

Lost In a Sea of Stars

Solo Campaigner's Companion

Chapter 1 ► Introduction

Chapter 2 ► Solo Campaigns

A solo campaign is a solitaire game of *VBAM* where you run your own empire while also managing all of the duties normally left to a Campaign Moderator. Solo campaigns are an appealing option for players who want to play a game of *VBAM* but can't find enough players to run a steady campaign or simply want to play the game at their own pace.

~~Some players have even used solo campaigns to craft backgrounds and events for both fiction and RPG settings, as well.~~

Getting Started

~~Getting started in a solo campaign differs slightly from multiplayer games of *Victory by Any Means*, largely because you have complete control over the style of campaign that you want to run. Solo campaigns traditionally focus on exploration, discovery, and political intrigue rather than constant warfare, but there's no reason you couldn't run a solo game in which interstellar warfare is front and center. For example, you might set up a solo game that reenacts a major conflict between two galactic superpowers.~~

Number of Player Empires

Do you start with one empire or multiples?

Victory in a Solo Campaign

How do you know when the game is over?

Ways to handle victory conditions in a solo game

2.4.1► Choose a Scenario

Scenario selection in a solo campaign is typically more freeform than in a multiplayer game. While you can choose to play a specific scenario, such as one of the sample scenarios provided in the *Campaign Guide*, it is more common to create a custom scenario based around your goals for the campaign.

The most common scenario for solo campaigners is a “start from scratch” scenario like 5.1.2 *Small Empires* from the *Campaign Guide*. In this scenario each empire starts the game in control of a single homeworld system and must expand from there to find their destiny among the stars. One of the main reasons this type of scenario is so popular for solo campaigns is that it requires the least amount of pre-game setup. You need only to place the starting empire’s homeworlds on the map, purchase and place their starting forces, and then you’re ready to begin the campaign. This makes it much faster to get started playing the game.

The main disadvantage to running a “start from scratch” scenario is that, because each empire only starts the game with a single system under its control, it takes much longer for the empires to expand and establish significant colonies in other systems. Population growth is a major roadblock to early expansion, as even with excellent luck each inhabited system can gain at most 1 Census per 12-turn campaign year, and even that isn’t certain.

Solo players who want to shorten the early phase of the scenario should consider giving their empires a few extra colonies at the start of the game. As discussed in CG 2.6.2 *Placing Starting Colonies*, a recommended number of starting colonies is 1 Major system, 2 Minor systems, and 3 Unimportant systems in addition to the empire’s homeworld. A good mix of starting colonies using these guidelines is 1 Major Colony, 1 Colony, 1 Minor Colony, 1 Settlement, and 2 Outposts. That gives each empire a number of fairly well developed colonies at the start of the game, which boosts their economy and gives them more sources of population growth.

You might find yourself selecting a scenario to play but then modifying it on the fly after the game has started as you tailor the campaign experience more to your liking, and this is common. Maybe you decide that the starting conditions in the scenario were too limiting and now you need to give the empires a few extra colonies or some extra Colony Fleets to accelerate their expansion. There is absolutely nothing wrong with this, and it’s a strength of the solo campaign that you can make these kinds of changes as you go in order to address both “flavor” and balance issues as the campaign progresses.

2.4.2► Choose Optional Rules

After choosing a scenario, the next step is to decide whether or not you’ll use any optional rules in your campaign. You can choose from the selection of optional rules in the *Campaign Guide*, those found in this or other *Victory by Any Means* supplements, or even implement your own home rules. This book in

particular is full of optional rules that are very useful for solo players, in part because they introduce options for better exploration and managing non-player empires.

Optional rule selection is especially important in solo campaigns because, as the only player in the game, you have complete control over the campaign experience. Optional rules are the tools that you use to define that experience. It's important to make a list of all of the optional rules you will use in your solo campaign before you proceed any further into campaign setup because they are going to inform the rest of the decisions you make as you set up the game.

Unlike a multiplayer game, there's nothing stopping you from adding or removing optional rules during a solo campaign. You can experiment with new optional rules as you see fit, and you can stop using them at any time if they don't pass muster. The best time to introduce new optional rules or retire old ones is on the first turn of a new campaign year after year-end activities. This acts as a natural breakpoint where you can make alterations to the game before proceeding.

The following is a list of recommended optional rules that most solo players may be interested in using in their campaigns. The reasoning for each recommendation is included with each entry in this list:

- ~~**CC 5.2 Exploration**~~ allows you to have all of the uninhabited systems on the map start out in an unexplored state. This saves setup time at the beginning of the game because you only have to generate statistics for systems that your empires actually control or have visited before the start of the game. More importantly, the uncertainty of not knowing what a system is like until an empire explores it produces a more interesting campaign experience.
- ~~**CG 4.24 Jump Lane Improvement**~~ is a good choice if you want to allow empires in your game to upgrade or downgrade jump lanes. This is most useful in exploration focused campaigns in which an empire might be locked behind restricted lanes and need to spend some economic points to build a more reliable jump route through its territories.
- ~~**CG 4.25 Random Events**~~ can be a good way to shake up your solo campaigns and keep things from getting stagnant. These events can help out empires when they need it most or throw a wrench into carefully laid plans.
- ~~**CC 5.0 Exploration Campaigns**~~ make it easier for players to start a new campaign because they only have to generate a small section of the map that contains the starting empire's initial systems, versus having to randomly generate the entire map at the start of the game.
- ~~**CC @@ Emerging Empires**~~ makes exploration more interesting because every uncharted system that an empire explores has a chance of being inhabited by a new empire. This keeps the game exciting by introducing new opponents, which your empires have to come to terms with and decide if they are friends or foes.
- ~~**CC 7.0 Non-Player Empires (NPEs)**~~ provides a way to automate diplomacy between empires in the game. This makes the game more interesting because it gives the NPEs in the game a sense of personality and makes diplomatic relations with other empires more random and unpredictable. Compare this to games where the player has to do the diplomatic decisionmaking for all of the empires in the game, at which point diplomatic relations become much less dynamic.

