



^{THE} **MENAGERIE**



Table of Contents

1.0 Introduction	4
1.1 Referencing Rules from Different Supplements	4
2.0 Custom Race Design	5
2.1 Design Points	5
Design Point Conversion Table	5
2.2 Racial Traits	5
2.2.1 Trait Classifications	6
2.2.1.1 Physical Traits	6
Physical Traits: Environmental	6
Adaptable (+1)	7
Aquatic (+2)	7
Extra-Dimensional (+4)	7
High-Gravity Species (+1)	8
Lithovore (+3)	8
Low-Gravity Species (-1)	8
Subterranean (+2)	8
Physical Traits: Evolutionary	9
Aggressive (+1)	9
Attractive (+1)*	9
Completely Alien (-3)	9
Difficult Language (-1)	9
Diminutive (-1)*	10
Empathic (+2)	10
Fearsome (+1)*	10
Gigantic (+1)*	10
Hivemind (±0)	11
Incomprehensible Language (-2)	11
Passive (-1)	11
Non-Corporeal (+2)	12
Repulsive (-1)*	12
Robotic (+3)	12
Shapeshifters (+2)	13
Symbiotic Relationship (+1)	13
Telepathic (+3)	13
Telepathic Immunity (+1)	13
Physical Traits: Population Growth	14
Fast Gestation (+2)*	14
Fast Population Growth (+2)*	14
Slow Gestation (-2)*	14
Slow Population Growth (-2)*	15

2.2.1.1.1 Humanoid and Non-Humanoid Aliens	15
2.2.1.2 Social Traits	15
Social Traits: Physical Modifications ...	15
Atrophied Form (-2)	15
Cybernetic (+2)	16
Physical Endurance (+1)	16
Social Traits:	
Economy, Construction, & Supply .	16
Corrupt (-1)*	16
Efficient Industry (+1)*	17
Expansionist (+2)*	17
Field Repair Specialist (+1)	17
Inefficient Industry (-1)*	18
Logistical Experts (+1)*	18
Master Shipwrights (+1)*	18
Mercantile (+1)*	18
Poor Shipwrights (-1)*	18
Repair Specialist (+1)	19
Scavenger (+1)	19
Supply Master (+2)	19
Supply Novice (-3)	19
Trade Barriers (-1)*	19
Social Traits: Diplomatic	19
Bureaucratic Diplomacy (-2)	19
Cultural Adopters (+1)	20
Diplomatically Subservient (-1)	20
Elite Diplomatic Corps (+3)	20
Erratic (-1)*	21
Gifted Negotiators (+1)*	21
Ineffective Negotiators (-1)*	21
Naïve (-1)	21
Outgoing (±0)	21
Pacifist (-1)	21
Prejudiced: Humanoids (-1)	22
Prejudiced: Non-Humanoids (-1)	22
Prejudiced – Specific Race (±0)	23
Warmonger (+1)	23
Xenophobic (-2)*	23
Social Traits: Intelligence	24
Efficient Operatives (+1)*	24
Xenophobic Treaty Acceptance Chart	24
Espionage Experts (+1)*	24
Expert Intelligence Network (+2)	24
Ineffectual Intelligence Network (-2)	24
Inefficient Operatives (-1)*	24
Insurgency Experts (+1)*	25
Mission Specialist (+1)*	25
Sabotage Expert (+1)*	25

Social Traits:

Space and Ground Combat	25
Bombardment Masters (+2)	25
Elite Armies (+4)	26
Elite Crews (+4)	26
Expert Boarding Parties (+2)*	26
Expert Wing Commanders (+2)	26
Green Armies (-2)	26
Green Crews (-2)	26
Guerillas (+1)	27
Inferior Military Instruction (-1)*	27
Kamikazes (+1)	27
Master Tacticians – Command (+1)*	27
Master Tacticians – Maneuvers (+1)	27
Master Tacticians – Organization (+2)	27
Master Tacticians – Cunning (+1)*	28
Natural Pilots (+2)	28
Novice Armies (-1)	28
Novice Crews (-1)	28
Poor Pilots (-2)	28
Poor Tacticians – Command (-1)*	28
Poor Tacticians – Maneuvers (-1)	28
Poor Tacticians – Organization (-2)	29
Poor Tacticians – Predictable (-1)*	29
Professional Armies (+1)*	29
Sneaky (+1)	29
Stalwart Defender (+2)	29
Superior Military Instruction (+1)*	30
Transformative Expert (+1)	30
Unprofessional Armies (-1)*	30
Unremarkable Military (-3)	30
Veteran Armies (+2)	30
Veteran Crews (+2)	31
Weapons Specialists (+3)	31
Social Traits: Cultural	31
Abject Cowards (-3)	31
Chemical Addiction (-2)	31
Civil Disturbances (-1)*	32
Combat Respect (-1)	32
Contemplative (+1)	32
Closed Society (+2)*	32
Controlled Society (+1)	33
Fanatical (+2)	33
Gifted Explorers (+2)	33
Gregarious (+1)*	33
Honorable (±0)	34
Open Society (-2)*	34
Population Controls (-1)*	34
Population Explosion (+1)*	34
Pranksters (-1)*	34
Rival Houses (-1)	34

Prankster Result Table	35
(Roll D10)	35
Sacrificial Resolve (+2)	36
Social Solidarity (+1)*	36
Spiritual (+1)	36
Superiority Complex (-1)	36
Tense Alliance (-2)	37
Utopian Society (±0)	37

Social Traits: Research & Technology . 37

Artifact Aficionados (+1)	37
Expert Scientists (+1)*	37
Extra-Dimensional Travel (+4)	38
Fast Drive Systems (+3)	38
Incompetent Scientists (-1)*	38
Tech Reliant (-1)	39

2.2.1.3 Social Revolutions

Integrated Example: Social Revolutions	39
--	----

2.3 Government Selection**2.3.1 Standard Government Types****2.3.1.1 Anarchical Governments**

Anarchical Government Advantages	40
Anarchical Government Disadvantages	40

2.3.1.2 Totalitarian Governments

Totalitarian Government Advantages	41
Totalitarian Government Disadvantages	41

2.3.1.3 Meritocracy Governments

Meritocracy Government Advantages	41
Meritocracy Government Disadvantages	42

2.3.1.4 Representative Governments ..

Representative Government Advantages ..	42
Representative Government Disadvantages ..	43

2.3.1.5 Collective Governments

Collective Government Advantages	43
Collective Government Disadvantages	43

2.3.1.4 Confederate Governments

Confederate Government Advantages	43
Confederate Government Disadvantages ..	44

2.3.2.3 Technocratic Government

Technocratic Government Advantages	44
Technocratic Government Disadvantages ..	45

