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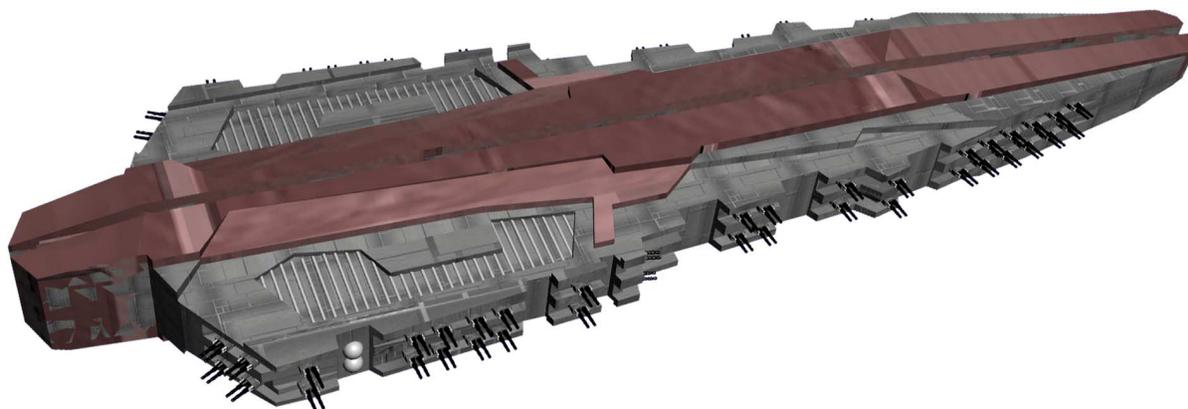
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1.0 Introduction

Welcome to the **Campaign Moderator's Companion**, a rules supplement for the *Victory by Any Means (VBAM) Campaign Guide*. This book provides additional and advanced rules for use with the Victory by Any Means (VBAM) Campaign System. These new rules allow CMs and players to extend their normal campaign experience without having to develop all of the rules on their own.

1.1 The Nature of these Rules

All of the rules found in the Companion are optional in nature; their use is neither required nor mandatory. Readers should think of this book as an extension of the Campaign Guide's 4.0 Optional Rules section. Feel free to use only those rules you desire and ignore the rest.

1.2 Referencing Rules from Different Supplements

Many rule entries in the Companion refer to rules introduced in other books, especially those found in the VBAM Campaign

Guide. References to rules external to the Companion itself are preceded by a two- to three-letter abbreviation indicating which book the rule appears in. Each VBAM Games supplement is assigned its own unique identifier for this purpose. Refer to the list below for a list of products and their related abbreviations.

Use of these abbreviations will be helpful when compiling the list of optional rules being used in your campaign.

- CG** Victory by Any Means Campaign Guide
- CC** Campaign Moderator's Companion
- EMP** Empire Rising
- WBK** .. The Wars of the Boltians and Kuissians
- MG** The Menagerie

Example: When referring to the 3.2 Turn Orders Phase section of the VBAM Campaign Guide, a rules designer would reference the rule entry as "CG 3.2 Turn Orders Phase".

2.0 Advanced System Generation and Exploration Rules

This section includes advanced rules for star systems and exploration. The standard star system rules found in the Campaign Guide are expanded upon here, giving players three different options for adding varying degrees of complexity to the system generation process. Full rules are also included for managing an exploration campaign where players can expand their frontier by launching scouting forces into the unknown. What they'll find beyond the next star is anyone's guess!

Finally, this section also includes expanded rules for special resources, mentioned but not defined in the core Campaign Guide, ancient ruins, artifacts, and derelicts, as well as system terrain types that can add flavor to your campaign map.

2.1 Advanced System Generation Rules

The following rules expand upon section CG 2.3.2.4 System Generation and are intended to create more detailed planetary systems. The basic system generation rules found in the Campaign Guide are excellent in their simplicity and work very well in larger campaigns. In smaller campaigns, or in certain settings, more detailed system generation rules may be desired to draw players into the campaign and keep them interested.

The advanced system generation rules are broken down into three distinct systems: Captain, Commodore, and Admiral. Each system has its own detail level, progressing from the slight detail of the Captain level system up to the highest detail found in the Admiral level system. The Commodore level rules are a middle ground, striking a balance between detail and playability. To avoid confusion, the system generation rules found in the Campaign Guide are referred to as either the 'basic' or 'standard' system within these rules.

When the Commodore or Admiral level advanced system generation methods are used in a campaign, players will no longer be fighting over individual systems but instead individual *planets*. The battle to control a star system will take on extra complexity as opposing empires move to capture specific planets or other locations in a star system.

2.1.1 Common Advanced System Generation Elements

This section contains all of the common rules used by the three advanced system generation systems included in the Companion. All three systems share a degree of commonality in rules in order to make them more consistent and interchangeable. That way players who know the basic rules for advanced star systems can transition from one advanced system generation method to another and not have to completely relearn the basic rules.

Note that this section includes many changes to the basic VBAM campaign rules. As such, players should be sure to know what changes to the rules are necessitated by the use of expanded, detailed star systems. In general, all existing VBAM rules referring to entire systems or productive locations instead refer to individual planets. Examples of this include basing and supply.

2.1.1.1 Star System Changes

The Commodore or Admiral level system generation systems require changes to the way that systems are tracked in your

campaign. Both of these systems integrate fleshed-out star systems complete with multiple planets or other system objects/locations that can be exploited, whereas the Basic and Captain system generation systems treat the system as a single object.

- The Income Phase remains the same except that the total output of all planets in the system is used to determine the system's output.
- Morale is applied on a planet by planet basis instead of by system. Individual planets in a system may go into a rebellion while the others remain in good order.
- If at least one planet in a system is considered a supply point, then the entire system is considered a supply point. A planet is a supply point if it is a good order planet with Census and Productivity of 3, or if it is the location of an in-supply supply depot.
- When basing units, each planet bases units separately.
- Fixed defense installations are built or deployed at specific planets or system objects.
- Fleets blockade specific planets or zones instead of an entire system.
- Use the optional CG 4.14 The Convoy System rules as written, with any movement between planets simply counting as 1 system convoy.

Despite these changes, tracking of systems on the campaign galaxy map remains unchanged. As a result, the advanced star system rules can be integrated with any existing VBAM campaign map.

2.1.1.1 Productivity and Census

The advanced star system generation rules assume that all systems, barring home systems, are devoid of inhabitants at the beginning of the game. Some campaigns may

however call for empires to begin with multiple colonized systems. This is especially true for scenarios involving pre-existing empires.

Systems intended to begin play in a colonized state will receive a number of colonized planets in the system commensurate to the system's importance. Unimportant systems receive 1 colony, Minor systems receive 3 colonies, and Major systems receive 6 colonies. The owning player selects which planet or planets in the system are colonized. If the system's importance grants more colonies than there are habitable locations in the system, all extra, unplaced colonies are lost.

Each colonized planet or system object will have its Census, Productivity, and Morale statistics set equal to 2/3 of the object's Carrying Capacity (round down, minimum of 1).

2.1.1.2 System Objects

Star systems contain system objects, locations of interest within the system that empires can visit, explore, and exploit. System objects are typically planets, but the term also includes asteroid belts and moons.

Below is a list of the various system object types that are used within the body of these rules. After each system object type is a climate variance multiplier. See 2.1.4.1 Climate Ratings for more information on this multiplier's effects on the purchase of Productivity.

Terrestrial

Terrestrial planets are rocky worlds that have managed to develop and retain a viable atmosphere. Such planets typically remain geologically active and some even have been known to sustain life. Earth is considered a Terrestrial planet; however, not all Terrestrial planets are like Earth. The range of conditions that exist on Terrestrial worlds is extreme. Generally, Terrestrial worlds represent the best possible choice for colonization in the galaxy.

Climate Modifier: 1

Adaptable

Adaptable planets are worlds that are massive enough to support a stable atmosphere, but suffer from some other failing, such as geologic inactivity or extreme climatic disruptions. If not for these peculiarities, Adaptable worlds would be considered almost as habitable as Terrestrial worlds are. Venus and Mars are both examples of Adaptable planets.

Climate Modifier: 1.5

Barren

Barren planets have thin atmospheres but are incapable of supporting life natively. Radiation, orbital bombardment by space debris, and intense heat or cold makes establishing colonies on a Barren world very difficult. In some cases, colonizing a Barren planet may prove to be more difficult than colonizing a Hostile one.

Climate Modifier: 2

Hostile

Hostile planets are lifeless husks sailing through the darkness of space. Without an atmosphere to protect them, Hostile worlds have been subjected to continual bombardment from asteroids, meteors, and the like. These worlds are pockmarked and usually of little use to an empire and have a high cost to develop, though the lack of climatic variables means that the cost of colonizing Hostile worlds can sometimes be less than that of planets of other types with extremely hostile climates.

Climate Modifier: N/A (Flat 75% economic point surcharge)

Asteroid Belt

Asteroid belts are a special system object type. All asteroid belts have a Carrying Capacity of 0 and cannot be colonized. However, they can potentially contain easily extractable resources (RAW), though these resources require transport to another location for processing. Roll 1d6 for each asteroid belt: on '1' or '2', the belt contains no RAW; on '3',



2.1.5.6 Planetary Invasions

Only gas giant aliens can invade other gas giant planets. Non-gas giant aliens cannot invade gas giants under any circumstances. This forces non-gas giant empires to either rely on ineffective orbital bombardment to do the enemy in, or else simply admit that a perpetual blockade is going to be necessary to bottle them up for eternity.