2.4.3 ► Number of Empires

This is the point in campaign setup where you have to ask yourself how many empires you want to have active at the start of the campaign. You need at least one empire set up at the beginning of the game, but there's nothing stopping you from having several different empires already active on the first turn.

If you do begin the game with multiple active empires, you must decide which of these empires are going to be run as player empires or which, if any, are going to be treated as NPEs. In some solo campaigns it makes sense for all of the starting empires to be player controlled rather than NPEs if you have purposefully set up a scenario where these empires are competing for influence or power, and want to retain full control of them during the game.

The more empires that you have active in a campaign the longer it will take to run through and resolve each campaign turn. With experience, a solo player can usually get the average time required to complete and resolve turn orders to about 5-10 minutes per empire, depending on the size of the empires involved. It would take about 30 minutes to completely resolve a campaign turn in a solo campaign with five empires, for example. This time is probably going to be doubled for new players or those who haven't run a solo campaign before. Turns in which major battles must be set up and resolved obviously take longer to resolve, too.

Keep in mind that the number of empires in the campaign is almost definitely going to continue to increase if you're using the @@ *First Contact* or @@ *Alien Explorers* optional exploration components. If you start with too many empires active at the beginning of the game it will become a more difficult balancing act to manage all of the empires that are discovered as the game progresses. As a general rule, you should expect the number of empires in a campaign to roughly double over the course game if either of those aforementioned optional rules are in use. It could be more or it could be less, but as rough estimates go it's a fairly good one.

2.4.4 ► Time Period

As in a normal game, you must decide on a starting Tech Year for each of the empires in the campaign. This Tech Year establishes which units are available at the beginning of the game based on the In-Service Dates (ISD) provided on their respective force lists. Any unit that has an ISD that is less than or equal to the starting Tech Year is immediately available. Meanwhile, units that have an ISD greater than the selected Tech Year will only become available after an empire increases its Tech Year by successfully researching new technologies during the campaign.

You have more latitude when assigning Tech Years to empires in a solo campaign because you're usually not as concerned about game balance in these scenarios, compared to most multiplayer games where you want each player empire to start at roughly the same tech level. Varying the starting Tech Year of empires in your solo campaign can be an interesting way to differentiate between the powers and try out new strategies. For instance, you might decide that one of your starting empires is going to be the "big bad" of the scenario that all other empires must eventually defeat. In that scenario, you could give this antagonist a tech advantage by starting them at a higher Tech Year.

Another issue that many solo players must consider at this stage of the game is what Tech Year new empires that are discovered during the game, using *@@ First Contact* or *@@ Alien Explorers*, should start with. Those optional rules include guidelines for determining the starting Tech Year for new empires when they are first encountered, but you might decide to adopt your own house rule that limits just how advanced these empires can be compared to your own player empire.

This is also a good time to decide if you're going to use *8.0 Empire Tech Levels* that allows empires to have pre-Interstellar tech levels. Adding low tech empires to your campaign does have a few advantages. First, it makes it so that not every new empire you encounter is going to control its own multi-system empire. These low tech empires are restricted to their home system because of technological limitations, and this limits the amount of assets that they control -- and that you as a player have to manage and track during the game. The smaller scope of low tech empires also means that it takes less time to set them up after they are discovered. This keeps the game moving forward without the kind of awkward pause that is sometimes required when larger, more powerful empires enter play. Additionally, the military and political options presented by these low tech empires adds interesting facets to the game.

You could also choose to have your own player empire start off as a low tech empire, but this isn't going to be a very compelling option in most campaign scenarios. Starting out at an Interplanetary tech level would provide at least some interesting choices to the player, especially if you're using the *3.0 Expanded Star System* rules, which expand star systems to include multiple planets that your empire could still visit and colonize as its scientists push forward toward unlocking FTL drives.

2.4.5 ► Map Setup

You must now choose the type of map that you're going to use in your solo campaign. You can use the map that is included with your selected scenario, any of the generic maps from the *Campaign Guide*, or you can create your own custom map. If you are running an exploration campaign, you might instead choose to use a procedurally generated exploration map. This is a style of map to which new systems are added throughout the game as the empires complete exploration missions.

Using a procedurally generated map cuts down on the amount of time required to setup a new campaign, but more importantly it enforces a valuable fog of war effect that prevents you, the player, from knowing exactly what the campaign map looks like. Will that next star system be a strategic hub with six or more jump lanes, or will it be a worthless cul de sac? Keeping this information a mystery prevents you from making decisions based on data that your empire would not otherwise be privy to. It also adds a sense of much-needed excitement to a solo campaign, as you will never know what each newly explored star system will contain, or what impact its discovery may have on your campaign.

2.4.6 ► Setting Up the Game

Setting up the game proceeds the same as outlined in *CG 2.6 Setting Up the Game*. Some scenarios or optional rules may require changes to these set up rules, so be sure to check for any special instructions that you need to be mindful of as you place homeworlds, starting colonies, and starting forces on the map.