2.3.2 Optional or Specialty**Government Types****2.3.2.1 Autocratic Governments**

Autocratic Government Advantages	45
Autocratic Government Disadvantages	45

2.3.2.5 Aristocratic Government

Aristocratic Government Advantages	46
--	----

Aristocratic Government Disadvantages	46
2.3.2.4 Autarky Government	46
Autarky Government Advantages	46
Autarky Government Disadvantages	46
2.3.2.4 Decentralized Governments	46
Decentralized Government Advantages	47
Decentralized Government Disadvantages	47
2.3.3 Government Sub-Types	47
2.3.3.1 Military	47
2.3.3.2 Scientific	47
2.3.3.3 Social	47
2.3.3.4 Trade	48
2.3.3.5 Religious	48
2.3.4 Political Reform	48
Political Reform Modifiers Chart	48
Integrated Example: Political Reform	48
2.3.5 Governmental Collapse	49
2.4 Finalizing Your Custom Race .	49
2.4.1 Effects of Multiple Trait/Government Modifiers	49
2.4.2 Custom Race Modifiers and System Control	51
Integrated Examples: Designing Custom Races	51
3.0 Additional and Optional Rules	53
3.1 Tracking Census in a Campaign Using Custom Races	53
3.1.1 Effects of Multiple Census Types .	53
3.1.2 Multiple Census Types and Population Growth	54
Integrated Example: Population Growth with Multiple Types of Census	54
3.1.3 Multiple Census Colonies and Morale/Insurgency	55
3.1.4 Census Exchanges	55
3.2 Extra-Dimensional Aliens in a VBAM Campaign	56
3.2.1 Pocket Universe	56
3.2.1.1 Pocket Universes and Movement .	56

3.2.1.1.1 Static Travel Nodes	56
3.2.1.1.2 Transitory Travel Nodes	57
3.2.2 Sufficiently Far Away	57

4.0 The Aliens 58

Aam Conclave	59
Federation of Gykryl (Cykryyl)	60
Degli Technocracy	62
Huillym Alliance	63
Solar Federation (Humans)	65
N'lyk'Tyra Republic	67
Nulos Trade Federation	69
Obscari Enigma	71
Pan-Galactic Craxi Church (PGCC)	72
Suran Free Republic	74
Tawasi Empire	75
Ze'U'Lok Empire	76
Zhujin Clans	78

5.0 Credits and Acknowledgements 80

5.1 Submission Guidelines	80
5.2 Contact Victory by Any Means Games	80
5.3 Copyright Information	80

1.0 Introduction

Welcome to *The Menagerie*, a custom race design supplement for the Victory by Any Means (VBAM) Campaign System. The rules found in this book allow players to create their own unique empires, each with its own advantages and disadvantages. Use of these custom race design rules will allow players and Campaign Moderators (CMs) to add extra individuality to the empires in their campaigns. In this way each player empire will seem less “bland” and will be more interesting to play and interact with during the course of the campaign. Additionally, not all traits that a custom race receives may be positive; some may instead provide penalties to one or more areas of play that the player will have to adapt to in order to success to be achieved.

Also included in this supplement is a compilation of sample custom races designed using the VBAM custom race design rules. Each sample custom race is accompanied by a short background history, custom race information, and force list. This makes it easy to begin using these rules “right out of the box.” This can be fortuitous for players, as it will allow them to get used to playing with custom races before they start designing their own empires for use in another campaign.

1.1 Referencing Rules from Different Supplements

Some rule entries in the Companion refer to rules introduced in other books. References to rules external to *The Menagerie* 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 Custom Race Design

Custom race design allows players and CMs to create unique factions for play in their VBAM campaigns. Instead of all powers beginning on a level playing field, these rules create empires that have distinct advantages and disadvantages in specific areas of play.

The use of custom races is completely *optional*. The decision to use these rules is left up to the judgement of the CM and/or players.

As with all design systems, there is the possibility that players will attempt to abuse the spirit of the custom race design rules in order to create unbalanced empires. It is the responsibility of the CM to moderate the use of these rules in their campaigns.

It is highly recommended that players consult their CM prior to the beginning of the campaign to make sure that their custom race is both legal and conforms to any optional or modified rules that are to be used in the campaign. For example, a player that designed a “super-spy” custom race for use in a campaign in which the Intel rules were not being used would have his race’s primary advantages wasted. Consulting the CM in this instance would ensure a smooth start to the campaign.

2.1 Design Points

When designing a new custom race, the player is allocated a certain number of *design points* that he or she may use to purchase traits. The number of design points each player is allowed during the custom race design process is set by the CM. In CM-less play, the number of design points available to each of the players is determined by player consensus. Each player will start with this same number of design points.

For most campaigns, CMs should consider giving each player two (2) design points. This

standard number of design points will allow players to purchase a suitable number of advantages/disadvantages when creating their custom races.

If a custom race has design points remaining unspent at the end of the race design process, it may use these design points to give their power a boost in starting resources. Refer to the Design Point Conversion Table for converting excess design points into starting resources. These starting resources may be applied to any single world controlled by the power at the start of a campaign.

Design Point Conversion Table

Starting Resource	Design Point Cost
+1 Census	1
+1 Productivity	2
+1 RAW	2
+20 economic points	1
+1 Carrying Capacity	1
+1 Morale	1
Ancient Ruins	3
Special Resource	3

2.2 Racial Traits

Design points are used to purchase *positive traits*. Positive traits are those that provide a specific bonus or bonuses to the powers that purchase them. The cost of a positive trait is listed as a positive number in parenthesis following the name of the trait. *Example: Cybernetic (+2) trait has a design point cost of 2.*

A custom race can earn additional design points by also purchasing *negative traits*. Negative traits provide a specific penalty or penalties to the powers that purchase them; however they also provide extra design points to be spent on other, advantageous traits. The number of design points provided by negative traits is listed as a negative number in parenthesis following the name of the

trait. *Example: Chemical Addiction (-2) trait increases the power's design point total by 2.*

The number of negative traits a custom race may purchase during the custom race design process is limited. Each power may only possess a number of negative traits equal to its starting design point total plus one (1). For example, a player whose custom race received two (2) design points to spend on abilities could elect to apply no more than three (3) negative traits to the race.

Any trait with an asterisk (*) following its cost indicates that the trait can be purchased multiple times for cumulative benefit or penalty. Simply add these effects (unless instructed otherwise by the trait) to arrive at the final cumulative bonus/penalty. Two examples are provided below.

Example 1: A custom race purchases three levels of the Expert Scientists (+1) trait. Each level of the trait provides a -5% modifier to the power's tech advancement requirement, so three levels would provide a total -15% modifier.*

Example 2: A custom race purchases three levels of the Incompetent Scientists (-1) trait. Each level of the trait provides a +5% modifier to the power's tech advancement requirement, so three levels would provide a total +15% modifier.*

In the case of cumulative negative traits, each level of the negative trait counts towards the race's negative racial trait maximum.