On the flip side of the coin, gas giant aliens cannot invade non-gas giant planets. Their physiology likewise prevents ground-based confrontations from ever taking place.

2.2 Exploration Campaigns

Some of the most exciting campaign experiences involve campaigns where a vast unknown frontier awaits the players just beyond the next star. Exploration campaigns provide players with an ever-changing campaign map that keeps players on their toes and introduces additional avenues of territorial expansion. Adding an exploration element to your campaign also makes it easier for additional empires to be introduced as the campaign progresses, providing allies and nemeses to challenge the mettle of the existing player empires.

2.2.1 Setting Up the Map

Upon starting a new exploration campaign, the CM or players will need to setup the map before play can begin.

2.2.1.1 Introduction to the Map Hex System

Similar to the CG 2.3.2 Random Galaxy Generator, an exploration campaign uses a “ring” system to generate and manage the campaign map. At the center of this ring system is the galaxy hub where all active players will begin the campaign.

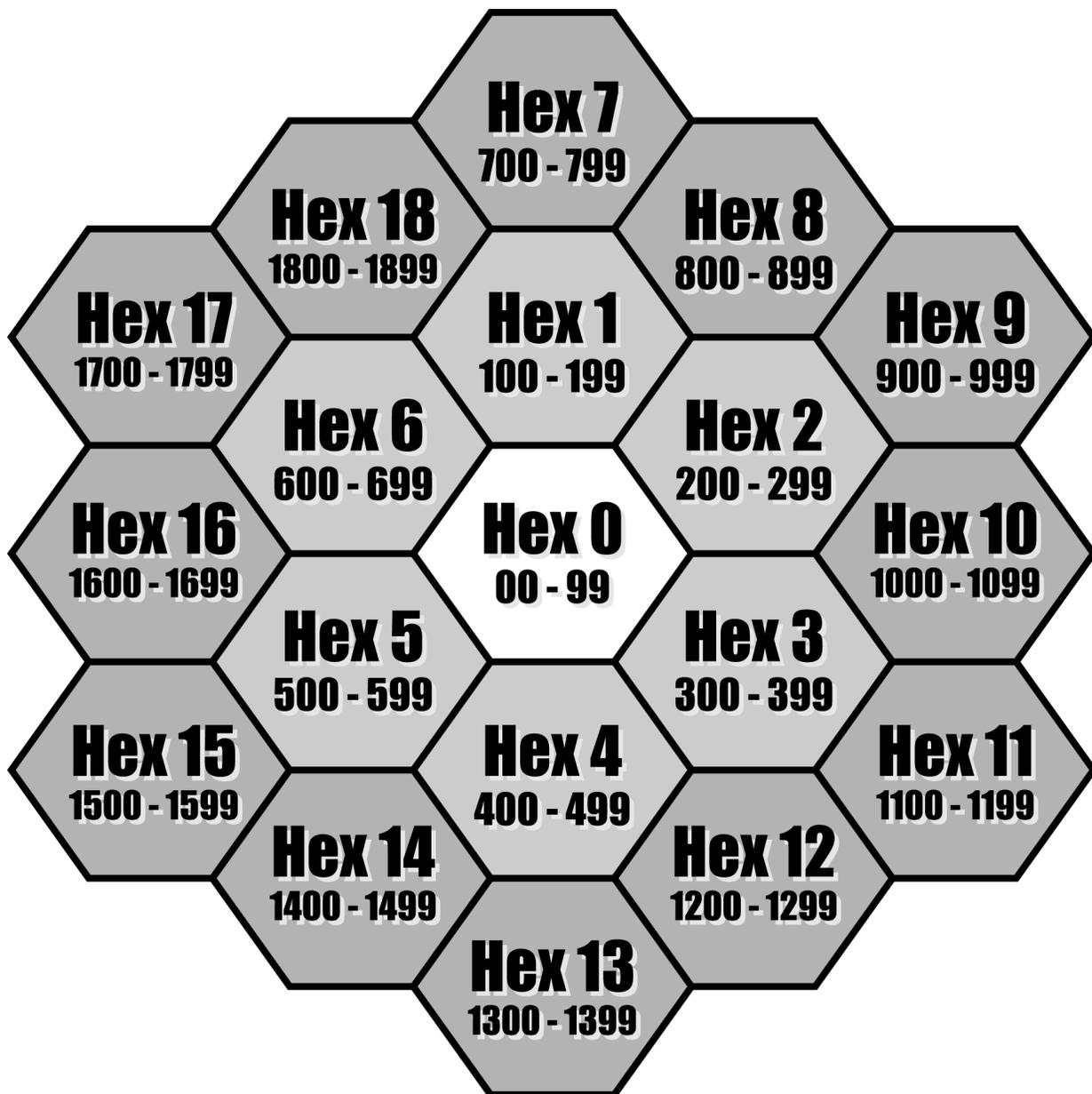
The exploration galaxy map is broken down into a series of *map hexes*, administrative units used to organize and number systems on the map. Each map hex contains a maximum of 100 star systems, numbered 0 – 99. Each of the map hexes is also numbered, starting with 0 for the central galaxy hub map hex and incrementing by 1 in a clockwise manner. The map hex number is appended to the beginning of each system number in that hex to create the system’s final system number. For example, a system with number 56 in map hex 0 would be given the unique identifier of 056, or simply 56. Meanwhile, a system with number 91 in map hex 3 would be recorded as 391. These system numbers are used to uniquely identify each system in the campaign and are used for determining system linkage (see 2.2.3 Generating New Systems).

All player empires will start play within the center map hex (0). This central hex is surrounded by a theoretically infinite number of extra hex ‘rings’. Each of the map hexes that surround the central hex are numbered in order going clockwise around the map (see diagram).

2.2.1.2 Number of Map Rings

All exploration campaigns will include at least one map hex (the galaxy hub). A decision must be made as to how many map hex rings will be allowed in the campaign. The illustration on the facing page shows an exploration map layout that includes two map hex rules (rings 1-6 and 7-18, respectively). Because each map hex can possibly contain as many as 100 systems, the number of map hex rings in your campaign will directly influence the size of your campaign map. If you play only with the galaxy hub, you will be limited to a maximum of 100 star systems. If you add a single map hex ring beyond that, the maximum number of systems increases to 700. Add a second ring and you increase this count to a whopping 1900 systems!

You may have noticed that the preceding paragraphs have referred to the 100 systems per hex as a ‘possible maximum’. The reason for this choice of wording is because it



is quite possible for some systems to never be encountered during the course of exploration. Usually this is the result of few unexplored jump lanes being discovered in the system's region, or if the unexplored lanes that are discovered end up connecting to other, previously explored star systems.

It is completely legitimate to not set an upward limit on the number of map rings in your exploration campaign. Players' exploration efforts and their results will largely define how far out into the abyss their empires expand. From a CM's standpoint however, it might be prudent to put a hard limit on the size of the

galaxy map so as to save your own sanity. Ask yourself, "Do I want to generate turn orders for empires that controls hundreds of star systems each?" The more star systems that are possible in your campaign, the greater the chance that one or more empires will grow to megalithic proportions.

As a rule of thumb, a campaign should include roughly 25 systems per active player empire in order to give each of them ample expansion room. The galaxy hub itself could comfortably handle up to four player empires with little problem. If a campaign has more players than this, a map ring should be added

3.0 Alternate Movement & Supply Systems

The core VBAM Campaign Guide outlined the basic movement rules for a VBAM campaign, as well as an optional set of alterations to those rules (see CG 4.2 Optional Jump Lane Movement). This section of the Campaign Moderator's Companion includes additional, advanced movement and supply rules for use in your campaign.

3.1 Unimportant Jump Lane

This new lane type was introducing in the Empire Rising source book and exists as a step between the restricted lane and the minor lane, possessing qualities of both lane types.

Ships may move through one (1) unimportant lane per turn, just like a minor lane. However, supply cannot be traced as reliably over unimportant lanes. CG 3.6.1.1 Basic Supply Routes can only trace supply one (1) jump over an unimportant lane.

3.2 Wormhole-Based Movement

Some universes use fixed travel points, commonly referred to as *wormholes*, to facilitate travel to and from different regions of the galaxy. More often than not these travel points are a natural phenomena that connect the stars of a galaxy together. In other cases they are artificial constructs built by some grand and ancient power beyond comprehension. Whatever the



setting, these rules will allow you to run campaigns where wormholes are the key to interstellar travel.

Wormholes are tracked like jump lanes, and in fact follow most of the same rules, expect for the additional of several special properties and conditions detailed in this section.

3.2.1 Generating Wormholes

The reasons for the formation of wormholes vary by setting and individual source materials. For the purposes of the VBAM Companion it is assumed that the formation of naturally occurring wormholes is most prevalent in areas with strong gravitic effects. This is why the wormholes are found near stars and not in starless confluxes in the void of space. As stars die so do the wormholes that once connected to them. The larger the star, the greater gravitic effect it has on surrounding space, and the greater the number of wormholes the system will attract during the system's formation.

3.2.1.1 Number of Wormholes

Upon generating or exploring a new system, roll on the chart below to determine the number of wormholes in the system.