2.4.7 ▶ Playing a Solo Campaign

Playing in a solo campaign is much the same as playing in a normal *Victory by Any Means* game except that you run all the empires and serve as the Campaign Moderator at the same time. This does introduce a number of new, interesting complications that you'll have to work through as you play the game:

2.4.7.1 ▶ Fog of War in Solo Campaigns

The first stumbling block that a solo player inevitably runs into is that you have perfect information about everything that is happening in the campaign, information that the individual empires probably aren't privy to and shouldn't know. Some players find it easier than others to differentiate between what an empire knows and what they know as the CM, but this isn't a skill that everyone has. The best way to approach decision making in a solo campaign is to constantly ask yourself what the empire would do given the information available to it. As the CM, you might know that there is a huge alien armada advancing on this empire's outer colony worlds, but if the empire itself hasn't detected this fleet or learned about it via other means (such as a successful Espionage Intel mission), then you have to fight the impulse to have it react to the impending invasion by moving fleets or building new military units:

In the previous example, the player should take a step back and ask the question, "Does the empire know that they are about to be attacked?" The answer in this case is no, they don't. It is a simple question, but because it is so simple it is an immensely helpful tool for helping you determine the correct course of action. The empire doesn't know it's going to be attacked so, when we step into the shoes of its political and military leadership to draft its turn orders, we know we can't take any actions that reflect that privileged CM knowledge. If the empire was already building up its military forces it would make sense to continue with that military build up, but if it was in the middle of funding peaceful colonial development then there is very little reason for them to do an abrupt about face and begin churning out new warships. It would be extremely advantageous for them to do so since they are about to be attacked, but we've already determined that the empire in question doesn't have this information. As the player, we can't have the empire act upon it.

Balancing CM knowledge versus what a specific empire has learned is a constant balancing act; there is no denying that. It also makes using Espionage Intel missions in a solo campaign that much harder because, as the CM, you already know the answer to the question that the empire wants the answer to: Is there an alien fleet in that system? You already know the answer, *but the empire doesn't*. A good strategy for utilizing Espionage missions in a solo campaign is to think about what types of questions that the empire would want an answer to -- is there a fleet here, what does the enemy colony there look like, etc. -- and then decide if they want that information enough that they're willing to use Intel to try to get it.

Player's Note: *From personal experience, you are going to see far fewer Espionage missions in solo campaigns, if only because it's so hard to divorce what you know as the CM from what the empire itself knows about the situation. This is why it's often better to attach bonuses to successful Espionage missions like those recommended for players in unmoderated campaigns. That way empires still get a useful reward for carrying out Espionage missions, even if you as the player already know all the answers.*

2.4.7.2 ▶ Encountering New Empires

Another common issue that players must deal with in their solo campaigns is how to handle adding new alien empires to the game. New empires typically enter play as *@@ Emerging Empires* when an existing empire discovers one of their colonies, but sometimes they are the ones whose exploration efforts led to first contact (*@@ Alien Explorers*), and such empires could be rather large:

//Otherwise I await solitaire rules with great interest. I assume one of the "key" features you are concerned about when and if you run into more than single system empires in one's solitary play, things such as size and how to play such opponents.

2.4.8 ▶ Winning a Solo Campaign

The concept of winning is more abstract in most solo campaigns because you are playing for your own pleasure rather than racing to complete victory conditions. The thrill of victory normally comes from completing goals before any of the other players; however, because you are playing as all of the empires in the campaign, you are effectively competing against yourself and you're practically guaranteed to win the game one way or another!

Campaign scenarios that have timed objectives can be good options for solo campaign players who want a clear victory condition that tests their skill without being purely player vs. player in nature. For example, you might set a goal of controlling 50 systems and then play the same scenario multiple times to see how quickly you can complete the objective. At that point you're racing against the clock instead of competing against other players like you would in a normal campaign.

That being said, most solo campaign players are playing for the experience rather than chasing victory conditions. That is why exploration-focused solo campaigns are the preferred standard for solo campaigns: exploring the unknown gives the players something to strive for and look forward to, and it keeps the game fresh because the player doesn't know what they'll find in the next system they explore. These games rely on emergent gameplay to shape the story of the campaign and provide the player with their own set of personal goals and victory conditions. Often the victory condition of a solo campaign might end up being to have the player's empire manages to overcome and defeat some major opponent that they run into during the game. Still, most solo campaigns tend to continue until the player loses interest in the game, at which point they set the current campaign aside and start a new one.

The sad fact is that it's almost inevitable for every solo campaign to reach a terminal point where whatever story it had to tell has been told, and anything after that serves only as an extended epilogue that explains what happens in the galaxy after that event transpired (at least in the player's mind).

Chapter X ► Non-Player Empires

NPE Activation

- When a Homeworld is found

NPE Tech Era

NPE Tech Era Table (d6)

<i>Roll</i>	<i>Effect</i>
1	2 Eras below Highest Player Era
2	1 Era below Highest Player Era
3-4	Same Era as Highest Player Era
5	1 Era above Highest Player Era
6	2 Eras above Highest Player Era

Interstellar (Tech Era I+)

// d6-1 units unlocked at current Era

Early Interstellar (Tech Era 0)

//NPE at Era 0 only has some of its Starting Forces unlocked (d6-1)

Interplanetary (Tech Era -1)

//NPE that starts at Era -1 is Interplanetary and starts with 2d6 units off of the universal list but must unlock the rest before it becomes an interstellar power

