "Direct Assault" unit provides one (1) free point of attrition damage per turn towards boarding operations. However, some ships are more capable of performing Direct Assault operations. If the "Direct Assault" notation is followed by a parenthetical value (ex: "Direct

Assault (3)"), then the amount of free directed attrition damage generated by the ship is equal to the value in parenthesis (in this case, 3).

Disruptor

The anti-thesis of Guardian units, *Disruptor* units are adept at breaking up enemy formations. Disruptor units may utilize saturation-fire weapons or are just particularly robust, but in any event the effect is the same. For each point of Disruptor rating (found in parentheses), the unit can lower the formation bonus of one enemy ship by one (1). The decision to do so is made during the Assignments Phase.

Explorer

Explorer ships are large mobile research platforms designed specifically for mapping the uncharted frontiers. The electronics installed on these vessels is advanced enough to allow them to move considerably farther off the established jump beacons than normal. This allows them to discover 'lost' beacon trails leading to new star systems.

Explorer units are similar to Scouts in that they, too, generate scout functions, but the scout functions generated by an Explorer apply only to exploration attempts (see 1.3.4.2 Exploration in the Freeform Campaign Scenario) or other exploration-related endeavors and provide no benefit in combat situations.

Fast Ship

Fast Ships enjoy a weighty strategic movement advantage over standard starship classes. Units with the Fast Ship ability gain a bonus to their movement during the campaign turn. Fast Ships can traverse one (1) extra minor or major jump lane at the end of their normal movement. This means a Fast Ship could traverse up to three lanes in a single turn! Only task forces containing only Fast Ships can exploit this advantage. If even a single ship accompanying a Fast Ship does not have the ability, then the fleet must follow all the normal movement rules. Flights based on Fast Ships do not affect their carrier's ability.

Fast Ships make excellent couriers and many priority transports are noted as being Fast Ships. In their line of work, getting cargo and VIPs to the destination in the shortest amount of time possible is paramount.

Guardian

Guardian units provide intrinsic support to any squadrons in which they are included. These ships are equipped with above-average defenses and use them to protect themselves or other friendly units. A Guardian unit can increase the formation bonus of one ship in its squadron by one (1) per Guardian rating point, the decision to do so being made in the Assignments Phase.

Gunship

Gunships are heavily armed warships that excel at orbital bombardment. A Gunship adds 1 bombardment point top their normal bombardment point total. For ships that require multiple contributors to earn a single bombardment point, such as a frigate that requires 3 for 1 bombardment point, simply reduce the number of units required by 1. Therefore, Gunship type frigates will only require 2 vessels to contribute 1 bombardment point.

As with Ballistic units, being out of supply has a greater impact on Gunship units. Gunships lose twice the AS of normal units per out of supply level (see 3.6.1.4 Effects of Being Out of Supply).

Hospital

Hospital ships provide emergency medical assistance to planets and systems that have been struck by disaster. Whether it be a plague or orbital bombardment, Hospital ships can provide immediate relief for the survivors. Along with medical equipment and personnel, Hospital ships almost always contain forward observers that monitor humanitarian conditions at endangered colonies.

If a Hospital ship moves into a system that has a Morale of 0, it can use its supplies to temporarily increase the Morale to 1 for a single turn. After that turn the hospital ship is

considered 'used,' much in the same way a military supply ship is considered "used" after resupplying friendly units. Any given system will only benefit from the effects of Hospital ships for a limited amount of time, equal to the system's Census, after which their effects are ignored.

In addition to its normal Morale benefits, Hospital ships are also effective at countering local disease outbreaks. If such an outbreak occurs in your campaign, each Hospital ship kept in supply at the location will generate an amount of tech investment per turn equal to the system Census towards developing a cure for the disease.

Identify Friend-or-Foe Enhancement (Mines Only)

Mines equipped with the Identify Friend-or-Foe (IFF) enhancement are capable of differentiating between known friendly and hostile targets. This makes mine warfare more conducive to the defender, and as a result all IFF-equipped mines are considered to have a mine value twice that of normal for purposes of increasing the formation bonuses of units in their squadron.

Jammer

Units with the *Jammer* special ability are able to negate the scout functions generated by enemy Scouts. For each point of Jammer rating a unit posses, they can reduce an enemy Scout's number of available scout functions by one (1).

Mine Controller

Certain ships and bases are equipped with *Mine Controllers*, special units that allow the vessel to directly control mines in Defensive scenarios. Each Mine Controller allows the ship to command a number of additional mines equal to half its command rating above and beyond the normal one-third fixed defense limit imposed by 3.6.3.7 Task Force Creation. The number of Mine Controllers a unit has available is listed in parentheses after the Mine Controller designation in the unit's Special Notes.