2.2.1 Trait Classifications

Abilities are broken down into two categories: *physical traits* and *social traits*. Physical traits are those that are intrinsic to the power's biology and cannot be changed during the course of the campaign. Social traits represent the preexisting social and psychological predisposition of the power's population and/or leadership. Social traits can be changed during the course of a campaign by way of 2.2.1.3 Social Revolutions.

2.2.1.1 Physical Traits

Physical traits include all abilities and perks associated with a species' innate physical capabilities. Physical traits largely result from evolutionary, environmental, and mechanistic forces on the species' homeworld. All of these forces have helped to shape its physical characteristics.

Though the basic biology of a species can theoretically be changed in a controlled manner, the time scale required to do so is beyond the scope of a normal VBAM campaign (playing campaigns that span thousands or even millions of years is not advised!). For this reason, no power may change any of its physical traits during the course of a VBAM campaign.



CM's Note: It could be argued that mechanical civilizations should be allowed to reassign physical traits, but for the purposes of uniformity of rules this is not allowed. For manufactured, machine intelligences, their basic flexibility and ability to adapt are reflected in their base capabilities.

If a CM wishes to allow Robotic powers to alter physical traits (other than their Robotic trait, which cannot be changed under any circumstances) it is advised that the CM allow the Robotic powers in his or her campaign to perform a special social revolution at ten times the normal penalty to change one or more physical traits. All other rules relating to social revolutions must be adhered to for Robotic powers attempting to change their physical trait(s).

Physical Traits: Environmental

Environmental physical traits are those that are a direct result of environmental variables the species encountered during the course of its evolution. In order to survive (and, later, thrive) a species would have had to adapt to adverse and changing physical conditions on its homeworld.

Non-Corporeal (+2)

These beings have ascended beyond the physical realm and have achieved a state of pure consciousness. Non-Corporeal aliens must obey most of the same laws that constrain the activities of their non-transcendent fellows, but they are also able to perform previously unheard of feats.

Non-Corporeal has the following effects:

- Intel missions performed against Non-Corporeal powers by other powers lacking the Non-Corporeal trait have their difficulty increased by 1.
- Intel missions performed by Non-Corporeal powers against other powers lacking the Non-Corporeal trait have their difficulty decreased by 1.
- Non-Corporeal ground units have their Attrition values doubled.
- Non-Corporeal ships have their maintenance cost denominators increased by 1 due to their lower life support requirements (e.g., a maintenance cost of 2/3 becomes 2/4).
- Non-Corporeal powers may not use captured alien ships, but their ships cannot be captured and used by non-Non Corporeal powers, either.

Repulsive (-1)*

Some alien species are just considered abhorrent by their neighbors. This natural repulsion might be based either on the way they look or some disgusting bodily function, but the end result is the same. The biggest impact this trait has is on the repulsive species' dealings with other empires.

Repulsive has the following effects:

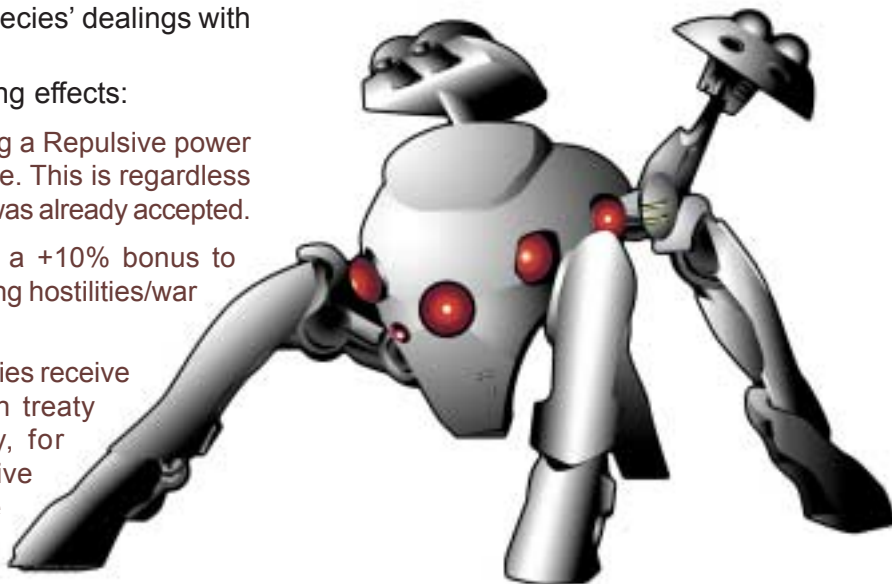
- Any treaty attempt involving a Repulsive power has a 10% chance of failure. This is regardless of whether or not the treaty was already accepted.
- Opposing powers receive a +10% bonus to breaking treaties or declaring hostilities/war against a Repulsive power.
- (*NPE Only*) Repulsive species receive a -10% penalty to foreign treaty acceptance. Additionally, for every level of the Repulsive trait possessed by the power, subtract 1% from foreign offering chances.

Robotic (+3)

Whirr, crash, boom! Robotic species lack biological components and are instead wholly mechanical in nature. This provides numerous abilities to their empire, most notably in their ability to expand and survive amidst galactic chaos. Empires administered by organic "flesh-bags" often see Robotic powers as a threat to their survival due to the latter's cold, calculating nature and seemingly endless supply of robots.

Robotic has the following effects:

- All systems and shipyards owned by a Robotic power receive a +20% construction capacity bonus (round up).
- Robotic agents have an easier time subverting alien research, lowering the difficulty level of their Espionage: Tech Intel missions by 2 to 1.
- The Census of Robotic powers do not experience CG 3.8.4 Population Increases. Rather, Robotic powers can purchase new Census at a flat rate of 40 economic points each. No system can purchase more than one Census per turn in this manner, and the system must have the available construction capacity to "build" the Census just as it would any other unit type. For campaigns using the CG 4.8 Quick Expansion Colony Fleet Rules, the cost of Robotic Colony Fleets is reduced to 40 economic points each, but only one Colony Fleet or population increase can be purchased per system per turn.



Example: A D Factor of d2 would be increased to d1 (or simply 1) as a result of an Atrophied Form.

Atrophied Form is mutually exclusive with the Physical Endurance trait.

Cybernetic (+2)

While originally wholly organic in origin, some powers have opted to migrate their civilization towards a cyber-organic existence. Cybernetic powers use mechanical augmentations to enhance the capabilities of the populace. These enhancements can be minor, but often they represent the first step towards the realization of a *Robotic* society.

