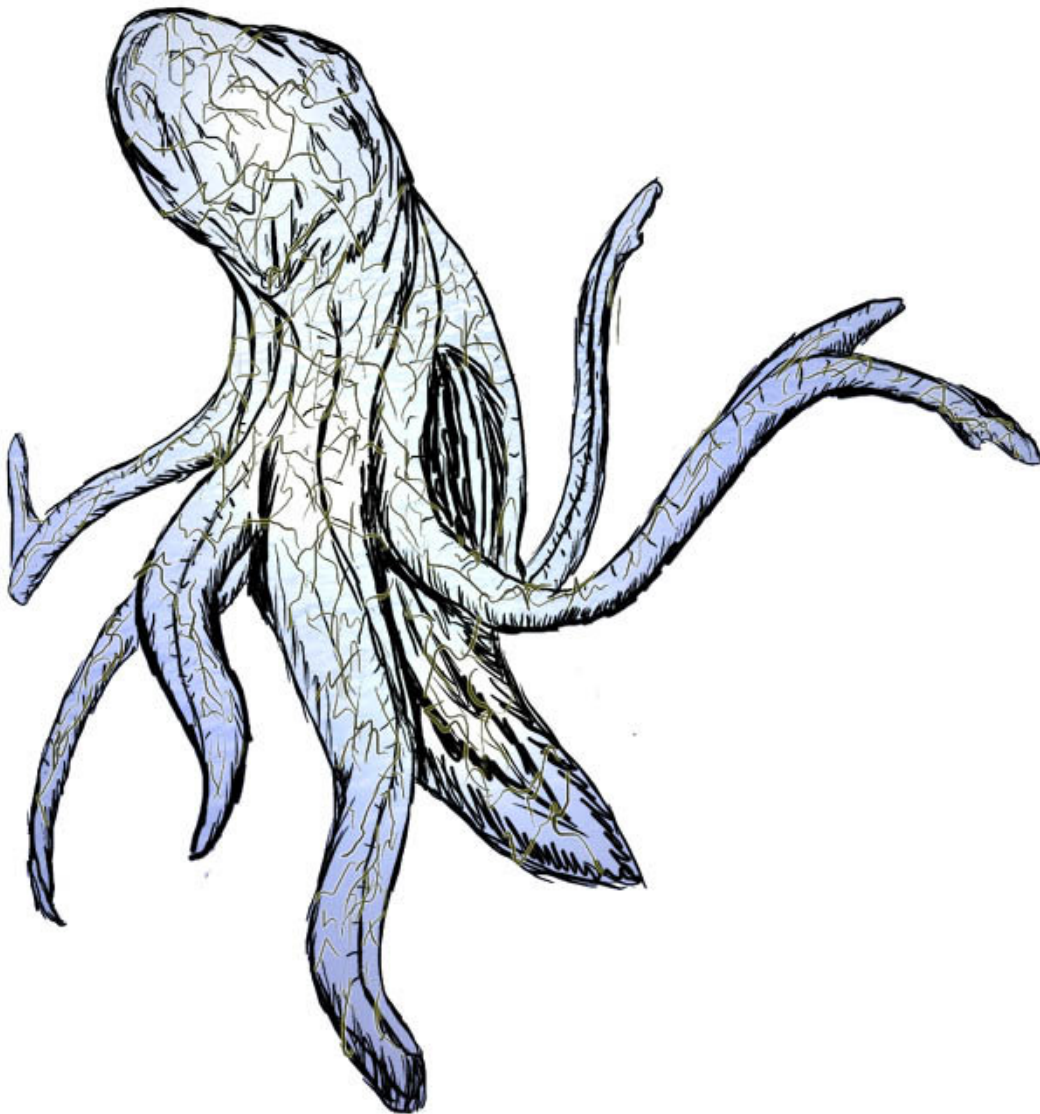


The Victory Track

Issue #4: New Fleet Officers

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Welcome to the fourth issue of the Victory Track! Here we walk through the games produced by VBAM Games, Inc.



Dan Waugh, notorious playtester and long time VBAM player, has assembled a new group of fleet officer skills for this edition of the Victory Track. These serve as alternatives and a creative new approach to many officer classes in VBAM Campaigns. Some of the listed skills apply only to tactical systems, and are marked accordingly. We welcome your feedback!