Result	# of Wormholes
2 or less	1
3-4	2
5-6	3
7-9	4
10-11	5
12	6
13	7
14 or more	8

Admiral System Generation Modifiers:*

- 2 Star: Dwarf
- 1 Star: Sub-Dwarf
- +1 Star: Giant, Bright Giant
- +2 Star: Super-Giant

Note: In the case of binary or ternary systems, the modifiers from star sizes are cumulative between multiple stars. This can lead to some very interesting systems with numerous wormholes.

3.2.1.2 Wormhole Transit Rating

Not all wormholes are created equal. Each wormhole is assigned a transit rating which determines the number of squadrons that can safely pass through the wormhole at one time. The transit rating is determined by several

factors, including the stability, aperture size, and time-to-transit of the wormhole.

For every new wormhole discovered, roll 2d6 and consult the Wormhole Transit Rating Table. A letter identifies each rating, with 'A' being the strongest wormhole type and 'F' being the weakest. Each rating is analogous to a type of jump lane found within the core VBAM movement rules and is treated as such for purposes of strategic fleet movement.

3.2.1.2.1 Detection Rating (Optional Rule)

For a more interesting campaign using the wormhole rules, consider using the Detection Rating percentages (Det %) on the Wormhole Transit Table for determining the chance each turn of a force detecting the wormhole. Take the Detection Rating times the number of scout functions the empire has in the system to determine the percentage detection chance. Each turn, the CM would calculate the detection chance for each wormhole and roll against the value to see if the empire's fleet has detected the wormhole or not.

Example: An empire moves three of its larger Scout Cruisers into the Procyon system via the Sirius wormhole. Each of these Scout Cruisers generates two scout functions, giving the power six scout functions available in the system for use in detecting other possible wormholes leading out of the Procyon system. With this many scout functions, the chance of detecting

Wormhole Transit Rating Table (Roll 2d6)

Result	Rating	Squadron Limit	Det %	Lane Equivalent
2	F	1	1	Restricted Lane
3-4	E	2	2	Restricted Lane
5-6	D	4	5	Minor Lane
7-9	C	6	10	Minor Lane
10-11	B	8	15	Major Lane
12	A	10	20	Major Lane

4.0 Advanced Space Combat and Orbital Bombardment Rules

This section of the Companion details additional or advanced space combat and orbital bombardment rules that you can use in your campaigns. Rules for retreating from combat and ramming are added, both of which have a fine tradition in space combat. An expanded set of dedicated squadron and flight missions are also presented, including a set of optional ranged combat missions to give the illusion of range when using the CSCR to resolve campaign battles.

4.1 Retreating from Combat

In a pitched battle, a task force commander will sometimes be presented with a combat situation he or she cannot hope to win. In these cases it can be prudent to retreat from combat.

4.1.1 Performing a Retreat

During the Assignments Phase, any ship with a jump engine or other form of FTL drive may elect to retreat from combat. The retreating ship is allowed participate in combat during the turn it is retreating, but all of its combat factors are halved during the retreat. Enemy ships can still attack the retreating unit during the turn it retreats. Additionally, retreating ships do not benefit from formation bonuses and are

considered to be in a level zero formation bonus during the retreating round.

If the retreating ship survives the turn's firing phases and is not crippled, it will successfully disengage from the battle during the End of Round phase. If the ship is crippled, there is a 50% chance that the retreat failed due to an engine malfunction. If the retreating ship's retreat attempt fails, the unit will suffer a 1.5.2.3 Catastrophic Drive Failure.

After successfully retreating from combat, the retreating ship will have no further participation in the combat scenario. It is however still a valid target for Hyperspace Pursuit scenarios later in the turn. To determine the location of the fleet, refer to 4.1.4 Location of Retreated Units at the End of the Turn.

Bases, DEFSATS, Mines, and other fixed platforms cannot retreat under any circumstances.

4.1.2 Multi-Unit Retreats

In some settings, such as the Escalation Wars universe, it is possible for multiple units to use a single ship's FTL drive to escape a scenario. One unit per squadron can use its FTL drive to disengage one or more units in its own squadron, including friendly flights. It is possible for a single ship to facilitate the retreat of an entire squadron in this way. All units participating in a multi-unit retreat incur all of the penalties associated with performing a retreat.

In some rare circumstances, a collection of ships that retreat from combat will find that they do not have any legal movement options. The most common reason for this would be a lack of one or both of a FTL capable and Explorer or Scout ship, with no nearby jump lanes traversable without one or more of these elements. When this happens, the fleet is considered destroyed, lost forever in the void of space.



4.1.3 Catastrophic Drive Failure (Optional Rule)

The failure of a jump engine or other FTL drive during activation can have catastrophic consequences for the escaping ship(s). If a crippled unit attempts to retreat from combat and rolls 25% or less on its retreat attempt, the retreating unit is destroyed.

In the case of catastrophic drive failure during 1.5.2.2 Multi-Unit Retreats, the ship whose FTL drive is being used to retreat is instantly destroyed. There is however a chance that some of the other retreating units did manage to escape before the drive was destroyed. There is also a chance that some of the retreating units were caught in the backwash caused by the jump point's collapse or the explosion of the malfunctioning ship and were themselves destroyed.

Roll d100 for each unit or flight wing (four flights) that took part in a multi-unit retreat in which the jump-capable ship facilitating the retreat was destroyed. On a roll of 76 or more, the retreating unit survived and has successfully

disengaged from combat. On a 50 or lower, the unit disengages from combat, but not without taking severe damage from the collapse/explosion. Non-crippled units receive enough damage to cripple them, and already crippled units are destroyed. As flights do not cripple, they are automatically destroyed on this result. Any other result (51 - 75) indicates that the unit was unable to retreat in time and remains in the scenario, in effect losing a turn of combat as a result of its abortive attempt to retreat from combat.

4.1.4 Location of Retreated Units at the End of the Turn

The location of retreated units at the end of the campaign turn is determined by the outcome of all the other battles (if any) fought at their location.

- If the retreating unit's forces control the system in which combat took place, then the retreating unit will rejoin them at the end of the turn.

5.0 Advanced Ground Combat Rules

Ground combat is an under appreciated element in a campaign. These advanced ground combat rules will add extra detail to the ground combat experience, making invasions of planets nearly as detailed as space battles.

5.1 Campaign Ground Combat Resolution (CGCR)

The Campaign Ground Combat Resolution (CGCR) system uses the foundation of the Campaign Space Combat Resolution (CSCR) found in the VBAM Campaign Guide to create a more in-depth ground combat system. Many of the concepts and rules are borrowed from the CSCR to make it familiar and simple to implement. Some additional rules exist to address specific conditions that occur when ground forces collide.

5.1.1 Ground Unit Elements

The smallest and most basic ground combat unit is called an *element*. These elements are analogous to ships in space combat. Each element is assigned a set of combat values, such as Ground Attack, Air Attack, Defense, Command Rating, etc. The list of all element attributes is given in section 5.1.1.1 Element Attributes.

A number of elements combine to form a *group*. Groups are analogous to squadrons in space combat. Each group will have a command element and a number of other elements with a total Command Cost less than or equal to the Command Rating of the command element. The composition of most groups (e.g., which elements combine to form a group) will be set in the source material. For example, a Kuissian Imperial Guard group is composed of 1 Command element, 2 Regular Infantry elements, 2 Mechanized Infantry Units, 1 Recon element, and 1 Ground Support element.

Groups replace the standard ground units found in the VBAM Campaign Guide. The costs for CGCR groups are equivalent to the costs of standard ground units of the same name. When a group is purchased, all the elements that comprise that group are built at the same time. Elements do not have an individual cost and cannot be omitted from groups. Element substitutions are likewise disallowed when purchasing groups.

It is possible to add additional elements above and beyond the standard elements when a group is first purchased. To do this, the group's command element must have enough Command Rating available to accommodate the additional element(s). Each element added to the group increases the group cost by 1. Adding elements to groups is not a very cost effective option but does allow for customization of groups for use against specific foes. An example of this is given in section 5.1.1.3 Adding Additional Elements to Group at Construction.

Finally, the largest CGCR unit is the *army*. An army is analogous to task forces in space combat. An army is composed of an army command element, a command group, and a maximum number of groups equal to the army command element's Command Rating.

5.1.1.1 Element Attributes

Each element is assigned values in the following areas: Defense Value, Ground Attack, Air Attack, Command Rating, Command Cost,

and Type. Some ground elements also have special abilities or rules associated with them. If they do, they will be mentioned in the element's special notes section.

Defense Value (DV): This value is the amount of damage the element can take before it is destroyed. While detailed fully later it is important to note that unlike ships in space combat, ground elements are destroyed once they have taken amount of damage equal to their DV. Elements do not crippled; they are simply destroyed.

Ground Attack (GA): This value is used when the element attacks ground-based targets, such as infantry and armor.

Air Attack (AA): This value is used when the element attacks air-based targets, such as VTOL craft and atmospheric fighters.

Command Rating (CR): This value is used to determine how many other elements this element may command. CR is also influences the success or failure of morale rolls.

Command Cost (CC): This number is the amount of CR points it takes to include this element in a group.

Type: This field notes whether the element is a ground element or an air element.

Special Notes: The special notes section lists whether the element is a ground element or an air element. It also lists any special abilities of the unit such as Artillery, Recon, or Marine.

5.1.1.2 Special GSCR Unit Abilities

The following GSCR unit abilities are used and used within these rules.