Cybernetic has the following effects:

- All systems and shipyards owned by a Cybernetic power receive a +15% construction capacity bonus.
- Cybernetic agents have an easier time subverting alien research, lowering the difficulty level of Espionage: Tech Intel missions by 1 to 2.
- Cybernetic powers must pay a special 1/6 Census maintenance cost each campaign turn. This maintenance payment represents the cost of upkeep for the population's cybernetic enhancements. If blockaded, a system must first fulfill the Census maintenance requirement of the system before paying towards other maintenance or purchases.
- Unlike other social traits, the Cybernetic trait is much more permanent, as it represents a short-term bridge between pure-biological and pure-mechanical civilizations. Any social revolution that attempts to retire the Cybernetic trait is performed at a -100% penalty to the attempt.

Cybernetic is mutually exclusive with the Robotic trait.

Physical Endurance (+1)

Cultural imperatives have placed an increased emphasis on athleticism and physical capabilities. Rather than relying on natural talents to reach this societal paradigm, artificial means are commonly used to provide an extra edge over the competition. Performance enhancing drugs,

genetic modifications, and limited cybernetic enhancements have all be used to improve physical stamina and endurance beyond that naturally possible.

Physical Endurance has the following effects:

- All ground units belonging to this power receive a +1 Attrition bonus and their D Factor is improved by one step, meaning the number of faces on the die is increased by 1.

Example: A D Factor of d2 would be increased to d3 as a result of Physical Endurance.

Physical Endurance is mutually exclusive with the Atrophied Form trait.

Social Traits:

Economy, Construction, & Supply

Social traits of this type focus on the industrial capabilities of an empire. While some empires refine their skills in this area, others experience diminished capabilities due to neglect or graft.

Corrupt (-1)*

Corrupt powers are mired in layer upon layer of graft, incompetence, and indifference. Corrupt powers find it difficult to reign in the troublemakers due to their influence at all levels of society. The losses in efficiency are heavy, and can place an incredible burden on the power.

Corrupt has the following effects:

- Corrupt power has its total income each turn reduced by 5% due to rampant corruption (round down). This reduction in income affects all forms of income earned by the empire, including income from trade and random events. These economic points are simply lost. Tech advancement calculations continue to use the empire's original, unmodified total domestic product.

Example: A Corrupt power earns 72 economic points from its systems and a further 12 economic points from commerce income, for a total unmodified total of 84 economic points. With one level of the Corrupt trait, this power's per-turn income would be reduced by 5%, or 4.2 economic

points. We round this amount down to 4, resulting in a adjusted output of 80 economic points.

Building on this example, if the empire had had two levels of the Corrupt trait, its per-turn income from all sources would be reduced by 10%. This would be $84 \times 10\% = 8.4$, which would round down to an economic penalty of 8 economic points, for an adjusted imperial income of 76 economic points.

- (Underworld Empires Only) The difficulty of increasing Corruption at a Corrupt power's system is reduced by 1 (minimum difficulty 1).
- (NPE Only) A NPE cannot be Corrupt if its Integrity is greater than or equal to 80. Each successive level of the Corrupt trait lowers this maximum AIX value by 10 (Example: 2 levels of Corrupt would require a maximum Integrity less than 70).

Efficient Industry (+1)*

The industrious nature demonstrated by some powers is impressive. These powers possess highly efficient industries that allow them to mass produce goods at a rate faster than that of their neighbors.

Efficient Industry has the following effect:

- All the power's systems, shipyards, and other sources of construction capacity receive a +10% construction capacity bonus. Round fractional construction capacities up.

Example: A system with 24 output under the control of a power with one level of Efficient Industry would have its construction capacity increased by 10% to 27 from the original 24.

Efficient Industry is mutually exclusive with the Inefficient Industry trait.

Expansionist (+2)*

Lebensraum: living space; it is the ideal of any expansionist power. The pursuit of domination of new foreign territories requires the maintenance of a large and able-bodied civilian fleet to maintain lines of supply and communication across an empire's territories. The Expansionist understands this, fostering a healthy, privately held transport infrastructure.

Expansionist has the following effect:

- Civilian fleets (Colony, Transport, and Trade Fleets) cost 10% less to build than normal. Round fractional fleet costs down.

Example: If Colony, Transport, and Trade Fleets normally cost 30, 20, and 15 economic points respectively in your campaign, an Expansionist would have these costs reduced by 10% (rounding fractional costs down) to 27, 18, and 13 respectively.

If that same Expansionist had two levels of the trait, costs for these civilian fleets would be reduced by 20%, to 24, 16, and 12 respectively.

Field Repair Specialist (+1)

Like *Repair Specialists*, Field Repair Specialists have an innate knack for performing repair operations. However they specialize in remote, on-site repair operations, the type of which is performed by Military Supply Ships and Field Repair craft. This front-line damage control support can be extremely important during active hostilities.

Field Repair Specialist has the following effect:

- All of the power's vessels capable of performing CG 3.7.14 Field Repair can perform 1 additional point of Field Repair each campaign turn.



After twelve turns an attempt is made to see if the political reform will succeed. The empire has spent 74 Intel points towards the reform, providing a +74% modifier. The political reform's chance of success is now $-20\% + 74\% = 54\%$. On a percentile die roll of '54' or less the reform will succeed.

2.3.5 Governmental Collapse

It is possible for an empire's government to completely collapse due to a combination of external or internal pressures. There are two conditions under which a government can experience a total collapse. The first is if the empire's capital system is captured or destroyed. The second is if two-thirds or more of an empire's systems with a Census of 3 or more are in a state of rebellion (Morale of 0 or less). If either of these two conditions is met, then the empire's government will collapse during the CG 3.8.2 Morale and System Loyalty step of the CG 3.8 Update Asset Phase of the turn on which the condition is met.

When a governmental collapse occurs, the empire immediately transitions into an Anarchy form of government (see 2.3.1 Standard Government Types). On the turn following the governmental collapse, the empire can initiate a 2.3.4 Political Reform in an attempt to form a new government. If at the end of the twelve-turn reform process either of the collapse-triggering conditions still exists, then the reform attempt will automatically fail and the empire will be returned to a state of Anarchy and be forced to start the governmental reform process from scratch.

Of the governmental collapse triggers, a destroyed or captured capital system is by far the easiest to remedy. Unless otherwise stipulated in your source materials, the cost of building a new capital is equal to the total domestic product of your empire. The construction rate of a new capital is limited by the available construction capacity in the system in which it is purchased. Construction capacity from planetary or orbital shipyards cannot be used to hasten the construction of a capital. Only local system construction capacity can be

used towards the production of a new imperial capital.

Remedying the second collapse trigger is much more difficult. An empire has two options for dealing with its systems that are in a state of rebellion. The empire can either deploy troops to suppress the rebels (see CG 3.8.8 Using Troops to Control a Population), or they can use Intel Counter-Insurgency missions to quell the unrest. During a governmental collapse, players may run into difficulty when they attempt to purchase and use Intel to perform Counter-Insurgency missions. The intense negative effects of the Anarchy form of government means that the empire's coffers will be threadbare and may not be able to suffer the economic burden of purchasing and maintaining Intel. For this reason, the easiest way to deal with rebellious colonies is by declaring martial law and using ground forces to keep their populations in check.