Tech Investment at Contact

Pre-Contact Exploration

- For each jump lane in homeworld, roll d6; on a 4+ the NPE has explored the lane
 - +1 if homeworld is a major system, -1 if homeworld is an unimportant system
- Continue for each system explored, but subtract the distance from homeworld. Example: a jump lane in a system 2 jumps from their homeworld would have a -2 penalty to the roll and only be explored on a 6

Pre-Contact Colonization

- 1 colony per 2 systems explored, excluding homeworld (round down)

Pre-Contact Diplomacy

- Resolve relations with any new NPE or neutral systems that are discovered during @@ Pre-Contact Exploration

Starting Forces

- 5 x Total System Income = starting points

NPE Diplomacy

Relationship

- 50 is neutral, can go below 0 or above 100

00 or less Feud

01-20 Tense

21-40 Wary

41-60 Neutral

61-80 Relaxed

81-100 Cordial

101+ Amiable

Diplomatic Shifts

- 2d6, critical shifts trigger hostilities / treaty checks

Roll Diplomatic Shift Effect

2 Diplomatic Incident (-10 Relationship)

3 -5 Relationship

4-5 -1 Relationship

6-8 No Effect

9-10 +1 Relationship

11 +5 Relationship

12 Diplomatic Breakthrough (+10 Relationship)

Critical Diplomatic Shifts

Diplomatic Incident

Diplomatic Breakthrough

Relationship Modifiers

Hostilities Checks

- NPE attempts to break or declare against target
- Roll d100 against Relationship. If less than or equal to Relationship, then the NPE is attempting to break a treaty; if greater than Relationship it is attempting to declare war
- Declaration: Aggression - (Relationship x 2)
 - Ex: NPE (AG 09) is at 21 Relationship with another empire. It has a $9 - (21 \times 2) = 0\%$ chance of declaring war, will break instead
- Breaking: Treachery - (Relationship x 2)

Treaty Checks

- NPE checks to see if it offers a treaty
- Relationship - Xenophobia + Treaty Chance = % Chance
- *Ex: Relationship is 53, empire has 14 Xenophobia, treaty has a base 20% chance. Has 59% chance.*

Treaty Delays

- Act as delay between offers; reduce treaty chance

Exploring the simplified NPE variant here:

- Relations: 0-10
 - Only one relations value per pair of empires, instead of separate like 1E
- AIX on a 1-10 scale
 - (could restore to 1-100, but I don't think we need that granularity?).
- First Contact: $2d6-2$ = starting Relations
- Each turn, roll d10 for diplomatic shift; on 1 there is a hostilities check, on a 10 there is a treaty check
 - Hostilities: If above Non-Intercourse, attempt to declare war; if Non-Aggression or above, try to break treaty
 - Declare: $AG - REL = target$; roll $\leq$ and roll successful

- Break: $10 - (\text{REL} + \text{IN}) = \text{target}$; roll $\leq$ to break highest level treaty
- Treaty: $\text{REL} - \text{XE} = \text{target}$; roll $\leq$ to offer/sign next highest treaty
- Biggest 2E Companion change is to collapse diplomatic rolls to a diplomatic shift, which makes maintaining NPE easier.
- I had a 2E Tension system that removed AIX and worked slick, but no one liked it :(
 - They wanted their AIX values, damn it
- At that point we'd maybe be best just making NAW/NPE be the same thing, and put them here? But in a basic version, with more advanced rules in the Companion
- Treaty delay still need to be included, acting as a penalty to REL
- Breaking modifier based on current level of treaty -- make it a bit harder for them to pull out unless they are dishonorable scum?

Example: The New Earth Alliance has discovered the Trata Kamans (AG 9, IN 6, XE 8). Their starting Relations is at 10 (!). On the first diplomacy phase after contact, the Trata Kamans roll a 10 and attempt to offer a treaty. REL goes up 1, but is at max. The target is $10 (\text{REL}) - 8 (\text{XE}) = 2$. The roll is 6, which is a failure. If they had rolled a 1-2, they would have offered the NEA a Non-Aggression treaty, as that is the next highest diplomatic state.

On the next turn, the Trata Kamans roll a 1 on their diplomatic shift. REL goes down by 1 to 9. They are in a state of Non-Intercourse, so they will attempt to declare war instead. The chance is $9 (\text{AG}) - \text{REL} (9) = 0$. No chance. They grumble and recall their ambassador more than likely, adding to the treaty delay [define why]

- Okay, that example shows why the % system is probably best, as it gives us a little more room to maneuver for chances because otherwise a XE 10 alien is never going to sign treaties with anyone (not that there's anything wrong with that, it's just boring).
- Demonstrates why I have diplomatic shifts being on a 2d6 and critical shifts only on 2/12. There's still a ~20% chance of REL changing each turn, but it's not as severe as this less granular approach.
- The calculations for the declaring/breaking/treaty offer are still relatively simple, even if they aren't consistent. Grumble.
- The treaty delay needs to be fleshed out again here. Every failed treaty should add a delay based on the XE of the empire. Maybe $d6 \times \text{XE} / 10$ (round up)? So a XE 85 empire that rolls 6 would get a $6 \times 85 / 10 = +51$ treaty delay? That is bit severe, but just something to reduce their REL but slowly bleed of at a fixed 10 per turn or so.
 - Then if treaty delay > REL, they have recalled their ambassador and will now even attempt to offer or accept any treaties. They're just mad and took their ball home to rethink the relationship.
- For a simplified NAW only version, the diplomatic shifts could automatically move diplomatic states up and down, if we decide that a concise version/hybrid of the NPE rules don't work here.

