

VICTORY BY ANY MEANS CAMPAIGN GUIDE ERRATA

Errors in Version 1.2

In **1.5 Basic Terms**, the Ballistic CSCR special ability is listed in the list, but is not defined. The definitions for these abilities was moved into the 5.0 Source Materials section at the eleventh hour and the error was not discovered until the book had already went to press.

3.4.5.1.3 Insurgency and Counter-Insurgency Missions is mistakenly numbered 3.4.5.1.2, the same as Sabotage Missions

Changes from Version 1.0 to 1.2

Below is a list of changes and errata concerning the major differences between the original version of the VBAM Campaign Guide and the Revised Version (1.2) that was released in late February 2005. The revisions to the Campaign Guide were made to improve readability, correct spelling errors, integrate existing errata, and to flesh out rules that were previously vague or misleading. Included in this list is the Supply Errata, already available on the VBAM Games website.

The most important change made between the versions was aesthetic. We moved the guide from a one-column layout to a two-column layout, which enhanced readability. We also altered our font and graphic use to make the book slightly easier to read through. For example, rules headings are now very bold and in a different font.

One graphical element added to the book was the use of a special "CM's Note" icon in front of each CM's Note text block. This makes the location of these special notes more obvious to readers as they move through the text.

Changes to Section 1 (Introduction)

This section saw very few modifications. The one area that did receive changes was the 1.5 Basic Terms. Additional terms were added to the list and others saw rewrites. A copy of this section is included with the errata.

Changes to Section 2 (Before the Game)

Upon beginning the revision process, we realized that Section 2 was likely very confusing since it was still using original text from the days when a tactical game system was expected to be used with the game. This section was almost wholly reformatted (with the exception of the map generation rules).

Additionally, in order to help CMs and player setup their campaigns, several new sections of text were added to the end of this chapter that instruct the player on how to create and setup scenarios. This will hopefully make starting a campaign easier and take some of the guesswork out of the process.

As with the changes to Section 1, the changes to Section 2 are major enough to necessitate adding the entirety of the section to this erratum for the benefit of our print-customers.

Changes to Section 3 (Playing a VBAM Campaign)

Section 3 saw many changes, but most of them are fairly minor additions or clarifications to existing rules. Due to the disparate nature of the text in Section 3, changes to each sub-section are listed separately below.

New Entry: 3.0 Playing a VBAM Campaign

This new section was added to the Campaign Guide, taking over the Sequence of Play's rule number and displacing the Sequence a page ahead. The 3.0 Playing a VBAM Campaign section gives a rough overview of what happens in each step of the Sequence of Play. This was meant as an aid to players so that it is more obvious what events take place during each phase within a campaign turn.

3.3 Tech Phase

The 3.3 Tech Phase section was expanded to make how tech and tech investment work more clear to players and CMs alike. Before, the tech rules made too many base assumptions that made it difficult for new players to understand how tech really worked.

3.5 Movement Phase

During our revisions, we realized that the "towing" rules were still being mentioned several places in the rules despite having been never been formally defined (even during development). Rather than go through and remove all references to towing, we instead added the Towing rules to the 3.5 Movement Phase.

Additionally, we defined the role of Escorts for civilian fleets (Colony, Transport, and Trade Fleets). These rules were also added to the Movement Phase section.

3.6.2.2 Raiding

The existing Raiding rules were extremely rough and left a lot of details up to the imagination of the CM. This was troublesome because it did not go far enough towards explaining what the CM should be doing when resolving raider attacks. Combined with the new 3.5.7 Civilian Fleet Escort rules, the 3.6.2.2 Raiding rules change the dynamic of how raiding happens. The chance of a raid is determined in the same way as before, but now players will need to assign Escorts to their civilian fleets if they wish to protect them from raiders. One local squadron can come to the rescue of civilian fleets in distress, but they will rarely begin the scenario active and ready for combat.

In addition to fleshing out the Raiding rules, the revised rules also provide a list of generic raider units that can be used to quickly generate raider forces for use in scenarios.

3.6.3.15 Directed Damage (Flight-based Damage Rule Change)

The rules for flight-based damage were changed. Previously, all flights scored free directed damage on their targets. This proved to be prone to abuse, depending on source materials, so the rule was changed to limit the potential for abuse. Rather than scoring free directed damage, flights now simply ignore one formation bonus level when scoring damage. Against enemy units not in a formation bonus (a formation bonus level of zero, effectively), the flights will still be able to score "free" directed damage.

3.6.3.16 Base Damage Levels

The old base damage levels rules were an arcane remnant from a time long ago. After internal discussions, the CSCR Skirmish base damage level rules were adopted as the de facto base damage level rules. In essence, bases are now treated largely like ships for purposes of damage. They are crippled and destroyed like ships, but they also lose effectiveness as they take damage. Base damage levels now exist half way between undamaged and crippled, and between crippled and destroyed.

3.6.3.17 Mines

The mine rules were not substantially changed, but they were edited for readability and to clarify how mines are used in combat.

3.6.3.18 Towing Units

The rules for using towing units in combat was added.

3.6.3.19 Capturing Ships and Other Units

These rules were updated to reflect the existence of the Direct Assault CSCR ability.

Integrated CSCR Example

The integrated CSCR Example was recreated using a smaller number of units present in the scenario, and factions found in the sample source materials at the back of the book.

Changes to Section 4 (Optional Rules)

Several new optional rules were added to Section 4. Rules are now present for Upgrading Jump Lanes, Ballistics Packages, and Stealth and Concealed Movement.

Changes to Section 5 (Source Materials)

Section 5 received a substantial rewrite with the introduction of a source material creation guide which attempts to walk players through creating their own source material packages. The most important addition to this section is a set of sample unit lists that should give source material designers a better idea of the types of unit statistic variations are possible within the VBAM Campaign System.

Another change to this section was a transition of the system information for scenarios to the appendix. None of the values were changed, however.