A governmental collapse will end once the empire has successfully completed a political reform to create a new government.

2.4 Finalizing Your Custom Race

Once all traits have been purchased and an optional government type selected, the custom race is ready to be finalized. The player should create a card or other reference listing all of the power's current traits and government information. Included on this reference should be all bonuses or penalties the power is subject to as a result of their selections.

2.4.1 Effects of Multiple Trait/Government Modifiers

Some traits and/or government types provide bonuses or penalties to the same game statistic or statistics. In all cases, these modifiers are cumulative. To determine the net effect of the modifiers, add together each of the bonuses or

penalties to the statistic. The final value is the bonus/penalty applied to the statistic.

Unless noted otherwise in the trait description, the effects of cumulative traits (i.e., those traits whose cost is followed by an asterisk) are added to one another for each level purchased. For example, if a cumulative trait provides a 10% modifier to some area of play, purchasing two levels of the trait will increase this modifier to 20%. This applies to Morale bonuses, tech investment goals, and all other types of bonuses offered by cumulative traits.

Some traits specify a different means of additional benefit or penalty when multiple levels are purchased. For example, one particular element of the Repulsive physical trait begins at a -10% penalty, but each additional level only modifies this penalty by -1%.

It is important to stress that unless the trait's description directly contradicts the standard rules, all bonuses and penalties should be added together to determine their net effect.

In the case of traits that demonstrate the effects of corruption within the race's government by lowering the total domestic product (TDP) of an empire. It is important to clarify that tech advancement is still based on the original, unmodified TDP of the empire – not the value modified by the effects of corruption.

The following section includes a series of examples that demonstrate how different traits interact and how to interpret their results. Most trait combinations are self-explanatory as they modify the same statistic.

Example 1: A custom race purchases two levels of the Social Solidarity social trait. The text for this trait explains that the custom race will receive a series of modifiers to its Morale checks. Nowhere in the text does it indicate any special instructions for how these abilities stack. We can therefore assume they stack as normal.

The first benefit of Social Solidarity is that it gives a -1 bonus to Morale checks with positive

results. Because this race has two levels, these bonuses stack. The race will receive a -2 bonus to Morale checks with positive results.

The second benefit of the trait is that, in a state of hostilities or war, the race receives a +1 bonus to negative Morale checks and a -1 bonus to positive Morale checks. As before, these benefits are fully cumulative, so this race will have a +2 bonus to negative Morale checks and a -2 bonus to positive Morale checks.

Example 2: A custom race is designed as a Scientific Technocracy with three levels of the Expert Scientist trait (!). The Scientific Technocracy government type sets our tech advancement goal at 35% of the race's total domestic product. Each level of the Expert Scientist trait reduces this by 5%. This is a straight subtraction. We do not multiply 35% by .95 three times; rather, we subtract 35% by 15% (5% times 3). This produces a result of 20%. To apply this, if the empire had a starting TDP of 60 points, its tech advancement goal would be 12.

Example 3: A custom race is both Adaptable and a Lithovore. The campaign the race is being played in is using the CC 2.1 Advanced System Generation Rules, including the rules for climate variance.

On the surface, combining these two traits' climate-related abilities seems daunting. But if we look a bit closer, they interact much like the other rules in the book. The Adaptable trait reduces climate variance numbers by 10%. The Lithovore trait halves them. Both round fractional climate values down. The Lithovore's halving effect is really just a "reduce by 50%" mandate, so we have a 50% reduction and a 10% reduction from the two traits. We can combine these effects and end up with a total climate variance reduction of 60%, rounding fractional climate variances down.

Given a planet with a climate variance of 23, this race would consider the variance to instead be 9. That is a fairly massive difference, but

the cost of having both of these abilities is also fairly high, too.

Example 4: The TDP of an empire is 100 economic points, and the empire's government is of the Confederate type (10% penalty to TDP). When calculating the tech advancement requirement for this empire, use the initial, unmodified TDP value (100), not the modified value (90) when calculating the empire's tech requirement. In this example, the empire would have a tech advancement requirement of 50 (not 45).

2.4.2 Custom Race Modifiers and System Control

By default, an empire applies all of its special traits and modifiers to any system under its control, even those systems originally belonging to other alien powers. Therefore, as soon as an empire invades or is ceded control of a system, that system will inherit all of the bonuses or penalties associated with the empire's custom race.

If you or your players would like to track individual Census and their special advantages, please refer to the 3.1 Tracking Census in a Campaign Using Custom Races optional rule.

Integrated Examples: Designing Custom Races

Bob wants to create a new custom race to play in an upcoming campaign. He is really into the wargaming aspect of the campaign and would like to tailor his custom race, which he will call the Imperial Death Mashers (or IDM for short), to be a militant race tailored towards his particular playing style. The CM in Bob's campaign has set the design point total for each custom race at two design points.

First, Bob looks through all of the racial trait options to get an idea for what would fit his idea for the IDM. He looks at the physical traits and notices that *High-Gravity Species* would give his forces a bonus to ground combat, which appeals to him. *Aggressive* also looks interesting. For social traits, he decides he definitely wants to be a Warmonger,

and several of the combat traits seem cool. *Master Tacticians – Cunning* and *Veteran Crews* especially look inviting. Unfortunately, Bob asks his CM and is told that the campaign won't be using either of the Personnel Grade Level options from the Campaign Moderator's Companion, though the Elite Officer rules will be used.

With a first pass of the available traits completed, Bob starts narrowing down the field to just the traits that he absolutely knows that he will want. *Warmonger* is a shoe-in, so he writes that down on his scratch paper and circles it to remind himself that it is one he will pick no matter what. The *Warmonger* trait costs "+1", or one design point, so he has one point left to spend unless he wants to take some disadvantages.

He then chooses *High-Gravity Species*, which confers a +1 Attack to his ground units when invading and a +1 Defense when defending. He decides to take this instead of *Aggressive* because he plans to be on the offensive most of the time and really would rather have a Defense bonus when defending his own planets from sneak invasions than the Attack bonus from *Aggressive*. *High-Gravity Species* also has a cost of +1, so the IDM now have spent both of the allotted design points.

Bob flips forward and stares at *Master Tacticians – Cunning* a bit longer. A +1 surprise roll bonus... he has to have that trait! Taking his pen, he adds it below the entries for *Warmonger* and *High-Gravity Species*. The cost of *Master Tacticians – Cunning* is one design point, so the IDM are now over their two design point total by one point. Bob will need to select one or more disadvantages to get his design point total back down to two.