Chapter X ► Low Tech Empires

- low tech empires that aren't interstellar yet
- I originally had rules for Planetary, Orbital, and Interplanetary, but I'm wondering if it would be better to just worry about Interplanetary and jettison the rest, especially given changes to base construction slated for Galaxies

Chapter X ► Ascendant Empires

- Rules for handling advanced empires like the Vorlons, Shadows, etc.

Chapter X ► Mysterious Encounters

- With a few of the demoted anomalies from the original 2E Companion added, we're now at over 20 encounters. That means I'll have to either shift to a d100 roll or start cutting some of these results. D100 is probably more likely.
- I have rules for each of these in another document, and I will begin filling in as I have time and we decide for sure where this book is going to be going.
- I included a few examples of a few of the more recent ones for you to look at.

This chapter explains the effects and implications of each of these special anomalies, and they are presented in alphabetical order for ease of reference. Player notes are provided where appropriate to provide extra background on ways that you can expand upon these anomalies in your own campaigns.

Abandoned Shipyard

This planet was once a massive foundry dedicated to the production of starships and other interstellar weapons of war. There are clear signs that the skies over this world were once filled with dozens of space stations and zero-gravity construction yards. The majority of these orbital structures have been lost to time, and signs point to most of them burning up in the upper atmosphere of the planet as their orbits decayed to a terminal degree. However, one of these shipyards has maintained a stable orbit and remains in remarkably good shape. Further investigation has revealed the presence of a number of alien derelicts still under construction at these yards. Engineering crews dispatched to survey these hulks believe that they, like the shipyards housing them, can be recovered and brought back online with minimal effort!

A shipyard is placed in the target system to represent the abandoned shipyard that was discovered there. A total construction cost of derelicts equal to the system's Carrying Capacity times RAW are currently berthed at the shipyard. Use the rules from @@ Derelicts to determine what types of derelicts are located here.

The first empire to discover this system takes ownership of this shipyard and all of the derelicts that are present. Like any other shipyard, this facility requires construction capacity to operate and it won't be able to build anything until a colony with Utilized Productivity is placed in the system.

Given the condition of the shipyard, it's unclear why it was abandoned like this. One would think that the former empire would have tried to launch every ship they could before retreating from the system, or that an attacker would have seized these warships as prizes to celebrate their victory. There are too many unanswered questions, and very few answers.

Automated Factory

Black Hole

Black holes are singularities that are so massive that nothing — *not even light* — can escape their gravitational pull. Objects caught in the vicinity of a black hole are inevitably drawn into them where they are ripped apart by intense tidal forces. Black holes are themselves invisible to detection; luckily, they possess visible event horizons that alert observers to their presence so that they can safely identify and avoid them.

The strong gravitational pull of a black hole makes it nearly impossible for a fleet to maintain cohesion during a battle. All task forces ignore above Normal readiness states in battles fought near a black hole, and all ships in these task forces start at formation level 0 (instead of formation level 1) because they are spending too much engine power fighting against the power of the singularity and don't have enough maneuverability left to stay in an effective formation.

Navigation through a system that is located near a black hole is hazardous at best, and there are few stable routes leading into or out of the system. All of the jump lanes that connect to the system start out as restricted lanes and they cannot be upgraded using the normal @@ Jump Lane Improvement rules. These systems will always remain a menace to fleets traveling through the sector.

Booby Trap

Upon arriving in the system, your fleet detected a distress call emanating from within the remains of a destroyed planet. This call for help is in fact an elaborate ruse, a siren's song intended to lure unsuspecting starship crews into the middle of a high-tech booby trap. A network of hidden energy capacitors have been left behind in the system that create an energy draining effect. Ships that are ensnared in the trap are drained of energy, and the capacitors then use that energy to generate a high intensity radiation field that bombards the ensnared spacecraft until the ships are completely without power or their crews killed from the radiation exposure. It is only after a ship is caught in the booby trap

that they detect the veritable graveyard of starships that are scattered throughout the system, all having befallen the same fate over the millenias.

Fleets immediately stop moving when they enter a booby trapped system. The energy draining effect of the capacitors has shut down their engines, and now they have to find a way to escape their grasp. On each subsequent turn, the fleet may try to escape and move to an adjacent system. The success of this attempt is determined by rolling a d6. Add +1 to the roll if there is a Scout or Explorer in the fleet, and an additional +1 if your empire has previously escaped from this booby trap. On a die result of 6+, the fleet has succeeded in finding a way to escape from the booby trap. Failure to escape means that the fleet is still trapped and can't move this turn. After escaping from the booby trap an empire knows how to avoid it in the future.

The booby trap makes it impossible for empires to trace supply routes while they are trapped the affected system. Trapped units earn an out of supply level during the Supply Phase each turn until they successfully escape or are destroyed. Ships that are destroyed by a lack of supply join the rest of the craft in the vast interplanetary graveyard and are unrecoverable.

The energy draining effect of the booby trap makes generating space combat scenarios in this system extremely foolhardy because their weapons fire will only feed the capacitors and increase the rate at which they emit lethal radiation. Consequently, no sane captain is suicidal enough to watch to risk losing his own fleet in such a foolhardy way. Both task forces receive a -4 surprise and -4 scenario length modifier in these scenarios.

The effects of the booby trap are removed once the system is colonized. A permanent presence in the system allows for safety precautions to be taken to ensure that no more ships become entrapped, and eventually the capacitors can be located and safely removed.

