

VICTORY
BY ANY
MEANS

CAMPAIGN GUIDE

A Full Featured
Space Strategy
Campaign System

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Introduction

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

Before the Game

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

Before the Game

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 to 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 filled 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.

Before the Game

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

Before the Game

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

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



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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

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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

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

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

(3.7) Construction Completion Phase

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

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

(3.8) Update Asset Phase

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

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

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

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

(3.9) End of Turn Phase

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

3.1 Income Phase

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

3.1.1 Income for the Turn is Calculated

The following formula is used to calculate income:

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

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

3.1.2 Calculating Total Domestic Product

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

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

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

3.1.3 Calculating Commerce Income

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

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

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

3.1.4 Calculating Maintenance Cost

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

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

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3.2 Turn Orders Phase

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

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

3.2.1 Investments

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

3.2.2 Diplomatic Actions and Intel Missions

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

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

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

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

3.2.3 Record Movement Orders

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

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

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

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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

3.4 Intel Phase

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

3.4.1 Intel Points

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

3.4.2 Diplomacy

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

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

3.4.3 Diplomatic Relations

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

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

3.4.3.1 Normal Relations

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

3.4.3.2 Diplomatic States

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

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

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

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

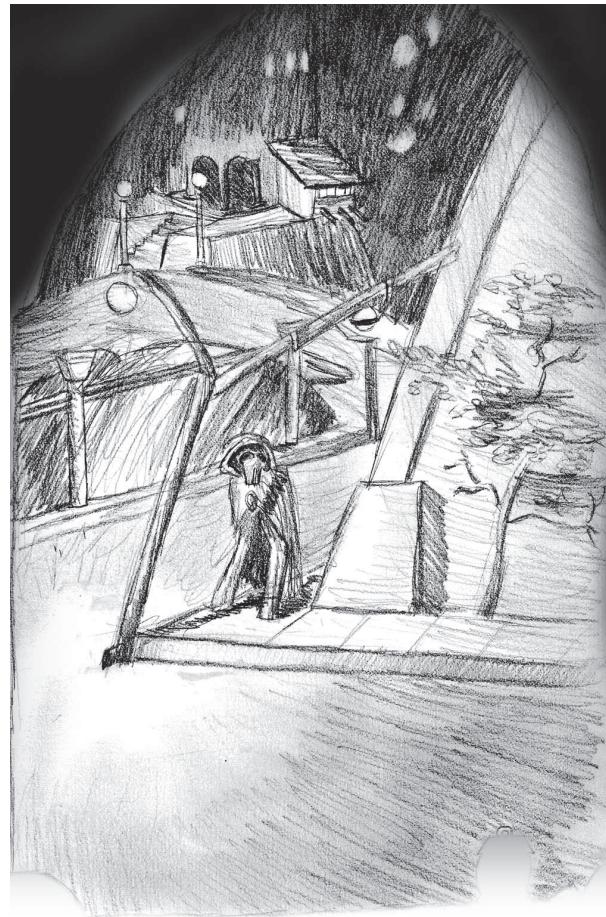
Starship (Difficulty Level: Varies): This mission is an attempt to destroy a ship or flight that is present in the system using Intel Points alone. It may be an agent that sabotaged the reactor, or an explosive stowed away in a shuttle. The difficulty is based on the ship itself. This also applies to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

- Flight Difficulty: 2
- Ship Difficulty: $2 + 1 \text{ per } 3 \text{ economic point cost (round up)}$

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

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

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



3.4.5.1.2 Insurgency and Counter-Insurgency Missions

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

3.4.6 Conducting an Intel Mission

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



3.6.3 Space Combat Phase

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

3.6.3.1 Scenario Resolution Order

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

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

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

3.6.3.2 Interception Scenarios

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

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

3.6.3.3 Breakout Scenarios

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

3.6.3.4 Deep Space Scenarios

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

3.6.3.5 Defensive Scenarios

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

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

3.6.3.6 Pursuit Scenarios

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

3.6.3.7 Task Force Creation

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

A squadron consists of a command ship

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

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

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

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

If there are no ships included in a Task Force

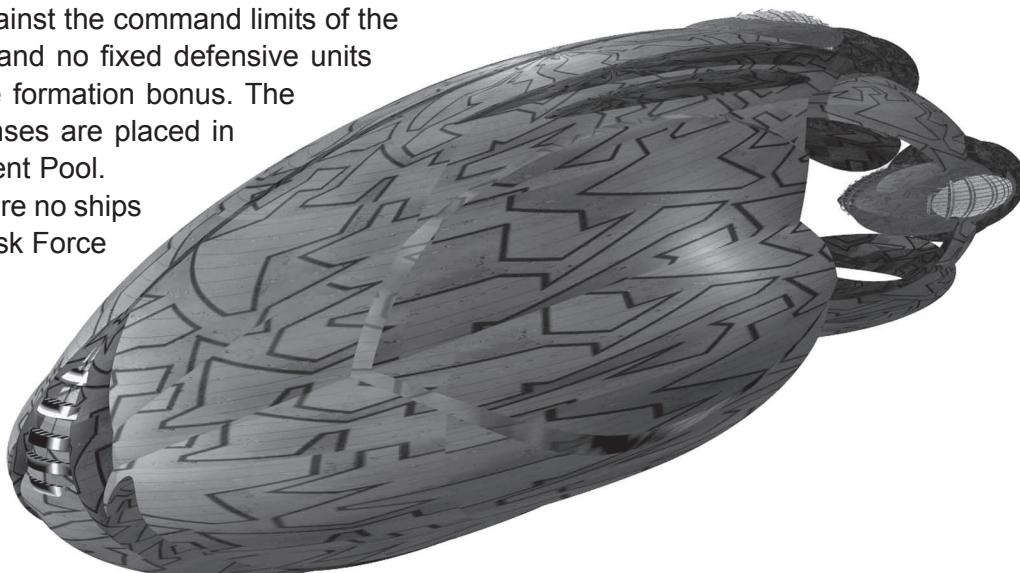
for one side, all defenses or planet-based flights included for that side’s Task Force are considered to be in one squadron. Any planet-based flights that cannot be hosted by included defenses are instead included using the system’s Utilized Productivity statistic as the command rating for that squadron,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