Fleet

Level 1

ADVENTURER Ω

This officer has a knack for astrogation and star mapping and is most at home on the frontier.

- The officer's unit receives a +1 Scout Function bonus for purposes of Exploration only.

BOARDING SPECIALIST: SHIP

This officer excels at training his ship board marines and coordinating breaching pods launched from his own ship. This increases their chances of getting on board enemy ships and capturing them.

- The officer's unit receives a +1 bonus to its Direct Assault rating. If the unit does not have the Direct Assault ability, it receives the Direct Assault (1) ability.

BOMBARDMENT SPECIALIST: SHIP

This officer is adept at identifying ground targets and destroying them.

- The officer's unit receives double the bombardment points his ship would normally generate. Only those units normally capable of generating bombardment points will benefit from this officer's ability.

CONCEALMENT SPECIALIST: SHIP

This officer runs his ship under tight emission control.

- The officer provides a -5% detection bonus.

CUSTOMS SPECIALIST

This officer has a knack for finding smugglers and identifying ships and electronic traffic that is suspicious.

- The raiding chance in the officer's system is reduced by 5%.

DAMAGE CONTROL SPECIALIST: SHIP

Exclusions: Poor Damage Control

This officer excels in managing damage control operations, and her engineering staff benefit from their commander's extra support.

- In each combat scenario, the first point of damage scored against the officer's unit is ignored.

EFFECTIVE FLEET COMMANDER

Exclusions: Ineffective Fleet Commander

This officer has a natural command presence that he uses to increase the efficiency of forces under his command.

- The officer's unit receives a +1 Command Rating bonus.

ANTI-FIGHTER SPECIALIST: SHIP

The officer's gunnery crews are adept at engaging and eliminating enemy small craft, including enemy fighter flights.

- The officer's unit receives a +1 Anti-Fighter bonus.

ANTI-SHIP SPECIALIST: SHIP

Comprehensive gunnery and targeting experience has provided this officer's ship with an edge in capital ship combat.

- The officer's unit receives a +1 Anti-Ship bonus.

FORMATION SPECIALIST: SHIP

Exclusions: Uncoordinated Commander

This officer has proven that she excels at maintaining fleet cohesion when operating in a fleet combat environment.

The officer's ship gains a +1 formation bonus.

DEFENSE SPECIALIST: SHIP

This officer has drilled his crew in advanced evasive maneuvers that will improve their chances of survival in combat.

- The officer's unit receives a +1 Defense Value bonus.

Helm specialist(Tactical System Only)

This officer excels at last second heading changes that allow him to put the maximum number of weapons on his opponent.
This officer's ship may change 1 hex facing after all movement is complete.
VBAM: +1 AS

Hyperdrive Specialist(Starmada Only)

This officer is proficient at getting his ships hyperdrive ready to jump.
The officer's ship begins hyperdrive checks at 2 rather than 0.

POLITICAL FAVORITE

This officer has carried the favor of those in power and receives favored treatment as a result.

- The officer's Rank is 1 higher than normal for purpose of determining officer assignments, and this officer automatically wins all tie breakers.

RELIABLE COMMANDER

Exclusions: Ineffective Cmdr, Unreliable Cmdr. While other officer's dream of a flag position, this officer is content with providing reliable support to his squadron commander.

- The officer's unit receives a -1 Command Cost bonus. A unit's Command Cost cannot be reduced below 1 by this ability.

SECURITY SPECIALIST

Exclusions: Lax Security

This officer is well-trained in defending against enemy boarding operations.

- The officer's unit receives a +2 Formation Bonus for purposes of Direct Assault boarding attempts *only*.

SENSOR SPECIALIST: SHIP

This officer quickly picks up on enemy emissions, finding enemy ships where others just here background clutter.

- The officer provides a +5% detection bonus

SURVEY SPECIALIST

This officer is adept at assembling a competent team of planetary scientists with which to conduct planetary survey operations.

- The officer's unit receives a +1 Scout Function bonus for purposes of Star System Surveys only.



Level 2

LOGISTICIAN: SHIP

This officer is a master of both finding needed supplies for their ship and making what he has last.

- The officer's unit receives a +1 Logistics Rating bonus.