Thumbing through the pages Bob finds the Intelligence social traits section. "I never liked how this game handles Intel anyway," he mutters as he starts skimming through the list looking for a disadvantage that he can live with. *Ineffectual Intelligence Network* would have a cost of -2 design points, which means that it would reduce his design point total back down to one from three. However, it makes it so using Intel would be much harder since the first point of Intel spent on a mission would be lost! But it *would* give him two points back...

For Bob this decision isn't a very difficult one. He scribbles *Ineffectual Intelligence Network* down on his sheet and changes the running design point total off in the margin of his scratch pad. By selecting this disadvantageous trait, Bob's IDM's now have one more design point to spend on a positive trait.

In searching through the social cultural traits, Bob finds another disadvantage that seems right up the IDM's alley. The *Combat Respect* trait has a -1 cost, meaning it would give him one more design point to use in addition to the one he already has to spend. Figuring the IDM (Bob) won't want to negotiate with another player until after he has tried to kill them first, he adds this negative trait to his list.

At this point Bob checks the rules to make sure he is not over the limit for negative traits. Luckily, he isn't over that limit yet. The limit is equal to the number of starting design points plus one, which would three in this case. The IDM currently only have two negative traits, so they could actually have a third if Bob wanted them to.

With that in order, Bob has two design points left to spend on some final goodies for his custom race. He ultimately decides that the *Supply Master* trait, which extends an empire's basic supply range by one jump, is the best choice.

Now that all traits are purchased, it is time for Bob to pick a government type for the IDM. He wants one that is as militaristic as he can get, and one that will give him the most power over his empire. He really doesn't fancy the game system interfering with his ability to break treaties or make declarations against his neighbors.

The best fit for Bob is the Military Autocracy. The Autocratic form of government is a special government type, though, so he checks with his CM to make sure that it is acceptable. The CM has no objections, so Bob uses it. If the CM hadn't agreed to allow the government type Bob would have used a Military Totalitarian government instead.

One last thing that we have to determine is whether or not the IDM are humanoids or non-humanoids. Bob decides to make them non-humanoids.

The custom race design process is over! The IDM are designed as a non-humanoid power

organized under a Military Autocracy with the *High-Gravity Species*, *Warmonger*, *Master Tacticians* – *Cunning*, and *Supply Master* traits.

Unlike Bob, Liza wants a simpler, more straightforward custom race to use her a campaign. She really doesn't want to have to juggle that many custom traits and wants to focus more on campaign play and less on remembering arcane rules.

Liza is designing a two design point custom race, just like Bob did. Her custom race, the Pacifican Union, will be a humanoid race. She imagines them as a beautiful race of friendly aliens, as that is the manner she wishes to play them in the campaign.

Liza has a very good idea of what type of power she would like to play, so she chooses her race's traits accordingly. She chooses to purchase two levels of the *Attractive* physical trait, which brings her to a design point total of two. She also wishes to purchase two levels of the *Expert Scientists* trait, but she will have to take a penalty in some other area to make that possible. She decides that the Pacifican Union will also have the *Open Society* negative social trait. This combination will cancel each other out and leave the Union at a total of two design points.

As a final trait, Liza also selects the Honorable trait. Because *Honorable* is a ± 0 trait, it can be purchased without cost or penalty.

For a government type, Liza selects to operate the Pacificans as a Trade Representative government. Her goal is to run the Pacificans as a peaceful empire with trade connections with multiple empires, so the trade bonus will be a major boon for her.

The custom race design process is over! The Pacifican Union is a humanoid power organized under a Trade Representative government with two levels each of the *Attractive* and *Expert Scientists* traits, and the *Honorable* trait.


4.0 The Aliens

The following section includes a series of custom races for use in your VBAM campaigns. A short background description and picture accompanies each entry. These custom races use the race design rules included in this book and are fully compatible with same. Each of these custom races has its own strengths and weaknesses. Players will find that, in actual play, these benefits and penalties will weigh heavily on their decisions and help to guide their strategy.

In addition to providing pre-generated alien statistics, force lists for all of these powers are included in the back of this book. This means that players can use these powers as pickup races in any VBAM campaign! These forces are designed to be compatible with those found in the VBAM Campaign Guide, so they can be used in addition to or instead of the generic species included there.

When compared to the generic force lists in the VBAM Campaign Guide, the units included here may seem overpowered. However, their higher cost should suitably balance this fact.

*Note: An asterisk (*) after a trait indicates that the custom race has purchased more than one level in that particular trait.*



CM's Note: A random custom race generator is included in Appendix B of this book that will allow CMs or players to create their own custom races on the fly. All of the racial traits and government types presented in this book are included in the generation charts. Suitable space has also been left on the physical and social trait charts to add your own trait entries, should you wish.

Being able to create new custom races in a random can be especially useful for players in solo VBAM campaigns. It allows new alien species to be generated largely without player direction, so that each new species the player encounters can be strange, interesting, and new.

Race Name

Race Graphic

4

The Aliens

Aam Conclave

Submission by [redacted] & [redacted]

Background

The amphibious Aam has evolved on a planet wrapped in a conurbation and surrounded by reefs. Not only are they physically different from most species of the galaxy, but they are completely absorbed in their current research, results to daily life.

The entire culture of the Aam is focused on scientific advance, to all its forms. The government works primarily to facilitate funding of science and the building of infrastructure to support these projects. The military exists to protect the scientists and assist them when a project requires state force. As such, it is difficult for the Aam to relate to the wants and needs of other races.

Government

The Aam government is a monarchy, as is the proper for a race with such a scientific focus. However, it is also very technocratic, making changes only when to accomplish, and ultimately only when necessary to just one more significant step in the quest for mastery. The Executive Corps of these species, *the Aam*, is a collection of the most brilliant minds from the government's scientific community. It is the Aam's ability to harness the technological machine eventually results in their total domination.

Unfortunately for the rest of the galaxy, the Aam focus their attention on various diverse range of scientific endeavors. If the rest were forced to divert all of their resources into military projects, the world would be quite different. This focus on science, however, also provides a means to protect and preserve their technology, a means to protect and preserve their technology, a means to protect and preserve their technology.

Physical Traits

Social Traits

Starting Resources

Racial Traits

AIX Stats

Background Text

59

Aam Conclave

Submission by Charlie Lewis & Tyrel Lohr

Background

The crystalline Aam are the proverbial enigma wrapped in a conundrum and surrounded by mystery. Not only are they physically different from the vast majority of the races of the galaxy, but they are completely absorbed in their various research projects to really care.

The entire culture of the Aam is focused on supporting science, in all its forms. The government exists primarily to facilitate funding of projects and the building of infrastructure to support those projects. The military exists to protect the scientists and to escort them when a project requires data from offworld. As such, it is difficult for the Aam to relate to the wants and needs of other races.