Artillery: Artillery units are treated much like Ballistic units in the CSCR. Artillery units do

not halve their GA or AA when their group is placed in a formation bonus.

Marine: Marine elements receive a +2 GA bonus when invading from transports.

Recon: Recon units can be used to lower the formation bonus of an enemy element by 1. Recon units used to lower an enemy formation bonus have their GA and AA values halved during the combat round.

5.1.1.3 Adding Additional Elements to Group at Construction

Each empire is given a set list of elements, which are listed in their associated source materials. These elements and their statistics are usually based on the relative strength of the overall ground unit that they represent.

If a group has not filled its Command Rating and the system has a Productivity of 1 or more, then a commander can add additional elements before the battle. Any excess Command Rating available to the group can be filled using additional elements so long as the group's combined element Command Cost does not exceed the command element's Command Rating.

It costs 1 economic point to add another element to a group. Additions maybe made either when the group is first purchased or at any point during the group's lifetime, so long as the previously noted limitations on Command Rating and system Productivity are met.

Groups with additional elements are noted with the extra elements in parentheses proceeded by a plus sign. Examples: Imperial Guard (+Mechanized Infantry) if the base Imperial Guard group has added a Mechanized Infantry element, or Imperial Guard (+Recon + Regular Infantry) if the Imperial Guard group has added both Recon and Regular Infantry elements.

Example, the Kuissian Imperial Guard group mentioned previously has a normal cost of

Movement rules. In this case, rather than an automatic infiltration of a system, you can manage the infiltration by sending a small assault ship into the target system with the Special Forces unit aboard. If the ship goes undetected, the unit may carry out its mission the following turn as above, provided the ship remains undetected.

5.4 Variable Quality Militias

This optional rule takes into account both the quality of local industry and population size of a system for determining the quality of the Militias raised there. Not all planetary or civilian Militias will be the same. On backwater agricultural worlds, fielding a truly viable combat force will be difficult. Conversely, on a heavily populated world home to high industry, the citizenry will have an easier time procuring supplies and putting up a formidable fight for their planet in times of peril.

If this optional rule is in effect, the statistics of each empire's base Militia unit will be modified based on the statistics of the system

in which it is located. Attack and Defense values remain static, while the Militia's D Factor and Attrition values receive a boost proportionate to Utilized Productivity and Census respectively.

To calculate the Militia's D Factor bonus, refer to the chart below:

Modified Militia D Factor Chart

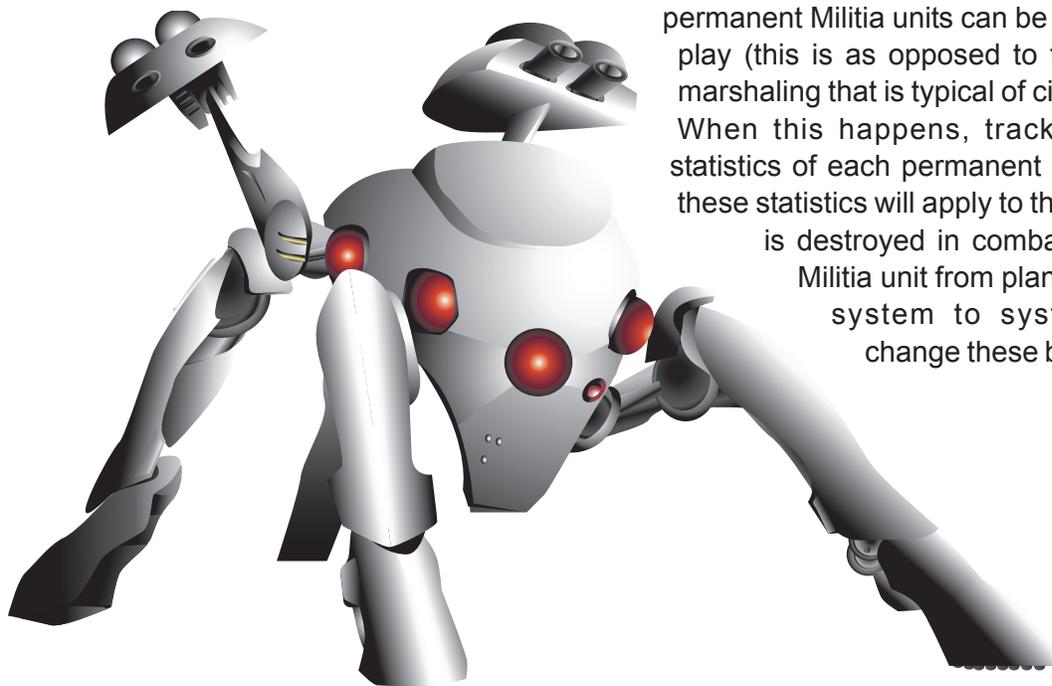
Utilized Productivity	D Factor
0	0
1-2	1
3-5	d2
6-10	d3
11+	d4

Modifiers:

Pre-existing max D Factor value (ex: a D Factor of d2 on the Militia would add +2 to Utilized Productivity for determining the final D Factor on the chart)

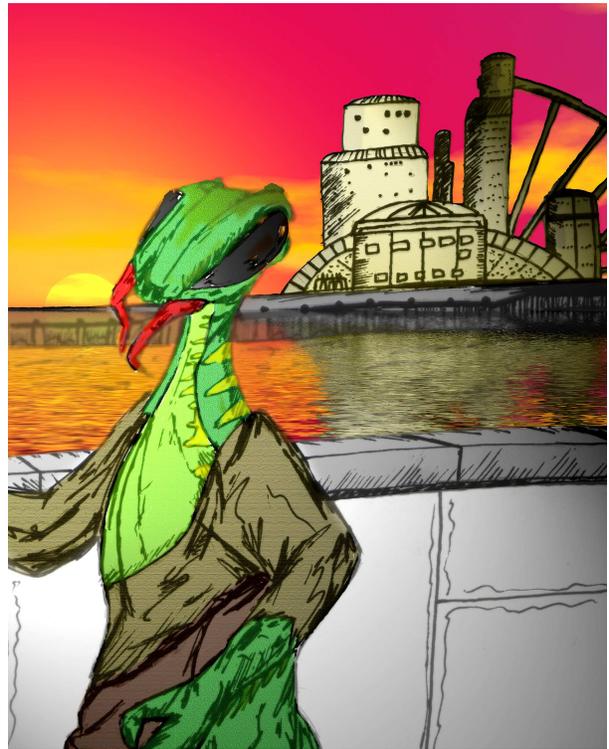
To calculate the Militia's Attrition bonus, divide the system's Census by 3, rounding all fractions down, and add the value to the Militia's base Attrition statistic.

Via random events or other factors, permanent Militia units can be formed during play (this is as opposed to the temporary marshaling that is typical of civilian Militias). When this happens, track the starting statistics of each permanent Militia unit, as these statistics will apply to the Militia until it is destroyed in combat. Moving the Militia unit from planet to planet or system to system will not change these base statistics.



6.0 Advanced Diplomacy and Empire Rules

These advanced diplomacy and empire rules provide additional diplomatic and play options for your campaign. In the inclusion of Non-Player Entity (NPE) rules allows a campaign to include empires that are only human moderated, not completely human controlled. Rules are also included for several additional treaty types, including the Military Appropriations Pact and Research Treaty. Finally, rules are included for building and operating Underworld Empires – crime syndicates and crime lords have finally arrived!



6.1 Non-Player Entities

Non-player entities (NPEs) are empires within a campaign whose diplomatic policies are not directly controlled by a human player. NPEs use a special set of rules in order to create a “simulated opponent” that players (and NPEs) can interact with during the course of the campaign. Actual operation of a NPE requires some degree of human interaction, usually on the part of the CM, but all of the major galaxy-shaping decisions the NPE will make are outside of any player’s direct control.

At the heart of the VBAM NPE rules is the AIX Species Reaction System, a device that distills the psychology of the empire into three core values. Using these AIX statistics the NPE conducts diplomacy with other empires. Everything from diplomatic relationships, hostilities checks, treaty acceptance, and reactions to opposing empire actions are covered as part of these rules.

When would you want to use the NPE rules in your campaign? There are many situations in which it would be advantageous to take advantage of these rules. NPEs are extraordinarily valuable for players that would like to play a solo-campaign with their human-controlled faction as the only player empire in the campaign. Activation of new NPEs will provide the solo-campaign player with opposing empires that they can befriend or conquer as they see fit. Given how the NPE system works, players may begin to see a sly guile driving the actions of their NPE opponents – something that is rare to encounter in a simple artificial intelligence such as this!

NPEs can also be of major assistance to CMs who wish to add additional empires to their campaign but lack available players to fill these new positions. The CM could just as easily add these extra powers and run them himself, but the NPE rules provide a mechanism for handling diplomacy in a unbiased manner. This can avoid arguments over CM favoritism and leave the CM or an appointed neutral power to manage the NPEs fleets and other assets in a manner commensurate with its diplomatic intentions.

6.1.1 The AIX Species Reaction System

These rules utilize the AIX Species Reaction System (AIX for short) to simulate NPE interaction with players. This system is the core of the NPE diplomacy process and will influence nearly all of a NPE's diplomatic interactions with opposing empires.

Under the AIX system, the disposition of a power is measured by three distinct characteristics: Aggressiveness, Integrity, and Xenophobia.