FTL SPECIALIST

Prerequisites: Hyperdrive Specialist

This officer can find ways to keep a hyperdrive running that even the designing scientists can't understand.

- The officer's unit cannot lose its FTL Drive as a result of damage it sustains.

ASTROGATION SPECIALIST

Prerequisites: Adventurer, FTL Specialist

This officer's understanding of hyperspace dangers is exceptional.

- The officer's scouting force cannot be lost as the result of an exploration effect.

CLOAKING SPECIALIST

Prereq: Sensor Specialist: Ship –or– Concealment Specialist

- When assigned to a Cloak unit, the officer's unit receives a +1 cloak rating bonus.

ELECTRONIC WARFARE SPECIALIST

Prerequisites: Sensor Specialist: Ship

- When assigned to a Scout unit, that unit receives a +1 scout function bonus.

STEALTH SPECIALIST

Prereq: Sensor Specialist: Ship –or– Concealment Specialist

- When assigned to a Stealth unit, the officer's unit receives a +1 stealth rating bonus.

ESCAPE POD

- This officer receives a +50% bonus to CC 10.1.7.1 Surviving Space Combat.

Defensive Coordinator

This officer is adept at coordinating his ships weapons to intercept enemy fire targeting another ship.

- The officer's ship receives the Guardian(1) ability.

SKILLED COMMANDER

This officer not only learns from every battle but has a knack for passing on what he learns to other officers.

- Whenever this officer participates in combat, his empire earns a bonus amount of experience equal to 10% of the normal XP total (round up). Only one officer may use this ability per engagement.

SECURITY SPECIALIST

This officer has instituted strict security protocols that greatly reduce the chance of sabotage on his ship.

+1 difficulty level vs the officers unit.

BASING SPECIALIST: SHIP

The officer's flight deck is the epitome of efficiency, so much so that the carrier can base and maintain an additional flight of fighters.

- The officer's unit receives a +1 Basing Capacity bonus. This bonus only applies to units that already have a Basing Capacity of 4 or more. In no event can a ship basing increase by more than 25%, rounding down.

RAMMING SPECIALIST

Prerequisites: Reckless or Brash

- The officer's unit is considered to have a Defense Value 50% greater than normal for purposes of calculating ramming damage (whether attacking or being attacked).

INSTRUCTOR

This officer is a master at passing on what he knows. Unfortunately he does this best when teaching at a ground facility.

- When assigned to a colony, this officer produces 1 XP per campaign turn per level of this ability. This XP is placed into the experience pool associated with the officer's current active class.
- If assigned to a colony with a compatible planetary institute (e.g., Military Institute for Fleet, Flight or Ground Officers; Civil Institute for Administrators, Scientists and Diplomats) for an entire campaign year, the instructor will add one additional d6 of experience to the institute's normal output.

Level 3

Anti-ship specialist: SQUADRON

Prerequisites: *Anti-Ship Specialist: Ship*

This officer has trained his squadron in weapon use to the point that all of them have increased their chances to hit enemy ships.

+1 AS to every ship in the officers squadron.

Anti-Fighter specialist: SQUADRON

Prerequisites: *Anti-Fighter Specialist: Ship*

This officer has trained his squadron in anti-fighter fire to the point that all of them have increased their chances to hit enemy fighters.

+1 AF to every ship in the officer's squadron.

Defense Specialist: SQUADRON

Prerequisites: *Defense Specialist: Ship*

This officer has trained his squadrons intercept crews and shield specialists to the point that all the ships in his squadron can take more potential hits than other ships.

+1 DV to every ship in the officers squadron.