Mobile units equipped with Mine Controllers are commonly referred to as minelayers. Minelayers gain a special bonus in that they may transport and deploy mines remotely from a fixed defense point. Each Minelayer can transport and deploy as many mines as it has Mine Controller capacity to control. Using this ability, Minelayers can transport mines to the front lines and deploy them in contested systems, providing ad hoc fixed defenses until the system can be fully secured. Also, since Minelayers are by their very nature equipped with Mine Controllers, they gain the special ability of being able to bring mines into any non-Defensive scenario, a situation that would otherwise be impossible.

Example: The Chouka Covenant Minelayer, the largest minelayer operated by the Chouka Theocracy, has a Command Rating of 6 and a Mine Controller rating of 4. Each Mine Controller allows the Covenant to control or transport 3 mines and the Covenant has 4 such Controllers, which means each Covenant can control/transport a total of 14 mines independent of any other sources.

Minesweeper

Minesweepers are particularly effective at sweeping enemy minefields. These ships use specialty weaponry or electronics packages to detect, target, and destroy enemy mines. Each Minesweeper provides a number of free directed damage points equal to its minesweeper rating (displayed in parenthetical form after the minesweeper designation) each combat turn that can be used to target and destroy enemy mines.

Mobile Construction

Mobile Construction units are, as their name would indicate, mobile construction facilities that can be used to build or repair craft at locations without existing shipyard infrastructure. By themselves mobile shipyards are not very useful, but when kept in supply they can be an incredibly valuable asset.

Each Mobile Construction unit has a construction capacity equal to its defense value (DV). This represents the maximum number of economic points that can be spent at the unit each campaign turn. Mobile Construction units are also limited in the size of vessels they can build or repair. This maximum size is equal to the Mobile Construction unit's DV. Mobile Construction units have only a single dock space in which to build/repair units and cannot perform any construction or repairs on turns in which they are ordered to perform movement of any kind.

Mobile Construction units can use the construction capacity of any player or ally owned planet at which it is currently located, but more often than not these mobile shipyards will be operating in the field away from such construction sources. In these cases, each unused military supply ship accompanying the mobile shipyard will allow the shipyard to perform two (2) economic points of construction per point of Supply rating. These points must be paid out of the point pool, and freighters are considered 'used' after they have aided a Mobile Construction unit with its construction duties.

Mobile Construction units are rarely armed and typically cost nearly the same amount as a normal shipyard. They may only traverse one jump lane per turn regardless of its quality and cannot travel across restricted lanes at all.

Reconnaissance Units

Reconnaissance Units, typically called simply *Recon Units*, are long-range advance scouts dispatched ahead of a fleet to check for possible opposition and, should they run into any opposition, determine the size and configuration of the opposing force.

Recon Units have an indirect effect on combat scenarios. Any task force that contains even a single Recon Unit, whether it be a ship or fighter, gain +1 available Scout Functions for purposes of including/excluding units from the scenario (3.6.3.7.2 Scout Use in Task Force Setup), influencing surprise rolls (3.6.3.8 Surprise), or modifying scenario length (3.6.3.9 Scenario Length). Intel spent via the Recon Unit(s) comes from the Military Intel Pool. Recon

Unit effects are non-cumulative, so placing multiple Recon Units in a single task force does offer any benefits beyond redundancy.

Trade

Trade units are commercial vessels whose sole purpose among the stars is to generate revenue. Luxury liners are the most common example of trade vessels. They do not provide any Supply benefit, as is traditional for cargo craft, but instead have a direct effect on commerce income. When Trade units are assigned to Trade Fleets they add their Trade rating to the income of the systems along the Fleet's trade route. This adjusted total is then used to determine the amount of income the trade route earned.

Example: A Volnoumesta Luxury Liner is assigned as an Escort to a Trade Fleet whose trade route passes through three systems. These systems have a total output of 58. The Volnoumesta has a Trade rating of 3. The luxury liner's Trade rating is added to the system's total output (58), producing an adjusted total of 61. The adjusted value is then multiplied by 10% to determine the route's income total, which is now 6 economic points per turn. The addition of this Trade unit to the trade route has managed to put the route 'over the top,' increasing its per turn income!

Shields

Some units are protected by energy shielding, a defensive technology which can make a unit harder to hit or damage. These defenses can take many different forms and are referred to generally as *Shields*.