6.1.1.1 Aggressiveness (AG)

This is a measure of the power's tendency to resort to violence to solve their problems. Powers with a high Aggressiveness are hostile and quick to go to war. Powers with a lower Aggressiveness are more pacifistic and will conversely be very reluctant to declare hostilities or war on another power. If drawn into a conflict, such a power will be quick to put an end to it as soon as they can.

Affects: Hostilities Check, Armistice Check

6.1.1.2 Integrity (IN)

This is a measure of the power's willingness or ability to honor their agreements. The higher a power's Integrity statistic, the more honorable they are. Powers with high Integrity are loath to break the treaties they sign, and will react poorly to other races that break treaties with them. Powers with low Integrity will assume a more laissez faire attitude towards politics. Treaties with these powers may not be worth the paper they are written on.

Affects: Breaking Treaties

6.1.1.3 Xenophobia (XE)

This is a measure of a power's attitude towards other alien empires. Powers with high Xenophobia openly dislike other alien species and will take every step possible to limit contact with outsiders. Powers with low Xenophobia tend to more xeno-friendly and will actively

pursue relations with the empires they come in contact with.

Affects: Relationship, Offering Chance, Treaty Acceptance Chance

6.1.1.4 Apply AIX Values

Whenever a new NPE is activated (see 6.1.2 NPE Activation), the CM rolls d100 for each statistic (AG, IN, XE), assigning the result as the NPE's value in that area. Normally the range of values for each AIX statistic is 1 to 100, but values above or below this range are entirely valid and can be used without any negative effects.

Each of these three values is rated on a sliding scale with a neutral balancing point of 50. In other words, an AIX value of 50 in any given statistic is a completely neutral result showing no tendencies to either extreme. The further you get from this balancing point, the more extreme the reactions the NPE will demonstrate in its dealings with other powers.

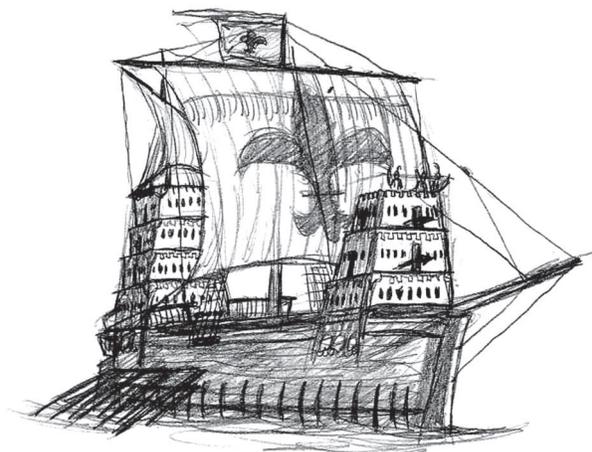
Example: A new NPE is activated and the CM must now roll to determine its AIX statistics. The CM rolls d100 three times, assigning the rolls to AG, IT, and XE respectively.



CM's Note: For those that would like less randomness in the AIX statistics applied to new NPEs, an alternative method to the above is to assign the average of a 3d100 roll to each statistic instead of the normal 1d100.

6.1.1.5 AIX and Species

In general, there is very little variance between the AIX values of factions within a single species. Many species, humans among them, possess a wide range of differing and often divisive ideologies, but even the most diametrically opposed viewpoints are meaningless when compared to those of alien species. For this reason, generating AIX values for new NPEs that belong to a previously



begin play with any Productivity and are incapable of purchasing Productivity improvements until they achieve IND-1. In fact, P-IND Census cannot even utilize Productivity unless enslaved (see 6.4.2 Enslavement).

Early Industrial (IND-1)

Starting Points: None

Pre-Contact Exploration: None

of Colonized Systems: None

Tech Advancement Requirement: 1000

Overview: IND-1 civilizations have begun the process of industrialization, developing more advanced technologies for use in medicine, transportation, and war, among other applications. Although they have the beginnings of a heavy industrial society, IND-1 civilizations do not have the capacity to meaningfully combat the forces of more advanced powers.

As with P-IND powers, IND-1 powers begin play without any native Productivity. Unlike P-IND powers, IND-1 powers can build Productivity. This creates a situation in which the IND-1 power will remain largely stagnant until a random event or exterior power provides the economic points to purchase their first Productivity point, jump starting their economy.

Other than this limitation on starting Productivity, IND-1 powers are under no other special penalties.

Late Industrial (IND-2)

Starting Points: 1 x Total Domestic Product

Pre-Contact Exploration: Home System Only

of Colonized Systems: None

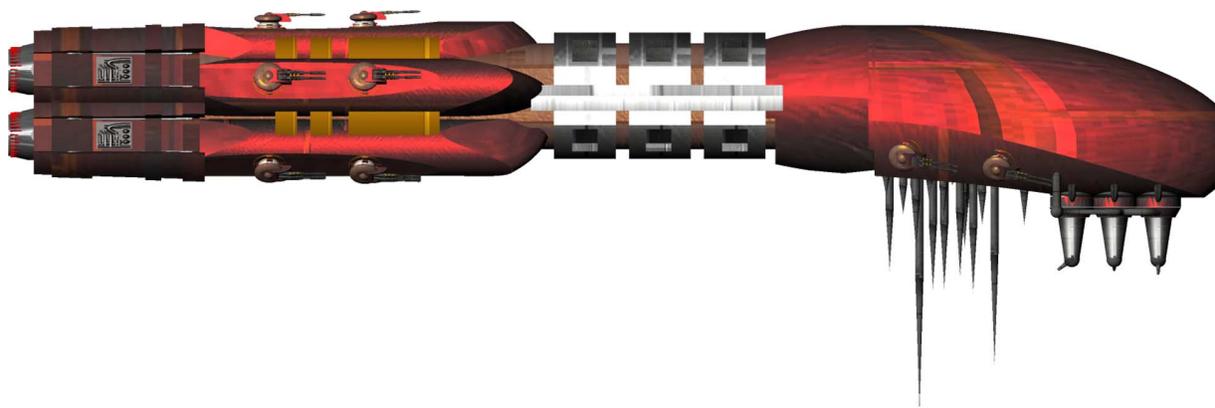
Tech Advancement Requirement: 500

Overview: IND-2 civilizations have advanced their technology to the point that orbital spaceflight and unmanned solar missions are possible. Limitations in drive technology continue to limit the IND-2 power to their world of origin, but for the first time in their history they are capable of building and operating meaningful industrial infrastructure.

IND-2 powers begin play with half their normal starting Productivity (round down). IND-1 powers that advance to IND-2 through tech investment receive a single point of Productivity immediately upon reaching IND-2. This is in addition to any other Productivity they possessed prior to the tech advance.

IND-2 is the first stage of technological development in which a power is allowed to build space units. IND-2 powers cannot build starships or civilian fleets (Colony, Transport, Trade), but they are allowed to build primitive bases, flights, mines, and satellites. These units should be extremely crude and primitive compared to those fielded by more advanced powers.





Interplanetary (IND-3)

Starting Points: 2 x Total Domestic Product

Pre-Contact Exploration: Home System Only

of Colonized Systems: None

Tech Advancement Requirement: 250

Overview: IND-3 is the age of interplanetary spaceflight. IND-3 civilizations are largely equivalent to later interstellar civilizations except that they have not yet developed a form of FTL propulsion. This limits them to their system of origin.

IND-3 powers should be treated as any other power, except that their units are incapable of making use of jump lanes. An IND-3 power will only be able to move between star systems once they reach INT-1.

Emerging Interstellar (INT-1)

Starting Points: 2 x Total Domestic Product

Pre-Contact Exploration: 50/0/0/0/0

of Colonized Systems: 1 + 1 per 3 systems explored (round down)

Tech Investment Required: N/A

Overview: INT-1 powers are emerging civilizations that only recently discovered FTL travel. These powers have made their first cautious steps into the galaxy but have not yet founded true interstellar empires.

At INT-1, a power is first able to traverse the jump lanes that connect system to system in the universe. This is impossible prior to achieving this level of technological sophistication.

Developing Interstellar (INT-2)

Starting Points: 3 x Total Domestic Product

Pre-Contact Exploration: 75/25/0/0/0

of Colonized Systems: 2 + 1 per 3 systems explored (round down)

Tech Advancement Required: N/A

Overview: INT-2 powers have survived the infancy of their entrance into space and have succeeded in founding a small yet thriving interstellar empire. The borders of this empire continue to expand with newly explored star system, giving more opportunities for profit – or peril.

Mature Interstellar (INT-3)

Starting Points: 4 x Total Domestic Product

Pre-Contact Exploration: 100/50/25/0/0

of Colonized Systems: 4 + 1 per 3 systems explored (round down)

Tech Advancement Required: N/A

Overview: INT-3 powers have developed mature interstellar empires. Exploration programs, which reached their heights during the INT-1 and INT-2 stages of development, have slowed. In the absence of an ever-expanding frontier, the population of INT-3 powers has begun settling into the varied star systems explored thus far by their empire's scouting forces.

Expansive Interstellar (INT-4)**Starting Points:** 5 x Total Domestic Product**Pre-Contact Exploration:** 100/75/50/25/0**# of Colonized Systems:** 6 + 1 per 3 systems explored (round down)**Tech Advancement Required:** N/A

Overview: Civilizations that have reached INT-4 are extremely powerful and control a large swath of territory. INT-4 powers have been in space for hundreds, if not thousands, of years. In their travails they have explored far from their homeworld and possess colony worlds equal to or greater than their own homeworld.