Sacrificial resolve

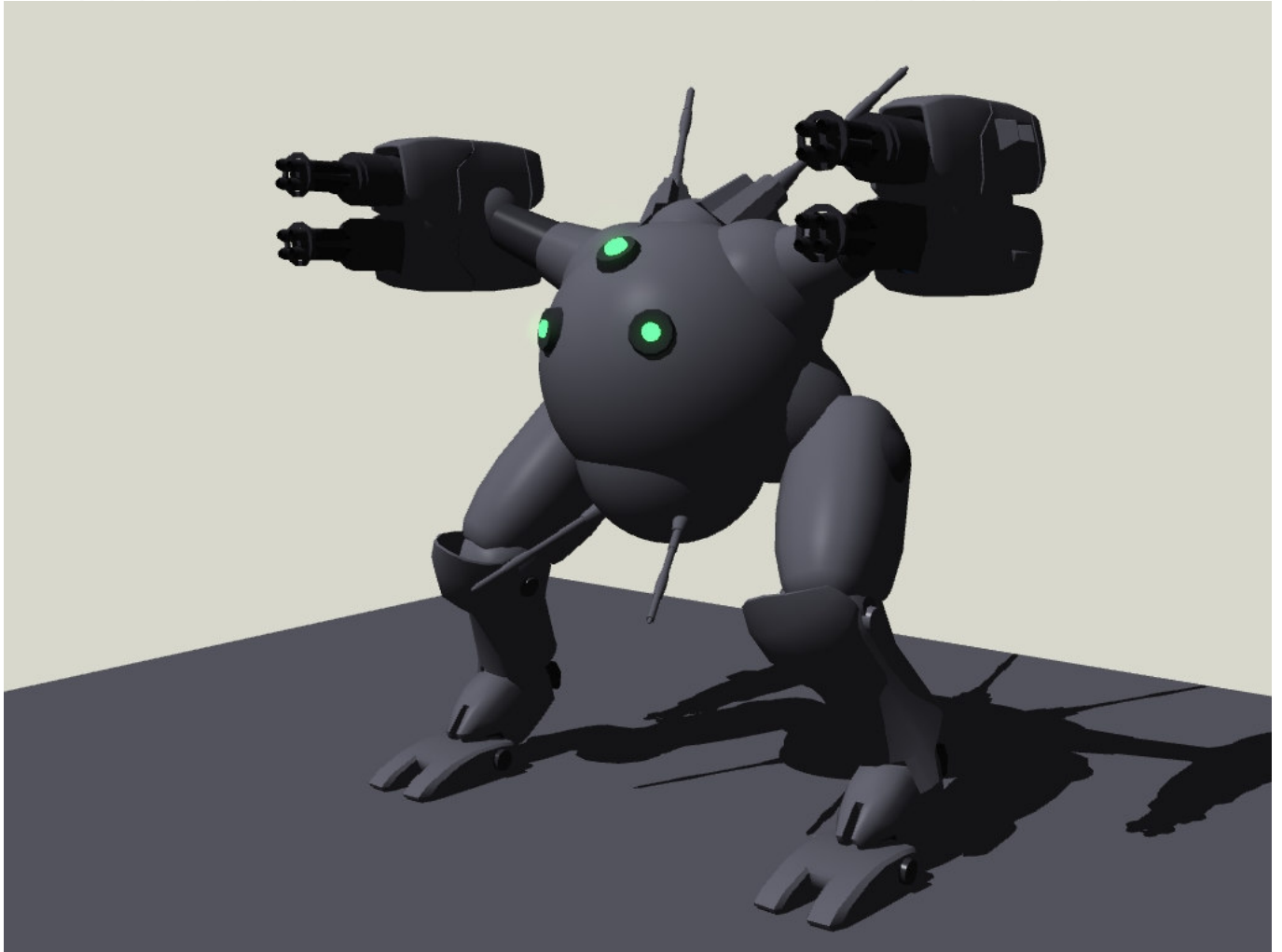
This officer has the ability to make unexpected course alterations that put him in point blank range of enemy ships where his ships can do the most damage.

+25% AS/AF to the officer's squadron 1 time during the engagement. All formation bonuses are lost when this happens.

Bombardment Specialist: squadron

Prerequisites: *Bombardment Specialist: Ship*

Doubles the bombardment points generated by the officers squadron



REPAIR SPECIALIST

Prerequisites: *Damage Control Specialist*

- When assigned to a unit with the Field Repair or Supply traits, the officer's unit receives a +1 function bonus for purposes of performing Field Repair operations only.

SECURITY SPECIALIST: SQUADRON

Prerequisites: *Security Specialist*

This officer has demonstrated great organization skill in organizing security staff on the battle squadron level, and has established a coordinated anti-boarding strategy.

- The officer's squadron receives a +2 Formation Bonus for purposes of Direct Assault boarding attempts *only*.

FORMATION SPECIALIST: SQUADRON

Prerequisites: *Formation Specialist: Ship*

This officer has proven that she excels at maintaining fleet cohesion when operating in a fleet combat environment. She has been able to pass this ability along to her squadron.