Player's Note: A CM might consider placing a derelict in this system to act as set dressing to explain why the player's fleet might have been interested enough to move into the booby trap in the first place. The presence of an ancient battlecruiser or battleship in the system should be inducement enough for even the most cautious starship captain to move in and take a closer look. Additionally, in the event that an important player ship carrying plot sensitive cargo is destroyed in the system, you might consider turning it into a derelict, too. That way players will at least have the opportunity to risk the booby trap in an attempt to retrieve the precious cargo.

Dimensional Portal

Doomsday Machine

Gaia World

Scattered across the galaxy are enigmatic worlds whose climates are perfectly suited to supporting abundant ecosystems in all their various shapes and forms. There is some indication that these “gaia worlds” are the terraforming masterworks of a precursor civilization that dedicated substantial energies into the creation of these veritable edens.

The lifeforms found on a gaia world have amazingly malleable genetic structures. Scientists can easily splice their own genetic material onto these native species to create strange new genetic hybrids. The ease with which genetically engineered food sources can be created and introduced into the environment makes colonization of the planet much easier than on other worlds.

[needs effect]

Guardian

A Guardian is an advanced starship that was left behind to defend an important system against alien trespass. This Guardian must be defeated before ships can safely move through or colonize the system. Roll on the Guardian Table to determine the size of the Guardian that protects the system and the amount of extra Raw Materials that the system receives to represent its strategic importance. These extra resources are the reason that the Guardian was placed in the system in the first place!

Empires can’t safely transit through or colonize a system until its Guardian is defeated. Safeguards put in place by their builders prevent Guardians from being boarded or captured. They are also immune to the effects of Sabotage Intel missions. The only way to neutralize a Guardian is to destroy it outright in battle.

Guardian Table (2d6)

<i>Roll</i>	<i>Ship</i>	<i>Class</i>	<i>Raw Bonus</i>	<i>DV</i>	<i>AS</i>	<i>AF</i>	<i>CR</i>	<i>CC</i>	<i>CV</i>
1	Corvette	CT	+1 RAW	4	4	4	3	1	0
2-3	Destroyer	DD	+1 RAW	8	6	6	4	2	0
4-5	Light Cruiser	CL	+2 RAW	10	8	6	5	2	0
6-7	Heavy Cruiser	CA	+2 RAW	12	10	6	6	3	0
8-9	Battlecruiser	CB	+3 RAW	16	12	8	8	4	0
10	Battleship	BB	+3 RAW	18	16	10	10	5	0
11	Dreadnought	DN	+4 RAW	20	20	12	12	6	0

12	Superdreadnought	SD	+5 RAW	24	24	12	14	7	0
13	Titan	TN	+6 RAW						

Modifiers:

-1 Unimportant System

+1 Major System

Great Machine

A massive supercomputer is hidden beneath the surface of this planet. A network of tunnels expands outwards from the machine in all directions, and adventurers can find deep underground chasms that are filled with glittering circuitry and the hum of ancient alien machinery. This forbidden planet is a wonder to behold, but it is a secret that its builders wanted to keep safe and out of the hands of potentially dangerous alien civilizations.

This Great Machine is controlled by whichever empire owns this system, either by colonizing the system or building a total construction cost of bases sufficient to gain control of the system. Once secured, the great machine serves as a special Intel asset that you can use to perform Intel missions without using any Intel points from your Military Intel Pool. The great machine has an effective Offensive Intel value equal to the system's Carrying Capacity. It performs Intel missions independently of the system itself, and it cannot coordinate with other Intel sources.

The Great Machine shuts down for 2d6 turns when it is detected conducting an Intel mission. This gives the machine time to recharge its power plants. This cooldown timer is likely an inherent countermeasure meant to conceal the location of the machine from some unknown galactic threat that might otherwise learn of its presence and attack it.

The Great Machine is not completely defenseless, however. It is protected by a sophisticated planetary defense grid that prevents anyone from landing on the planet unless the machine (or its owner) wishes them to land. In Defensive scenarios, this is represented by giving the system owner a special base that can aid in the system's defense. This base has a DV equal to the system's Carrying Capacity and AS/AF equal to 5 times the system's RAW value, and it is included for free in any Defensive scenario fought at its location (e.g., the base doesn't count against the normal task force command limits). For example, a Great Machine located in a 8 Capacity, 2 RAW system would provide a DV 8, AS 10, AF 10 base that would automatically be included in any Defensive scenario fought at that location. This defensive structure is automatically created at the start of each battle, and it is fully repaired during the Construction Phase of each campaign turn. Destroying the base has no impact on the Great Machine itself; the damage is repaired by the servitors of the machine in between turns. The base is only created if there are other friendly spacecraft present to participate alongside it in the Defense scenario and it

doesn't spawn if the system is otherwise undefended because the Great Machine will have entered into a hibernation mode to preserve energy.

Harbinger

While surveying the system, a scout force discovered an ancient starship drifting seemingly dead in space. It wasn't until the scouts were closer to the craft did they realize the the ship wasn't derelict was instead operating in some kind of long-term hibernation. Detecting the scout's approach, the vessel started rapidly powering its systems back online. It conducted a series of deep, penetrating scans on the scout fleet, likely gathering data on its size and capabilities.

What the scouts encountered is a "Harbinger," a highly-sophisticated synthetic machine intelligence that takes the form of a starship. Each vessel is a gestalt consciousness, a single voice speaking for innumerable individual streams of consciousness that thread through the circuitry at the heart of the machine.