Elder Interstellar (INT-5)**Starting Points:** 6 x Total Domestic Product**Pre-Contact Exploration:** 100/100/75/50/25**# of Colonized Systems:** 10 + 1 per 3 systems explored (round down)**Tech Advancement Required:** N/A

Overview: INT-5 powers are old and powerful, even more so than an INT-4 power. INT-5 powers are relatively rare, however. Once contacted, they can make almost unstoppable enemies or allies.

Ancient Interstellar (INT-6)**Starting Points:** 8 x Total Domestic Product**Pre-Contact Exploration:** 100/100/100/75/50**# of Colonized Systems:** 15 + 1 per 3 systems explored (round down)**Tech Advancement Required:** N/A

Overview: The final expression of interstellar power is embodied in INT-6 status. The empire controlled by a single INT-6 power is equal to those of half a dozen lesser powers combined. With that level of economic and military potency,

few can stand against the fury of an INT-6 power bent on their destruction.



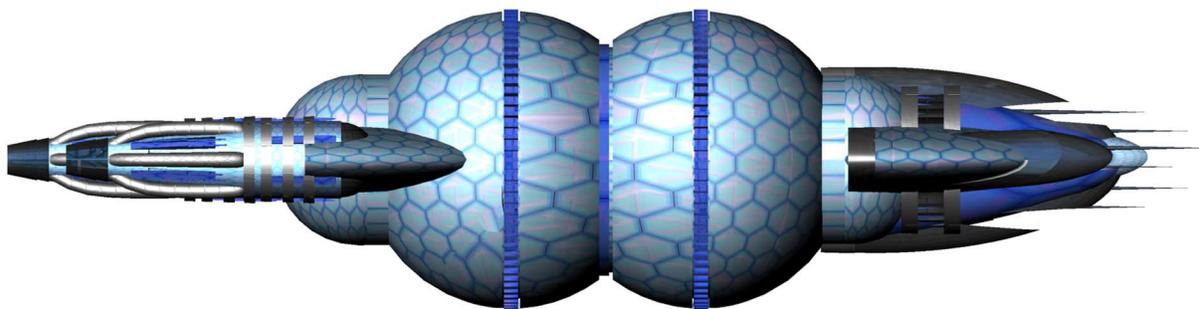
CM's Note: Again, INT-5 and INT-6 powers are potentially unbalancing and are included primarily for use in those campaigns where the player empires have become so powerful that smaller INT-1 or INT-2 powers are no longer a threat. Any newly activated INT-5 or INT-6 power is almost guaranteed to wield greater power than any one pre-existing player empire.

6.1.2.3 NPE Home System Location

If the NPE is at a technological level of INT-1 or higher, then the contact system is *not* the NPE home system but one of the NPE's colony worlds. The NPE home system is located a number of jumps away from the contact system equal to the NPE's Interstellar technology level (e.g., INT-1 homeworld is 1 jump away, INT-2 homeworld is 2 jumps away, and so on). If another unexplored jump lane into the system does not exist, increase the number of available jump lanes by one and use this new lane as the one connecting to the NPE home system. Note that, when the NPE's colonies are placed, all of the NPE's systems will receive a Productivity boost commensurate with its technological status (e.g., more advanced Interstellar powers will receive a greater Productivity bonus).

6.1.2.4 Performing Pre-Contact Exploration

All INT-1 and higher civilizations are considered to have performed some degree of



and the Antarans will have to watch them closely.

Meanwhile, the poor Ironlings are forced to toil in their pre-industrial wonderland, farming dirt like only the descendants of true Trata Kamans can.

6.2 New Diplomatic States

The following are a series of new diplomatic states that can be used in your VBAM campaigns. These states can provide additional intrigue and options for campaign players.

Non-Intercourse Treaty (-10)

A Non-Intercourse Treaty is a unilateral agreement declared by a single power that states that the power refuses to establish Normal Relations with another power. A Non-Intercourse Treaty is adopted in situations where a power (typically a NPE) cannot bear the thoughts of establishing Normal Relations with another power, but they are not ready (or can ill afford) declaring hostilities or war against the irksome power.

Once declared, a Non-Intercourse Treaty remains in effect until broken. During this period, the power that declared Non-Intercourse cannot have any dealings with the target empire or empires. This includes signing any treaty in which the target empire is also a signatory. Any treaty offers originating from the target of this Non-Intercourse Treaty will be automatically and categorically refused (this overrides even the abilities conferred by some custom race designs).

Tribute Treaty (80)

A Tribute Treaty is an agreement between two powers that stipulates that one will pay the other a predetermined number of economic points (based either on a fixed sum or as a percentage of their total domestic

product) each campaign turn. The signing of a Tribute Treaty signifies that one of the powers is adopting an obsequious posture, signing away economic advantage to a rival in return for continued peace.

A Tribute Treaty must include the amount of economic points to be paid each turn. Once signed, this tribute takes precedence over all other spending for the power making the payments, including unit maintenance. Payment of tribute in accordance of the treaty is not optional, and the full amount must be paid each turn unless the empire simply does not have enough economic points available. In this instance, the paying empire must pay all available economic points towards the tribute. The remainder of unpaid tribute should be tracked and paid along with other tribute as soon as the empire is financially capable of doing so. As with normal tribute payments, the decision to bring to current all tribute payments is not optional and will occur as soon as the empire has the economic points to do so.



CM's Note: CM intervention is required when deciding upon whether or not a NPE will accept any Tribute Treaty offered to it by another empire.

Naval Appropriation Treaty (100)

A Naval Appropriation Treaty is a decision to allow one of the signing parties to purchase naval equipment from the other. These hardware purchases can come in the form of cast off ships and flights that have already been built, or can be extended to the plans to build certain classes of units. Empires must have signed a Peace Treaty before they can enter into a Naval Appropriation Treaty.

Unlike traditional treaties, the Naval Appropriation Treaty requires a great deal of player intervention to draft. It is not in and of itself a "stock" treaty type. Players must decide which unit types their empire is willing to make available to the other signatories and what limitations they will place on the design's purchase and/or construction. The following

temperament by virtue of their mix of different alien perspectives. For powers using the optional Custom Race Design rules, a Unified empire will retain all of the physical traits possessed by the lesser empire and will otherwise increase the total number of design points available to the greater empire by one. The Unified empire will then select social traits from either of its two component empires, up to the Unified empire's design point limit, to apply to the new Unified entity.

The effects of Unification cannot generally be undone. If two empires' relations put them in a position for this to even be a possibility, then it is likely that such a condition of shared respect and admiration would continue on far into the future. Beyond this, the process of trying to convert a Unified empire back into its two constituent empires is extremely difficult. The decision to attempt to schism a Unified empire is left up to CMs. What conditions exist that might spur such a breakdown of Unification? Widespread rebellion within the former empire's boundaries, plot-related elements, and lack of protection from outside threats are all possible triggers for the dissolution of a Unification Treaty. The decision of whether or not to allow such dissolution to take place rests on the shoulders of the CM. Should the CM opt for this to happen, it is recommended that he or she refer to past campaign notes and return the two empires to their pre-Unification boundaries. All space and ground assets should also revert back to the control of their originating power. If using either the NPE or Custom Race Design rules, remember to revert the powers back to their original statistics.

Example 1: Power A signs a Unification Treaty with Player B. Player A currently has an Alliance with Power C and is at War with Power D. Player B meanwhile has nearly the exact opposite conditions (Alliance with Power D, Declaration of Hostilities with Power C). Upon the finalization of the Unification, Player B will retain its Alliance with Power D, but since they have declared

hostilities against Power C, the newly Unified empire will remain at a state of hostilities. The Alliance between Power A and C is effectively cancelled.

Example 2: Two NPEs sign a Unification Treaty. NPE A has AIX values of AG 10, IN 71, XE 43. NPE B has AIX values of AG 54, IN 33, XE 80. The final Unified NPE will have the average of these values: AG 32, IN 52, XE 62.

6.3 Underworld Empires (CM Only)

In some source materials there exist galaxy-spanning criminal organizations whose power sometimes rivals that of empires. The following rules detail how to create and manage these Underworld Empires (UEs) within the bounds of a traditional campaign. Due to the secretive and complex nature of managing them, UEs are only allowed in CM moderated games. Also, they are generally unsuited to exploration or "start from scratch" games, although it is possible to create them at the beginning of the game so they can watch and wait for the chance to expand their influence.

6.3.1 Corruption

The basis for determining most UE activities is a new system attribute called Corruption. This attribute is similar to Morale in that it is limited by Census and applied to every system. The primary function of Corruption is as the source of income for the UE. It represents bribes, protection rackets, gambling, illegal substances, and other illicit means of gathering wealth. A UE will have a total income equal to the combined number of Corruption points in all systems where it operates.

In general the Corruption score of a system is unknown to the owner of that system.



The Corruption score is known only by the CM and the UE that controls the Corruption. However Intel missions can be run by an empire to determine a system's Corruption score (see 6.3.1.2 Fighting/Reducing Corruption).

Elevated levels of Corruption in a system can lead to losses for the owning empire. If the amount of Corruption in a system ever becomes greater than half its Census, then the system is considered *Corrupt*. The UE with the most Corruption in a Corrupt system will gain an income bonus equal to 10% of the system's output (round up). The system's owner will in turn begin losing income equal to the amount the UE gains, but they will NOT know which system has become Corrupt!