Government

The Aam government is a meritocracy, as is only proper for a race with such a scientific mindset. However, it is also very bureaucratic, making change very slow to accomplish, and diplomacy with other races is just one more agenda item for the week's meeting. The Diplomatic Corps of most races consider a posting to Aamanthorat the end of their career. Once their government wants something from the Aam, the diplomat's inability to surmount the bureaucratic inertia eventually results in their recall and dismissal.

Fortunately for the rest of the galaxy, the Aam focus their attention on such a diverse range of scientific endeavors. If the Aam were forced to direct all of their research into military projects, the results would be quite fearsome. Wise leaders acknowledge this potential and focus their diplomacy towards a trade concession or two, and leave well enough alone.



Homeworld

Aamanthorat

Government

Meritocracy
(Positive Scientific, Negative Military)

Physical Traits

Non-Humanoid
Lithovore (+3)
Subterranean (+2)
Completely Alien (-3)

Social Traits

Bureaucratic Diplomacy (-2)
Expert Scientists* (+2)

Starting Resources

60 economic points

AIX

AG	IN	XE
38	74	32

5.0 Credits and Acknowledgements

Written By:

Tyrel Lohr

Contributors:

Steve Brindle
Rainer Graber
Noel Johnson
Charlie Lewis
Bren Mayhugh
Jeremy Menefee
Chris Ronnfeldt
Jason Stadnyk
Jay Waschak
Noel Weer

Original Art:

Tyrel Lohr
Dale McKee
Travis Watson

Cover graphic ("PIA03520: Land of Three Suns (Artist's Concept)") courtesy NASA/JPL-Caltech, from the JPL Planetary Photojournal.

Some artwork taken from Sci- Fi Clip- Art Collection One, Two, and Three, copyright © Philip Reed and Christopher Shy. Used with permission. To learn more visit www.roninarts.com.

5.1 Submission Guidelines

As you or your gaming group develops their own, unique Victory by Any Means source materials and campaign rules you may decide to submit these materials for consideration by the Victory by Any Means in anticipation of future inclusion in the campaign or other derivative rule sets.

Any unsolicited submissions become the property of VBAM upon arrival. This includes all possible submission mediums, including e-mail, fax,

and postal mail. Previously copyrighted material will be automatically rejected. You may however submit a conceptual summary or outline of your work (but not the work itself) to facilitate future discussions on terms of inclusion. This is to protect us from being accused of "stealing" your material.

Any submission that infringes on an existing work or works will also be rejected. This includes all existing science fiction settings. Such "cross-over" material cannot be published for legal reasons, and VBAM cannot officially sponsor any derivative products that break these copyrights.

New rules submissions will be evaluated to gauge their usefulness and modified as necessary to suitably meet the needs of the VBAM campaign system. New rules may appear in either online, electronic rules updates or in actual VBAM campaign guides or source books.

5.2 Contact Victory by Any Means Games

Internet: Visit the VBAM Games website at www.vbamgames.com for more information on this and other products, including new rules, maps, and materials to extend your gaming experience.

E-Mail: You can contact the VBAM Games developers by sending an e-mail to vbam@vbamgames.com.

Phone: For up-to-date phone contact information, please visit our web site.

Post Mail: Send all physical mail to: VBAM Games, Inc., P.O. Box 329, Lusk, WY 82225.

5.3 Copyright Information

Copyright © 2002-2005, VBAM Games. VICTORY BY ANY MEANS, the VICTORY BY ANY MEANS CAMPAIGN GUIDE and all related indicia are © VBAM Games. All rights reserved.

Reproduction of this work by any means without the advance written permission of the author is expressly forbidden.

Appendix A: Force Lists

Abbreviated Terms

Class	Class Name
ISD	In-Service Date
Type	Unit Classification
Cost	Construction Cost
Maint	Maintenance Cost
DV	Defense Value
AS	Anti-Ship Factor

AF	Anti-Fighter Factor
CR	Command Rating
CC	Command Cost
BC	Basing Capacity
Jump?	Jump Capably (Yes or No)
Atmo?	Atmospheric Capable (Yes or No)
Abilities	Special CSCR/VBAM Unit Abilities

Generic Units

Note: All of these generic units are available to players in addition to their own race-specific force lists.

Generic Starships

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Diplomatic Courier-II	3010	CT	1	1/8	2	0	1	1	1	-	Y	N	Diplomatic
Heavy Tug	3000	FF	3	1/6	3	0	0	1	1	-	N	N	Towing (2)
Hospital Ship-II	3010	FF	4	1/6	5	0	1	3	1	-	N	Y	Hospital
Minelayer-II	3010	DD	4	2/6	4	1	1	4	2	-	N	N	Mine Controller (2)
Minesweeper-II	3010	FF	3	1/6	2	1	1	2	1	-	N	N	Minesweeper (2)
Troop Transport-II	3010	DD	4	2/6	4	1	1	3	1	-	N	Y	Assault
Diplomatic Courier-I	3000	CT	1	1/8	1	0	0	1	1	-	Y	N	Diplomatic
Hospital Ship-I	3000	FF	2	1/6	3	0	0	2	1	-	N	Y	Hospital
Minelayer-I	3000	FF	2	1/6	3	0	0	2	1	-	N	N	Mine Controller (1)
Minesweeper-I	3000	CT	1	1/8	1	1	1	2	1	-	N	N	Minesweeper (1)
Troop Transport-I	3000	FF	2	1/6	2	0	1	2	1	-	N	Y	Assault
Tug	3000	CT	2	1/8	2	0	0	1	1	-	N	N	Towing (1)

Generic Mine Fields

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Mark-I Anti-Fighter Mine Field	3000	Mine	1/6	1/30	1	0	1	-	-	-	-	-	
Mark-I Anti-Ship Mine Field	3000	Mine	1/6	1/30	1	1	0	-	-	-	-	-	
Mark-I Standard Mine Field	3000	Mine	1/10	1/50	1	0	0	-	-	-	-	-	
Mark-I Multipurpose Mine Field	3000	Mine	1/4	1/20	1	1	1	-	-	-	-	-	

Generic Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Breaching Pod	3000	BP	1/2	1/8	2	0	0	-	-	-	-	-	Direct Assault (1)
Assault Shuttle	3000	AST	1/3	1/9	2	0	0	-	-	-	-	-	Assault
Shuttle	3000	ST	1/6	1/24	1	0*	0*	-	-	-	-	-	
Cargo Shuttle	3000	ST	1/2	1/10	1	0*	0*	-	-	-	-	-	Supply (1/10)

Ballistic Packages (Optional)