Non-crippled units equipped with Shields have their defense value (DV) increased by their Shield Rating, listed in parentheses after the Shields notation. Once a shielded unit is crippled, it loses its Shield bonus. This temporary DV increase only affects the unit during combat and provides no benefits otherwise.

Example 1: A Kree Shielded Transport has DV 4 and Shields (1). Until the ship is crippled, the effective DV of the unit is 5. This means it will take 5 points of damage to cripple the unit instead of the 4 damage normally required.

Fighters, shuttles, and other flight units can be equipped with Shields, but the task of powering shielding, weapon, and propulsion systems simultaneously puts a major strain on the small crafts' power plants. Players make the decision during the Assignments Phase whether or not to power a flight's Shields. When activated, Shields increase the DV of the flight by the listed Shield Rating, but also lower the combat factors of the flight by one level. Any non-asterisked anti-ship (AS) or anti-fighter (AF) values become asterisked, and any asterisked value is reduced to the next lowest, non-asterisked integer. If the AS or AF value is already '0', then it is instead reduced to '0*', meaning it is incapable of scoring damage against that type of target.

Because flights do not cripple, Shields (if active) will remain effective until the flight unit is destroyed.

Example 2: A Novon Nostira Wave Fighter, a light fighter, has DV 2, AS 0, AF 4, and Shields (1). If the players opts to power on the Nostira's Shields, the DV will increase by 1 (DV 1 + Shield Rating 1), AS will reduced to 0*, and AF will reduce to 3.*

Stealth

Stealth technologies include a full range of profile, heat, and signature masking technologies designed to keep a ship hidden. Stealth technology is not as advanced as full-blown cloaking devices, but it still confers a significant strategic advantage even if its tactical applications are not as great. Stealth units gain a +1 defense value (DV) bonus as a result of these stealth capabilities. This bonus is factored into the units' base statistics.

Stealth units are rated as to their stealth capabilities. The Stealth level of the ship is

indicated in parenthesis. Each level of Stealth does not add additional DV benefits, but it does make the ship harder to detect, which will have an impact on stealth movement and operations (see 4.20 Stealth & Concealed Movement). Ships with high Stealth level ratings can move through systems without being seen, and their very presence in the system will be enough to gather valuable information about the presence of any enemy installations or fleets also residing in the system.

Suicide Unit

Some empires utilize *Suicide Units*, kamikaze craft specifically designed for ramming and destroying the enemy. These ships do not use any ramming rules, but instead fight like normal combat units. Once the Suicide Unit has participated in even a single combat round, it is destroyed. Because of the “one use” nature of Suicide Units, these ships and flights are typically equipped with special explosive charges that score far more damage than a normal ship of its size would be capable of dealing in a single attack.

In the case of suicide fighter or shuttle flights, the number of suicide flights that can be deployed from a single squadron is equal to the command rating of the squadron flagship.

Supply

The *Supply* ability indicates that a unit is a Military Supply Ship (see 3.6.1.3 Military Supply Ships) or can otherwise perform the duties of a Military Supply Ship. This includes 3.5.4 Moving Ground Units, maintaining 3.6.1.1 Basic Supply Routes over restricted jump lanes, and performing 3.7.14 Field Repair.

Most bases in the Escalation Wars universe are given a Supply Rating and can perform the duties of a Military Supply Ship. This makes bases in this setting far more important as defensive centers.

Units with the Supply ability should not be confused with 3.6.1.2 Supply Depots.

Supply Depot (Bases Only)

In addition to normal planetary supply depots, some orbital bases are considered to be *Supply Depots*. Any base noted as a Supply Depot in its Special Notes column provides all the benefits of a CG 3.6.1.2 Supply Depot.

5.1.5 Creating Ground Units

Ground unit creation is far easier than space unit creation, largely because a faction will only have a handful of ground units in their source materials whereas they could have dozens of space unit designs.

Refer to Exhibit C for ground unit templates that you can base your own ground units off of.

5.1.5.1 Ground Unit Types

The types of ground units available in your source materials will depend on your background. You can go into a great deal of detail, or you can keep things very abstract. If ground combat is not a major focus of your campaign, you will likely be safe limiting each faction to three or four ground unit types, possibly including Militia (Census), Regulars, and Marines.

The Militia is a special type of ground unit that is generated when there are no other defenders for your world. Militias are formed from the population of your planets, so will (typically) be the weakest ground unit in the faction's arsenal.

It is possible for your source to call for a power to have no ground units available at all, not even Militia. This is perfectly okay, though it means the faction will have troubles protecting their worlds should enemies begin invading.