Should the amount of Corruption in a system ever become equal to its Census, the UE with the most Corruption in the system will gain an income bonus equal to 25% of the system's output (round up). As before, the system's owner's income will be reduced by this same amount and the location of the Corrupt system will remain disclosed.

Every turn that a system is Corrupt, there is a 10% non-cumulative chance that the owning player will become aware that the system is Corrupt. The CM should make this roll and the UE should not know the results.

The UE will know all of the system statistics (such as Census, RAW, Productivity, etc) at any system where it has Corruption, and it will also know if the system is on a trade route. Unlike the system owner, the UE will also always

know how much Corruption is in a system and who controls them.

6.3.1.1 Gaining/Spreading Corruption

Adding Corruption to a system is a special Intel mission run by the UE. Most of the rules governing this Intel are the same as for normal empires. The UE purchases a number of Intel points from their point pool at the normal cost (usually 1 economic point per 1 Intel point). The UE then assigns these Intel points to any system where they currently have Corruption. A system can only utilize as many Intel points as it has Corruption points. The rules for combining Intel from multiple systems and for distance from the target are enforced. However, the difficulty of the mission used to determine the Mission Failure Percentage is variable. The base difficulty is 4. Subtract 1 from the difficulty for each jump away from the capital system of the owning empire, following the shortest possible route. The minimum difficulty for a mission is 1.

A UE may move 1 point of Corruption from one system to another if they have infiltrated a Trade Fleet (see 6.3.2 Infiltrating Trade Fleets below). A Trade Fleet may only move one Corruption per turn and only between systems on its trade route. The destination system must already have at least one point of Corruption – infiltrated Trade Fleets cannot move Corruption to a Corruption-less system.

7.0 Advanced Construction and Planet Management Rules

Construction and planet management are two core aspects of any VBAM campaign. Players spend a great deal of time optimizing the efficiency of their systems, either to maximize the revenue that they generate or to optimize their usefulness as military construction centers.

The first half of this section details advanced construction rules, including rules covering new unit types, abilities, and facilities for use in your campaign. Rules are also included for the operation of alien units in your empire's navy, prototyping new military designs, and performing unit refits.

The second half covers advanced planet rules that deal with the operations or efficiency of planetary infrastructure. This covers contingencies from overpopulation and strip mining, to emergency production and terraforming.

7.1 Unit Special Abilities

These new unit special abilities are in addition to those previously compiled in the VBAM Campaign Guide (see CG 5.1.4.9 Space Unit Special Abilities) and extend a source designer's ability to customize an empire's forces, or model specific unit abilities.

Attack Boat

Units with the Attack Boat are small yet sturdy craft with limited endurance. These craft

are generally treated like small starships (referred to as attack boats or gunboats) that are incapable of performing strategic movement without the aid of a larger carrier vessel (see the Tender special ability). Attack Boats can only move between systems (or separate locations within the same system) if a dedicated Tender with available capacity is available to facilitate such movement. Note: If the 7.3. Heavy Basing Capacity rule is being used in the campaign, Attack Boats are allowed to occupy heavy basing capacity at a rate of 1 Attack Boat per point of basing.

In addition to their strategic movement limitations, Attack Boats are structurally weaker than traditional starships. Like satellites, Attack Boats do not cripple; once they have taken damage equal to their DV they are destroyed.

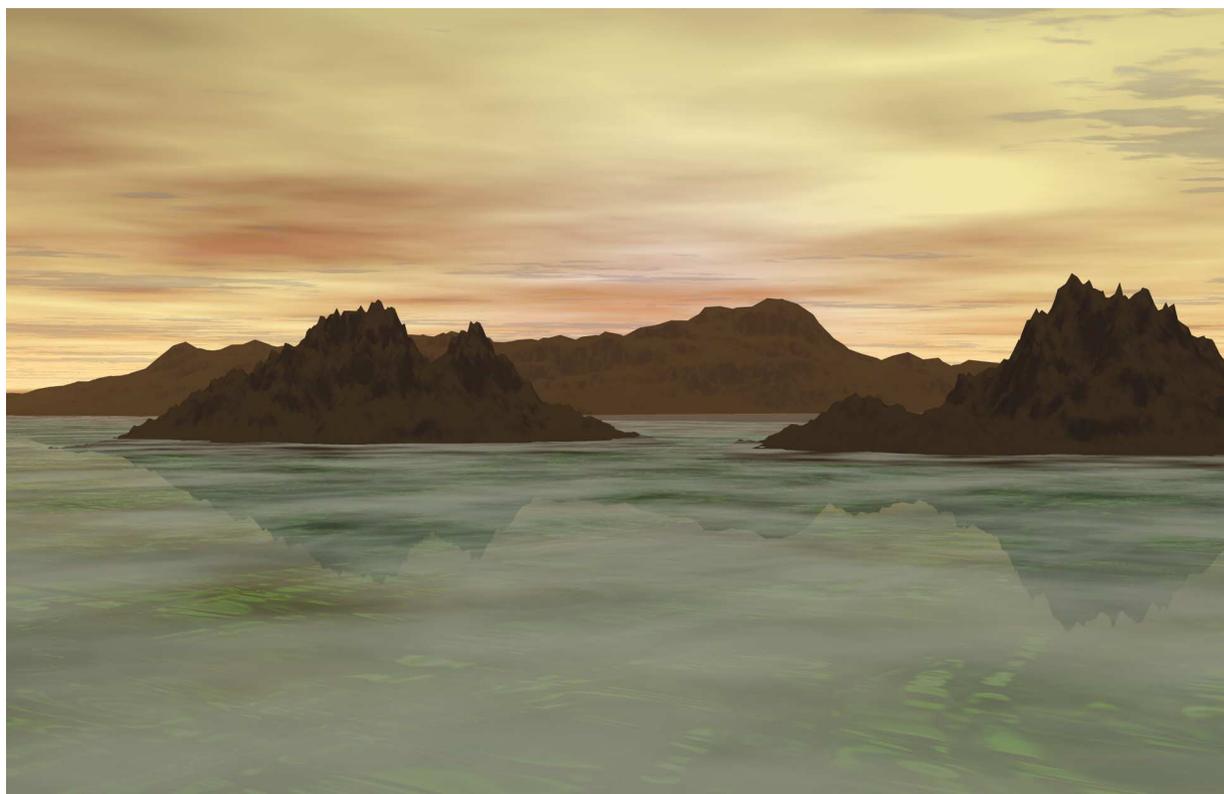
Attack Boats have a fractional command cost, typically 1/6. This fractional command cost indicates that six Attack Boats can be included in a squadron at a command cost of 1.

Biological

The Biological special ability denotes that a unit is either wholly or partially biological in origin. These "living ships" are oftentimes superior to their mechanical counterparts and carry with them many special abilities.

Biological units are capable of performing limited regeneration of their biological components given enough time. They are considered to possess a Self-Repair rating 1 greater than normal (minimum of 1). For example, a Biological unit with Self-Repair (2) would have an effective Self-Repair rating of 3. Independent repairs to damaged components may take some time, but it gives Biological craft a distinct advantage. All Self-Repair conducted by Biological units is free and does not cost the owning empire any economic points to perform!

This natural repair ability is counterbalanced by the Biological vessels' higher than normal repair costs. The cost to repair a Biological unit is twice that of normal, equal to 50% of the unit's construction cost (round up) instead of the standard 25%.



Because Trade Fleets are allowed to visit more than three systems on their trade route, the rules for Trade Fleet encounters (CG 3.6.2.1 Encountering Trade Fleets) must be amended when using Extended Trade Routes. Assign each system on the Trade Fleet's route to a single number of a d6 (or a d10, if the Trade Fleet passes through more than six systems). If there are fewer systems than numbers on the die, these will remain unassigned. The die is then rolled, and the Trade Fleet and its escorts will be located in the system matching the die result. If an unassigned number is rolled, re-roll the dice until an assigned number is rolled.

7.15 Terraforming

Terraforming is the process of manipulating a planet's environment to better suit inhabitation of a particular species. Alterations to the planet's temperature, atmosphere, hydrosphere, and ecology can all be optimized towards the owning power,

making it more conducive to long-term habitation.

In a VBAM campaign, terraforming is primarily used to increase the Carrying Capacity of planets under an empire's control. However, when using the 2.1 Advanced System Generation rules, the scope of terraforming projects is expanded to include more detailed changes to the native environment.

7.15.1 Terraforming Projects

All terraforming is conducted via the use of *terraforming projects*. Terraforming projects are performed in much the same way as tech investment with the player investing economic points towards one or more terraforming projects. A planet must be colonized before terraforming projects can begin. Additionally, a planet is only allowed to maintain one terraforming project per Census. If a planet's Census is reduced below the point it can support one or more of its terraforming projects, those projects that can no longer be supported are cancelled and all funding applied to them are lost.

8.0 Advanced Tech Rules

This section includes advanced technology rules that make small alterations or additions to the tech advancement process. This includes rules for making tech advancement happen at a quicker rate, applying tech levels to modify tech-related Intel missions, and allowing players to perform directed research projects.

8.1 Accelerated Tech Advancement

For some campaigns, it is beneficial to accelerate the rate at which players can earn tech advancements. This is especially true when playing in an online, play-by-email campaign where the 12-turn research cycle can mean that players will not see any tech advancement for months of real world game time.