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Anti-Ship Missile	3000	n/a	n/a	+1	-	+1	-	-	-	-	-	-	
Anti-Fighter Missile	3000	n/a	n/a	+1	-	-	+1	-	-	-	-	-	
Long-Range Missile	3000	n/a	n/a	+1	+1	-	-	-	-	-	-	-	
Adv. Long-Range Missile	3005	n/a	n/a	+1	+2	-1	-	-	-	-	-	-	
Communication Drones	3005	n/a	n/a	+1	-	-	-	+1	-	-	-	-	
Electronics Pods (Scouts Only)	3005	n/a	n/a	+1	-	-	-	-	-	-	-	-	+1 Scout Function
Anti-Electronics (Non-Flights Only)	3010	n/a	n/a	+1	-	-	-	-	-	-	-	-	Jammer (+1)
Boarding Sled Pods	3010	n/a	n/a	+1	-	-	-	-	-	-	-	-	Direct Assault (1)
Plasma Torpedo	3010	n/a	n/a	+1	-	+2	-1	-	-	-	-	-	
High-Yield Torpedo	3012	n/a	n/a	+1	+1	+1	-	-	-	-	-	-	
Hard Radiation Missile	3015	n/a	n/a	+1	-	-	-	-	-	-	-	-	Guardian (+1)
Heavy Plasma Torpedo	3015	n/a	n/a	+1	-1	+3	-2	-	-	-	-	-	
MIRV Missile	3015	n/a	n/a	+1	-	-	-	-	-	-	-	-	Disruptor (+1)
Antimatter Capital Ship Missile	3020	n/a	n/a	+1	-	+2	-	-	-	-	-	-	
Improved Anti-Fighter Missile	3020	n/a	n/a	+1	-	-	+2	-	-	-	-	-	
Super Long-Range Missile	3020	n/a	n/a	+1	+2	-	-	-	-	-	-	-	

Aam Conclave

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Magma Super-Battleship	3025	BB	19	4/2	14	16	4	13	5	-	Y	N	Command, Gunship
Diamond Battleship	3015	BB	16	3/2	12	14	3	12	5	-	Y	N	Command, Gunship
Granite Battleship	3006	BB	14	3/2	11	10	4	10	5	2	Y	N	Command, Gunship
Silicate Small Battleship	3000	BB	12	3/2	9	10	3	9	4	-	Y	N	Gunship

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Obsidian-II Heavy Cruiser	3025	CA	8	2/3	8	7	3	7	3	-	Y	N	Guardian (2)
Jade-II Light Cruiser	3023	CL	6	2/4	5	4	4	6	2	-	Y	N	
Emerald Guardian Cruiser	3018	CA	10	3/3	8	3	5	6	3	-	Y	N	
Obsidian Heavy Cruiser	3016	CA	8	2/3	8	6	3	7	3	-	Y	N	
Zircon Battlecruiser	3011	BC	10	3/3	8	9	2	7	3	-	Y	N	Command
Quartz-II Heavy Cruiser	3008	CA	7	2/3	7	6	2	7	3	-	Y	N	
Jade Light Cruiser	3004	CL	6	2/4	5	4	3	5	2	-	Y	N	
Shale-II Light Cruiser	3002	CL	5	2/4	5	4	3	5	2	-	N	N	
Sapphire Command Cruiser	3001	CC	9	2/2	7	7	1	8	3	-	Y	N	Command
Quartz Heavy Cruiser	3000	CA	7	2/3	7	5	2	6	3	-	Y	N	
Shale Light Cruiser	3000	CL	5	2/4	5	3	3	5	2	-	N	N	
Limestone Cruiser	3000	CA	6	2/3	6	4	1	6	2	-	Y	N	

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Ruby Fleet Carrier	3012	CVF	11	3/2	7	2	4	6	3	8	Y	N	Carrier, Assault
Opal Heavy Carrier	3004	CVA	8	2/2	6	1	4	5	3	5	Y	N	Carrier, Assault
Topaz Light Carrier	3000	CVL	4	2/4	4	1	2	4	2	2	N	N	Assault

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Pyrite Heavy Escort	3023	DDE	6	3/6	5	1	5	4	2	-	N	N	Guardian (1)
Hematite Strike Frigate	3019	FF	3	1/6	2	3	0	3	1	-	N	Y	Disruptor (1)
Feldspar Small Destroyer	3014	DD	4	2/6	3	2	3	3	1	-	N	Y	Guardian (1)
Spinel Corvette	3010	CT	2	1/8	2	1	2	2	1	-	N	Y	
Turquoise Escort Destroyer	3007	DDE	4	2/6	4	0	4	4	2	-	N	Y	
Agate-II Attack Frigate	3001	FF	3	1/6	2	3	1	3	1	-	N	Y	
Amethyst Destroyer	3000	DD	4	2/6	4	2	2	4	2	-	N	Y	Guardian (1)
Talc Light Destroyer	3000	DD	3	2/6	3	2	2	4	2	-	N	Y	
Agate Attack Frigate	3000	FF	2	1/6	2	2	1	3	1	-	N	Y	

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Amber Battle Scout	3019	ECL	10	3/2	6	7	2	5	2	-	Y	N	Scout (1), Disruptor (1)
Malachite Heavy Fleet Collier	3013	AOE	7	2/2	7	1	2	6	3	-	Y	N	Supply (2), Field Repair (1)
Aquamarine Scout Cruiser	3005	ECA	8	3/2	7	3	2	6	3	2	Y	N	Scout (2)
Jasper Fleet Collier	3000	AOE	5	2/3	5	1	1	5	3	-	N	N	Supply (1), Field Repair (1)
Beryl Scout Cruiser	2950	ECA	6	3/2	6	2	2	5	3	1	Y	Y	Scout (1)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Corundum-II Heavy Mine Field	3020	Mine	1/2	1/10	3	1	1	-	-	-	-	-	Supply (2)
Tourmaline Starbase	3014	Base	32	4/2	16	24	6	-	-	12	-	-	
Corundum-I Heavy Mine Field	3010	Mine	1/3	1/15	2	1	1	-	-	-	-	-	
Bedrock Starbase	3000	Base	16	2/2	10	12	4	-	-	6	-	-	Supply (1)
Stone Defense Satellite	3000	SAT	1	1/12	1	2	1	-	-	-	-	-	Supply (1)
Olivine Heavy Mine Field	3000	Mine	1/6	1/30	2	0	0	-	-	-	-	-	

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Facet Heavy Assault Fighter	3015	HF	1/2	1/6	4	3	2*	-	-	-	N	Y	Supply (1)
Shard Medium Fighter	3000	MF	1/3	1/12	2	1	2	-	-	-	N	Y	

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	1	1	0	1	+1 Dug-In Bonus
Regulars-II	3013	1	1/3	1	3	d2	2	+1 Dug-In Bonus
Regulars-I	3000	1	1/3	1	2	d2	2	+1 Dug-In Bonus
Marines	3000	2	1/2	2	3	d3	2	Marines, +1 Dug-In Bonus