- The officer provides his squadron with a +1 Formation Bonus.

FLEET MANEUVER SPECIALIST

When in command of a task force this officer can coordinate his fleet to increase or decrease the time they spend engaging an enemy force.

- If in **command of a task force**, the officer may increase or decrease the scenario length by 1 round.

FLEET STRIKE SPECIALIST

This officer is a master of coordinating fire to hit ships the enemy wishes to protect.

- The officer can lower the formation bonus level of one enemy unit by 1.

HYPERSPACE NAVIGATOR

Prerequisites: *FTL Specialist, Sensor Specialist: Ship*

The officer's unit can cross restricted jump lanes in a single turn, or can cross one additional major lane during the turn's movement.

DAMAGE CONTROL SPECIALIST: SQUADRON

Prerequisites: *Damage Control Specialist: Ship*

This officer's management of fleet damage control operations has expanded to the squadron level, and she is now responsible for providing training and material support to multiple repair crews.

- In each combat scenario, all ships in the officer's squadron ignore the first point of damage scored against them.

LOGISTICS SPECIALIST: SQUADRON

Prerequisites: *Logistic Specialist: Ship*

This officer's management of fleet supply operations has expanded to the squadron level, and she is now responsible for providing training and material support to multiple supply crews.

- The officer's squadron receives a +1 Logistics Rating bonus.

SENSOR SPECIALIST: SQUADRON

Prerequisites: *Sensor Specialist: Ship, Electronic warfare specialist*

- Detection bonuses provided by the officer's squadron are doubled.



Level 4

BASING SPECIALIST: SQUADRON

Prerequisites: *Basing Specialist: Ship*

The officer's flight deck is the epitome of efficiency, so much so that the carrier can base and maintain an additional flight of fighters. He can also implement the same efficiency in ships in his squadron.

Every ship in the officer's squadron receives +1 basing if it can base at least 4 flights. In no event can a ship basing increase by more than 25%, rounding down.

RELIABLE COMMANDER: SQUADRON

Prerequisites: *Reliable Commander*

In support of her flag officer, this officer has become skilled in organizing squadron level command and control procedures.

• All units in the officer's squadron receives a -1 Command Cost bonus. A unit's Command Cost cannot be reduced below 1 by this ability.

LOGISTIC: RANGE

Prerequisites: *Logistic Specialist: Ship and Logistic Specialist: squadron.*

This officer's ability to conserve supplies and position and time resupply runs allows him to operate at greater range from supply points than other officers.

+1 to the range for determining when the officer's squadron is OOS.

MASTER STRATEGIST

Prerequisites: *Fleet Maneuver Specialist*

This officer is a master of engaging the enemy when key ships are out of place and will take time to get into effective range.

When in command of a task force this officer may exclude a ship for 3 rounds or prevent a ship from being excluded.

MASTER TACTICIAN

Prerequisites: *Effective Cmdr || Coordination Specialist*

Exclusions: *Poor Tactician*

This officer has demonstrated superior fleet tactical planning abilities. He has the uncanny ability to anticipate and counter enemy fleet maneuvers before they occur.

• When commanding a task force, this officer's task force receives a +1 Surprise bonus.

UNPREDICTABLE

This officer will make sudden changes in his task forces position for reasons known only to him. This makes it very hard to surprise him.

• When this officer is in command of a task force, the opposing fleet receives a -1 Surprise penalty.

ELECTRONIC WARFARE: SQUADRON

Prerequisites: *Electronic Warfare Specialist*

• All Scout units in the officer's squadron (other than the officer's own) receives a +1 scout function bonus.

CONCEALMENT SPECIALIST: SQUADRON

Prerequisites: *Concealment Specialist: Ship*

• The officer's squadron does not count towards detection chances.

Level 5

ANTI-FIGHTER SPECIALIST: TASK FORCE

Prerequisites: *Anti-Fighter Specialist: Ship, Anti-Fighter Specialist: squadron*

+1 AF to every ship in the officer's task force.

ANTI-SHIP SPECIALIST: TASK FORCE

Prerequisites: *Anti-ship Specialist: Ship, Anti-ship Specialist: squadron*

+1 AS to every ship in the officers task force.