This particular Harbinger takes the form of an Ascendant superdreadnought that was left behind by other members of its species to observe the technological progress of organic life in the galaxy. Once an arbitrary level of tech advancement has been met, the Harbinger returns to its place of power and opens a gateway to some dark void beyond the edge of the galactic rim where the rest of its kind are quietly waiting to launch an invasion. This armada will then spread across the stars, destroying each alien empire in turn and reaping their technology as a reward for the slaughter. These creatures are likely responsible for the galactic extinction-level events that have precipitated the disappearance of so many alien species over the course of galactic history.

Once activated, a Harbinger bides its time by avoiding direct confrontation with any of the player empires until a system that has two or more system anomalies. A system that has both a Nebula and a Megastructure would fulfill this requirement, for example. For @@ CG Expanded Star Systems, this means a single planet with two or more anomalies. This system is the nexus point that the Harbingers created as a gateway to their extragalactic staging area. They used to be able to remotely open the gateway, but some complication now prevents that from happening. This Harbinger must move to the designated anomaly system and manually open the gateway to let its brethren through.

Upon reaching the target system, the Harbinger will engage any ships or fixed defenses that are at that location. The gateway can be opened once all of the other units in the system have been destroyed or forced to retreat. The Harbinger uses one of the anomalies in the system to open the gateway. Roll on the Harbinger Arrival Table during the Movement Phase, starting on the turn after the gateway is activated, to determine the Harbinger reinforcements, if any, that have arrived from the void.

Harbinger Arrival Table (2d6)

Roll	Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
------	------	-----	-------	------	-------	----	----	----	----	----	----	---------------

2-4 No Reinforcements

5	Destroyer	X	DD	4	2/6	10	8	6	8	2	0
6	Light Cruiser	X	CL	5	2/4	12	10	8	12	2	2
7	Heavy Cruiser	X	CA	6	2/3	14	12	10	14	3	4
8	Battlecruiser	X	CB	8	2/2	18	14	12	18	4	6
9	Battleship	X	BB	10	3/2	20	18	14	24	5	8
10	Dreadnought	X	DN	12	4/2	24	20	16	26	6	10
11	Superdreadnought	X	SD	14	5/2	28	24	18	30	7	
12											

12 Roll Twice

Once the gateway is open and the Harbinger invasion has begun, the Harbingers shall begin moving from system-to-system purging all alien life from the galaxy. They only perform anti-population bombardment against inhabited systems; they want to eliminate a planet's inhabitants but otherwise leave the rest of their technology (in the form of Productivity) intact. Harbingers generate twice the normal bombardment value, just like any other Ascendant civilization. They are methodical in their pursuit of destruction and, with the exception of the gateway system itself, won't move on to another system until all units and Census in their current system have been destroyed.

Harbingers don't have to worry about being out of supply. They are capable of using whatever orbital debris or mineral rich asteroids they find to fabricate replacement parts and repair any damage that they receive in battle. They cannot be boarded or otherwise captured, nor can spies sabotage them using Intel missions. The only way to deal with them is to destroy them outright.

It is impossible to reason with a Harbinger. They are powerful and relentless. The only option the younger races have is to assemble a military force powerful enough to eliminate their threat once and for all. The gateway is shut down once a non-Harbinger fleet is in the gateway system and there are no Harbingers left in the system to keep it open. At that point the remaining Harbingers in the galaxy will prioritize returning to the gateway system to reactivate it, abandoning their attacks on other alien worlds to return and eject the younger races from the system.

"Ah, yes, 'Harbingers.' We have dismissed those claims."

Sleeping Gods

Stumbling upon a Harbinger early on in a game could be disastrous, especially if there is already a system on the map that has enough system anomalies to function as a gateway. As an alternative, if a *Harbinger*

anomaly is found within the first 36 turns of a campaign, players might consider replacing it with a *Dead Harbinger* anomaly, the effects of which are explained below.

Your scout force has discovered the dormant remains of a Harbinger that was destroyed in the last great war against their kind. This burned out leviathan cannot be salvaged like a derelict, but science teams can be assigned to scour the wreck looking for whatever advanced technology they might be able to scavenge and send home.

Once onboard, the scientists slowly begin to notice several disquieting facts. While the ship is definitely dead -- every possible test provides irrefutable evidence of this fact -- nearly everyone that comes onboard has felt the uneasy sensation that they were being watched. Some have experienced mental breaks, including visual and auditory hallucinations. Long term exposure to the dead Harbinger does not appear to be healthy, but the teams have a mission and they're going to continue carrying it out.

Scout fleets can be ordered to survey dead Harbingers. These attempts use the *CG @@ Jump Lane Exploration* rules except a successful "exploration attempt" indicates that the science teams have been able to make a breakthrough from studying the wreck, gaining them 2d6 tech investment. Scout fleets can still find themselves in peril from these surveys, but in this case it represents that large numbers of the science team have suffered severe mental trauma, perhaps even outright insanity, that manifests itself as acts of sabotage, suicide, or homicidal mania.

There are definitely risks to studying a "sleeping god," and players must weigh these risks against the potential technological rewards that can come from long term study of these dead ships. But always remember, *"That is not dead which can eternal lie, and with strange aeons even death may die."*

Hyperspace Nexus

Infestation

One of the planets in this system is overrun by a particularly aggressive, territorial species which does not appear to be native to the planet. The aliens' main nest appears to be located in an abandoned atmospheric processing station that was being used to terraform the planet at some point in the distant past. A number of Hunting Horror ground forces (ATR 4, DEF 2, ATK 3, DF d3) equal to the system's Carrying Capacity are placed in the system to represent the current infestation. These troops must be defeated before anyone can hope to colonize the system. These aliens are considered to have the Subterranean trait, which doubles the cost of all bombardment missions used against them. This makes nuking them from orbit, just to make sure, more difficult than normal.