Under the Accelerated Tech Advancement optional rule, tech is evaluated during the Tech Phase of the sixth and twelfth turns of each game year. This tech advancement check is conducted in the same manner as described in CG 3.3 Tech Phase. There remains a maximum chance of two tech advancements per campaign year, with the second having the same maximum 50% chance of success as outlined in the standard rules. If a player makes a tech advancement on turn six, he or she will then be attempting for their second tech advancement for the campaign year on turn twelve. This limitation keeps tech advancement in check and prevents abuse by players.

If a tech advancement is earned during the Tech Phase of the sixth turn of the campaign year, subtract the empire's tech advancement requirement from the amount of points currently in its tech investment pool. The amount of tech

investment in the pool cannot be reduced below zero. This reduction in the amount of tech investment in the pool covers the 'cost' of the mid-year tech advancement. The player can then use any remaining tech investment points in the pool, plus any further investment into tech on subsequent turns, to go towards the second possible tech advancement for the campaign year.

Should the player succeed in making BOTH of his possible tech advancements in turn six, then no more tech advancement will be possible for the remainder of the campaign year and no roll will be performed on turn twelve. In this situation, any tech investment paid in on turns seven through twelve are not lost but will instead be carried over into the next year of the campaign.

If a player does not achieve a tech advancement in turn six, the current tech investment pool is unaffected and all previous tech investment will go towards the later turn twelve tech evaluation. Since the player did not earn a tech advancement on turn six, the turn twelve tech advancement check will be conducted exactly as per the standard rules provided in CG 3.3 Tech Phase.

Example 1: An empire has a total domestic product of 134 economic points and a base tech advancement percentage of 50%. As of the Turn Orders Phase of turn six, the empire has paid in 85 points of tech investment into its tech investment pool. During the Tech Phase of turn six, an evaluation is made to determine if the empire will receive its tech advancement. $134 \times 50\%$ equals 67; the empire's current tech investment is 85, so it is guaranteed to make its first tech advancement for the year. The empire's Tech Year is increased by 1 as a result of the tech advance and 67 points of tech investment are subtracted from the 85 currently in the tech investment pool, leaving 18 points remaining in the pool.

On turn twelve, during the Tech Phase, the second (and final) tech evaluation for the campaign year is performed. Since turn six,

9.0 Advanced Morale and System Loyalty Rules

These advanced rules expand upon the materials laid out in CG 3.8.2 Morale and System Loyalty. Of particular note are optional rules for making rebellions and insurrections a far more potent and deadly threat to an empire's survival.

9.1 Rebellion

This optional rule expands upon the rules for rebellion found in the VBAM Campaign Guide. When these rules are in effect, the impact of planetary rebellions is greatly increased and, in some instances, may lead to full-blown civil war. Unlike the low-level insurrections defined in the Campaign Guide, rebellions such as these can affect not just the rebelling system but also other systems in the area. Local military forces, once thought unerringly loyal, may desert your command and join the rebel alliance. If multiple systems join together to form a strong separatist movement, the situation may even lead to a full-blown civil war.

9.1.1 System Loyalty States

The following system loyalty states are delineated in CG 3.8.2 Morale and System Loyalty:

Good Order: Good Order systems are those at which the Morale is greater than or equal to half the system's Census (round up). Good Order worlds are contented and rebellions in such systems are rare.

Unrest: Any system whose Morale is equal to or less than half the Census is in a state of Unrest. Under this state, all production is immediately halved. A state of Unrest is characterized by widespread dissension among the population. Rioting and elevated violence often are associated with this state.

Rebellion: Once a system's Morale drops to 0, the system is in Rebellion. Such planets do not provide any material benefit to the owning player and are in fact attempting to break away from their controlling empire. If unoccupied by ground troops at the outbreak of the Rebellion, the planet automatically secedes (see 9.1.3 Secession).

9.1.2 System Loyalty Check

System loyalty checks are performed every turn for each planet or system that is in a state of Unrest or Rebellion. Roll d10, adding +1 for each turn the system has been in a state of Unrest or Rebellion. If using the MN 2.0 Custom Race Design rules, Confederate government types add an additional +1 to this roll and Decentralized governments add +2. If the result is 10 or more, then the system is considered to have failed its system loyalty check and as a result the situation on the planet has deteriorated.

In the case of a system experiencing Unrest, a failed system loyalty check reduces the system's Morale by 1. If the system is already in Rebellion (Morale 0), then the system will immediately attempt to secede from its parent empire!

It is important to reiterate that, if a system enters into a state of Rebellion and there are no ground units defending the planet, it will automatically secede.

9.1.3 Secession

Secession is the ultimate expression of disgust with an empire's current political regime. Once a system declares its intent to secede, a chain of events is set in motion that can have a major impact on the whole of an empire.

10.0 Elite Officers and Crews

This section includes advanced rules for the implementation of elite officers and crews into your campaign. Elite officers can add personality and flair to a campaign, while graded crews and armies will allow players to differentiate between green units and battle-hardened veterans. An alternative experience system is also presented for players that tracks experience on a unit-by-unit basis and provides for less graduated experience improvements.

10.1 Elite Officer System

Some of the most appealing science fiction universes on film or in print are populated with larger than life heroes and villains that can single-handedly affect the world around them. These *elite officers* can take many forms. Soldiers, diplomats, spies, bureaucrats, doctors, dreamers – all of these colorful characters can be created using the Elite Officer System.

As an overview, elite officers are created using experience points (XP). Elite officers can purchase levels in various officer classes, with each level providing the officer with an additional special ability. As an officer gains rank and seniority, additional and more powerful abilities will become available for purchase. High level officers of any class are forces to be reckoned with and can play a major role in your campaign.

10.1.1 Officer Classes

The types of abilities available to an elite officer are determined by that officer's level in seven basic classes. These classes are Fleet Officer, Flight Officer, Ground Officer, Administrator, Diplomat, Scientist, and Rogue (non-military only). Officers will gain levels in



these classes as they gain experience. An officer's dominant class is that in which he or she has the highest level, and it will typically be the class in which the officer will excel.

10.1.1.1 Fleet Officer

Fleet Officers have received military training in starship combat. They typically captain fleet command ships or lead task forces into battle. The abilities conferred by a Fleet Officer affect the performance or capabilities of ships, bases, satellites, or other defenses in his or her fleet.

10.1.1.2 Flight Officer

Flight Officers have received military training in the piloting of small craft, principally star fighters. Flight Officers serve as wing commanders in control of a squadron's flight wings. Through their mix of experience, training, and luck, Flight Officers can be a potent force on the battlefield.

10.1.1.3 Ground Officer

Ground Officers have received ground combat operations training. Ground Officers provide valuable benefits to ground unit operations, helping to bolster defenses at an embattled world or else make the invasion of foreign soil that much easier. Gnarled and war weary, Ground Officers are often overlooked by their sky-bound brethren.

10.1.1.4 Administrator

Administrators are trained to oversee governance of planets and outposts. They bring years of bureaucratic expertise to their job and can be used to streamline colonial operations. It is not uncommon for military officers to earn Administrative ranks during their tenure as military governors.

10.1.1.5 Diplomat

The Diplomat class includes everything from true diplomats to spies. In other words, any mission profile that involves the use of Intel would fall under the broad umbrella of the Diplomat. Often Diplomats do turn out to be more than they appear...

10.1.1.6 Scientist

Scientists are a supplemental class, meaning that their abilities are designed to support the operations of other officer types. Even though they are often forgotten, these officers are instrumental in achieving the breakthroughs that secure the future of the empire.

10.1.1.7 Rogue

This special non-aligned officer class is available only to non-government powers. Rogues are the unruly scoundrels of the galaxy. You might find Rogues traveling the galaxy on tramp freighters, running commerce stations in neutral territory, or working as mercenaries for foreign governments. No matter their occupation (if they have one!), Rogues are jacks of all trade, and masters of none.

10.1.2 Officer Abilities

As officers increase their level in any of the seven different officer classes they will be granted additional special officer abilities. These abilities provide benefits that the officer can use on subsequent turns. They represent the officer's growing skill or influence and the higher the officer's level in a class, the more powerful his abilities will become.

The following section (categorized by class and area of emphasis) provides the abilities available to each officer class. Each ability has both a name and a level prerequisite, given in "Level X". Officers must have at least this level in the associated class before they can purchase the ability.

Unless otherwise noted, all officer abilities can be purchased multiple times for cumulative effect. For example, a Fleet Officer that has received three levels of the Defense: Ship would increase his unit's DV by a total of +3, or +1 per level of the ability.

Elite Fleet, Flight, and Ground Officers may only improve their units' abilities to a maximum of twice their original values, with a minimum bonus of 1. Example: a DV 2 frigate assigned an elite Fleet Officer that gives a +4 DV bonus to his command ship would only receive a +2 DV bonus.

Some abilities, notably Squadron, Task Force, and planet level combat abilities, are noted as being *Restricted* in their descriptions. This denotes that the ability carries special restrictions that apply to how they interact with other Restricted abilities. If a unit, squadron, or task force is subject to the effects of more than one officer providing the same Restricted benefit, only the best bonus between the officers is used. The effects of non-Restricted abilities are not subject to this limitation; they are cumulative with those generated by Restricted abilities.

Example: A task force includes three Fleet Officers. One officer has one level of Defense: Task Force (+1 DV to all non-flight units in the officer's task force), the second