Although it has no affect on play, some designers may wish to categorize their ground units into different types, such as Infantry, Armor, Artillery, VTOLs, etc. How these designations affect your ground units is up to the designer. This is another aspect of source material creation where you may wish to be creative and create new abilities for each of the types.

5.1.5.2 Construction and Maintenance Costs

As with space units, the construction and maintenance costs of ground units are arbitrary and will vary from source to source. Costs should be kept low however, so that the economic burden of maintaining a troop presence in controlled systems does not overwhelm the player.

5.1.5.3 In-Service Date (ISD)

Each unit in your source materials should be assigned an in-service date, unless an alternative set of research rules are being used in which in-service dates are a non-issue. The in-service date of a unit tells the player which Tech Year they must achieve before they can begin purchasing units of the type.

5.1.5.4 Attack Value

A ground unit's Attack value is a major deciding factor in whether or not the ground unit can break through the opponent's own Defense value and reduce their Attrition. Attack values tend to range between 0 and 4, though any reasonable value can be assigned. Just be sure that your ground units do not end up with too high of Attack values, as then the enemy will have no chance of defending against their attack.

5.1.5.5 Defense Value

The Defense value is the ground unit statistic which must be overcome before a unit begins taking damage. As with the Attack value, most ground units have Defense values between 0 and 4. Also like Attack, designers should take care to not set a unit's Defense value at such a level so as to make them invulnerable to enemy attacks.

5.1.5.6 D Factor

A ground unit's D Factor is a die roll which is added to their Attack value when attacking other ground units. If you wish to give a ground

unit a higher over attack, you should consider increasing their D Factor before their Attack. The variable nature of the D Factor allows you to create units that could be capable of great feats of prowess in battle, but could also fall flat on its face instead and do little to no damage to the enemy.

5.1.5.7 Attrition

Attrition is the ground unit's ability to take damage. The way that ground combat works, all in supply ground units restore their full Attrition value by the end of each campaign turn. For this reason, Attrition is a volatile statistic. The higher you set your ground units' Attrition, the greater the chance that enemy ground units will be unable to kill them. This can lead to drawn out ground battles and may cause players to utilize orbital bombardment in preference to planetary assaults. An Attrition value of 1 to 4 is common.

5.1.5.1 Ground Unit Special Abilities

Unlike space units, there are very few ground unit special abilities. Of these, only the Marine special ability is outlined in the core campaign rules.

Marine

Marine ground units have many special properties. Firstly, they are the only ground unit type that can invade from Transport Fleets without the assistance of Assault ships. If the Marines invade from Assault ships, they ignore the normal invasion Attack penalty (see 3.6.3.5 Invasions). Secondly, Marines take up half the normal space as normal ground units (see 3.5.4 Moving Ground Units). Two Marine ground units can fit in the place of one normal ground unit.

Peacekeeper

Peacekeeper ground units excel at keeping local populations in check. As a result, each Peacekeeper ground unit count as two units for purposes of 3.8.3 Using Troops to Control a Population.



5.1.6 Compile Force Lists

With all of your space and ground units designed, you should now take the time to compile them in final form to include with your source materials. The most common way to arrange the force lists is by faction, with each major type of unit placed in a separate subsection. Examples of one style of force lists can be found in the sample source materials in the back of this book.

5.1.7 Develop Scenarios

After you have largely fleshed out your source material's background and factions, it is time to begin putting together specific campaign scenarios that players and CMs can use to begin new campaigns in your setting. Guidelines for creating new scenarios are included in 2.4.3 Creating Your Own Scenario.

All of the scenarios you create based on the background in your source materials should be listed together in the same section. For ideas of how to display your scenario information, refer to the 5.2 Sample Source Materials and the files in the appendices.

5.1.8 Final Assembly

Taking all of the source material notes produced so far, create a single document listing the modifications and special rules that apply to

your particular setting. This document can be anywhere from one page to a dozen page or more in length, depending on the amount of alterations to the basic rules that your setting required. If your campaign changes many of the default costs found in the VBAM Campaign Guide, then it might be advisable to produce a chart to add to your source materials showing all of the updated cost and maintenance values.

Once the main source material document is compiled, you can add your space and ground units to the document, either by directly adding them to an appendix or by placing the individual files together in a PDF or single compressed file (such as a zip file).

5.2 Sample Source Materials

5.2.1 Sample Game Races

The following scenarios provide an immediate setup for a VBAM campaign without the need for additional source material. Each will provide map and system setup, player setup, starting date (for determining which ships are available and tech advances), victory conditions, and any special notes or modifiers for that scenario. Following the scenarios is a list of six races with a full ship and ground unit roster for