MASTER LOGISTICSS: SQUADRON, BUT +2 Turns

Prerequisites: *Fleet Logistics Specialist, Fleet Logistics Specialist: squadron.*

Every ship in the officer's squadron ignores the first two OOS level.

FORMATIONS: TASK FORCE

Prerequisites: *Formations: Ship, Formations: squadron.*

Every ship in the officer's task force receives +1 formation bonus.

DAMAGE CONTROL SPECIALIST: TASK FORCE

Prerequisites: *Damage Control Specialist: Squadron*

This officer has been put in charge of task force damage control training and has made her teams available to assist in carrying out damage control operations in the fleet.

• In each combat scenario, all ships in the officer's task force ignore the first point of damage scored against it.

FLEET REPAIR COORDINATOR

Prerequisites: *Repair Specialist*

- All repairs conducted at the officer's location have their costs reduced by 1 EP (minimum cost 1 EP).

Level 6

BOMBARDMENT: TASK FORCE

Prerequisites: *Bombardment: ship, Bombardment: squadron.*

Double bombardment points per ship in the officer's task force.

DEFENSE SPECIALIST: TASK FORCE

Prerequisites: *Defense Specialist: ship, Defense specialist: squadron*

+1 DV to every ship in the officers task force.

EFFECTIVE COMMANDER: TASK FORCE

Prerequisites: *Effective Commander, Effective Commander: squadron*

Having achieved a flag rank, this officer has proven that his command presence is not limited to a single squadron. The officer is adept at inspiring ship captains under his command.

- When commanding a task force every command ship in the officer's task force receives a +1 Command Rating bonus.

LOGISTICS SPECIALIST: TASK FORCE

Prerequisites: *Logistic Specialist: Squadron*

- All units in the officer's task force receive a +1 Logistics Rating bonus.

SECURITY SPECIALIST: TASK FORCE

Prerequisites: *Security Specialist: Squadron*

Summary: The fleet has recognized this officer's ability to integrate disparate security forces on the task force level into a single, cohesive response force against enemy boarding attempts.

- All units in the officer's task force receive a +2 Formation Bonus for purposes of Direct Assault boarding attempts *only*.

SENSOR SPECIALIST: TASK FORCE

Summary: It is not enough to engage your enemy, this expert knows where and how to find them.

- When commanding a task force, detection bonuses provided by the officer's task force are doubled.

CONCEALMENT SPECIALIST: TASK FORCE

Summary: Battle is about knowing when to engage, and when not to engage.

- When commanding a task force, the officer's task force detection chances are reduced by 50%.

Level 7

BASING SPECIALIST: TASK FORCE

Prerequisites: *Basing Specialist: ship, Basing Specialist: squadron*

When commanding a task force every ship in the officer's task force receives +1 basing if it can base at least 4 flights. In no event can a ships basing increase by more than 25%, rounding down.

RELIABLE COMMANDER: TASK FORCE

Prerequisites: *Reliable Commander: Squadron*

Summary: This officer is by far the Admiralty's most reliable fleet commander. He is called upon to lead task forces where coordination is a necessity.

- When commanding a task force all units in the officer's task force receive a -1 Command Cost bonus. CC may not be reduced below 1.

ELECTRONIC WARFARE SPECIALIST: TASK FORCE

Prerequisites: *Electronic Warfare Specialist: Squadron*

- All Scouts unit in the officer's task force receive a +1 scout function bonus.

HERO'S PRESENCE

Prerequisites: none other than reaching rank 7.

This officer's very presence inspires his squadron to perform at maximum efficiency. To do anything less is to disgrace themselves in the eyes of their peers when a living legend like this officer is in command.

When commanding a squadron all non flight units in the squadron receive a 25% increase in their combat factors.

Alternate Experience Cost System

- Version 1
 - 10 xp for any first ability.

- Version 2
 - 10 xp for level 1 and 2
 - 15 xp for level 3 and 4
 - 20 xp for level 5 and 6
 - 25 xp for level 7

- Version 3
 - 10 xp for level 1 (adding +5 xp for each level after)
 - 20 xp for level 3
 - 40 xp for level 7

Additional Notes

An officer must be in command of the squadron to use a squadron level ability and an officer must be in charge of the task force to use a task force level ability.