3.6.3.7.1 Reinforcements

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

3.6.3.7.2 Scout Use in Task Force Setup

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



3.6.4.2.1 Anti-Troop Bombardment

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

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

3.6.4.2.2 Anti-Infrastructure Bombardment

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

3.6.4.2.3 Anti-Population Bombardment

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

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

3.6.4.3 Weapons of Mass Destruction

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

Hit on a Census: One Census and Morale are lost

Hit on Productivity: One Productivity is lost

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

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

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

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until the Census is equal to the Carrying Capacity.

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



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

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

3.6.5 Troop Combat Phase

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

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

3.6.5.1 Ground Combat Procedure

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

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

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

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

3.6.5.2 Invasions

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

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

3.7 Construction Completion Phase

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

3.7.1 Construction Capacity & Dock Space

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

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

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

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

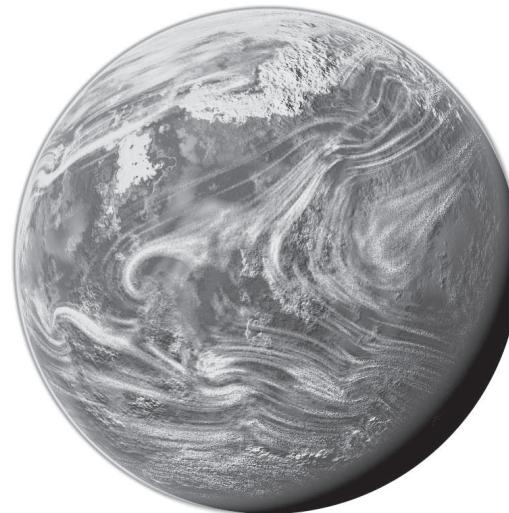
Phase, if possible. Items can be left partially completed at a shipyard or planet this turn and completed at the same facility next turn (See 3.7.7 Partial Construction).

3.7.2 Construction at Planets and Planetary Shipyards

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

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

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



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Morale Check Chart

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

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

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



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

3.8.4 Population Increases

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

4.0 Optional Rules

Optional rules are supplied to help add some additional flexibility to the basic rules and go into greater depth. Any optional rules must be agreed upon in advance by all players in order to be used.

Additional optional rules and other material will be presented at a later date as part of the VBAM Campaign Moderator's Companion.

4.1 Wartime Economics

In times of war, a power will convert most of its peacetime productivity into a wartime economy. This can be simulated in any campaign, but is intended mostly for Historical Scenarios.

4.1.1 Peacetime Economy

When a power is at peace, it only receives 50% of its Total Domestic Product during 3.1 Income Phase. This number is also used for game setup. In order to produce more than this, you must "gear up" your economy (see 4.1.2 Economic Gear Up).

4.1.2 Economic Gear Up

Gear up occurs automatically when you successfully declare war or someone declares war on you. Gear up may also be declared as a Diplomatic action in 3.2 Turn Orders phase at a cost of 1 Intel point per Economic Point of Total Domestic Product of your Empire as calculated in the 3.1 Income Phase, and lasts for six turns. During gear up, the power receives 75% of its Total Domestic Product during 3.1 Income Phase, starting the turn after its declaration or automatic triggering and lasting for six (6) turns (a total of six Income Phases will be effected by Gear Up).

If by the end of the six turns the power has not successfully declared war or hostilities

or has not had war or hostilities declared upon it, the economy of the power reverts to a peacetime economy and falls into recession for six (6) turns. During recession the power only receives 25% of its Total Domestic Product during 3.1 Income Phase. A power cannot choose to "gear up" until the recession has ended, but if war or hostilities are declared upon the power the recession lifts immediately and the power goes into gear up automatically, as usual.

In some cases war may be declared after the six months of Gear Up, but no hostilities have actually begun. The economy will fall into recession if no hostile actions (and war and/or hostilities have been declared) are taken within a year of the Economic Gear Up for twelve (12) turns. The same rules for recession above apply.

4.1.3 Wartime Economy

If, at the end of the gear up period, a power has declared hostilities or has a declaration of hostilities made upon it, the power goes to a limited wartime economy and maintains an income of 75% of its Total Domestic Product during 3.1 Income Phase. If, at the end of the gear up period or at any time during a limited wartime economy, the power has successfully declared war or has war declared upon it, the power goes to a full wartime economy and receives its full Total Domestic Product during 3.1 Income Phase.

Once normal relations have been restored with all powers previously hostile or at war with a power, the power reverts to 4.1.1 Peacetime Economy immediately.

4.1.4 Emergency Effort

If a system controlled by a power with at least 3 Census and 3 Productivity is invaded or bombarded, the power may declare a state of emergency. When a state of emergency is declared, the power will receive an additional 25% of its Total Domestic Product during 3.1 Income Phase on top of its current economic production level.

The additional production remains in effect as long as the power does not revert to a

Optional Rules

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%.

5.0 Source Material

Included with the Main VBAM Campaign Book is enough Source Material to get you started on a few basic games. There will be several source material supplements available at the time of this book's 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 it 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

Source Materials

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