Clearing out the infestation in this system by eliminating all of the Hunting Horrors reveals the presence of an alien CG @@ Derelict that crash landed on this planet some time ago. Roll on the Derelict Table to

see how big the crashed ship is. A survey of the wreckage suggests that this was the source of the alien infestation. Additionally, a random artifact is recovered from inside the derelict's cargo bay (see @@ Artifacts).

This infestation would be a deadly enough threat on its own, but certain unscrupulous parties have a keen interest in the creatures and are intent on retrieving specimens and taking them back home for study and dissection by their bio weapons divisions. Environmental quarantine procedures always prove inadequate, however, and these creatures are impossible to contain. Inevitably, they break containment and start stalking and systematically killing the crew of the ships or bases where they are housed. They seem to be near perfect alien killing machines, and they have been known to procreate even when the infestation begins with only a single individual. How we're not sure, as the specifics of their reproductive processes are still unknown.

During any Movement Phase, any empire that has even a single ship in a system that contains a Hunting Horror must roll on the Infestation Table.

Infestation Table (d6)

- | | |
|-----|--|
| 1-3 | <i>Safe Passage.</i> The aliens were unable to breach quarantine and no attempts were made to covertly acquire specimens. No Effect. |
| 4 | <i>Crew Expendable.</i> One of the creatures found its way on board, but security teams were able to neutralize it before it could kill all of the crew. Randomly choose one of your ships in the system and cripple it to represent the severe loss of life. |
| 5 | <i>The Last Survivor.</i> One of the creatures breached the ship and was successful in wiping out almost the entire crew. A single lone survivor was able to keep the alien at bay long enough to set the ship's self-destruct and flee in one of the lifeboats before the ship exploded. Randomly choose one of your ships in the system and destroy it. |
| 6 | <i>A Terrible Mistake.</i> A pair of immature alien specimens were retrieved from the infested planet and successfully snuck through security at your nearest inhabited system (roll randomly to break ties). Unfortunately, the alien creatures were able to escape containment (who would have guessed?) and are now loose on the colony and multiplying rapidly. Place a Hunting Horror in the target system. On every Update Phase that a Hunting Horror is still in the system, reduce Census and Morale by 1 each and add an extra Hunting Horror to the system. |

Irradiated

Lost Anchorage

Megastructure

Mystery Trader

System contains a Era VI Titan that is the trade ship for a race of mysterious traders

If you take a convoy and give it to the mystery trader he will give you back something at random. Roll on the table to find out what he gives you

You can attack and destroy the Mystery Trader. Whoever does so immediately earns a tech advancement.

Ship has the Suicide ability and cannot be captured.

Mystery Trader Table (d6)

<i>Roll</i>	<i>Ship</i>
1	Corvette
2	Destroyer
3	Light Cruiser
4	Heavy Cruiser
5	Battlecruiser
6	Battleship

X ► Pulsar

This system is near a pulsar that is of particular interest to the academic community. A pulsar is a small, incredibly dense, and highly magnetized neutron star that emits a beam of electromagnetic radiation from the poles of its magnetic field as it rotates. The close proximity to the pulsar gives scientists an excellent opportunity to conduct astroparticles research.

To represent these ongoing research efforts, the system's owner earns 2d6 tech investment per turn. The astrophysics team is small and self-sufficient enough that they'll continue generating tech investment for their empire as long as there is a Census in the system, and they don't need any other infrastructure (Productivity) in place to carry out their work.

Shielded World

This inhabited planet is encased in some kind of forcefield that prevents ships from landing or leaving its surface. Beneath the sickly red glow of this planetary shield lives an alien population that has been cut off from the rest of galactic civilization for decades or maybe even centuries. The destroyed remnants of a starbase can be found in orbit. Evidently whoever built this massive self-sustaining shield generator had left someone behind to watch over them, but this station was destroyed and never rebuilt. Sensor sweeps of their cities indicate that their infrastructure has noticeably decayed over the course of time, probably due to a lack of vital offworld goods that were necessary to maintain it.

This system is currently inhabited by an unknown alien population with Census, Morale, and Productivity values as determined when the system was generated. This system has the Shielded World trait, which should be recorded in its special notes. The system receives a total Construction Cost of ground forces equal to its RAW x Utilized Productivity. Local industry produces just enough resources to cover the maintenance costs of these ground forces and keep them in supply, but otherwise the system doesn't produce any income and they lack any other planetary defenses. The powerful shield that envelops the planet prevents the population from interacting with outsiders. It is impossible to engage in commerce with these aliens until the shield can be brought down, however direct communications with the residents is possible. They just don't seem to be very helpful, and know about as much about what happened to them as you do.

A special research project is required for an empire to learn how to disable these planetary shields and free the trapped population. Once an empire has encountered a Shield World and has firsthand evidence of its power and capabilities (i.e., the empire must send one of its own ships to the system, it can't rely on allied readings) it can choose to use a future tech advance to unlock the technology required to disrupt and dissipate the shield system instead of advancing its Tech Year as it normally would.

With this knowledge the empire can remove the Shielded World trait from any system that it visits as long as the size of its fleet (by total Construction Cost) is greater than 5 times the system's Carrying Capacity. This demonstrates that the empire has enough vessels to effectively tear down the shield and free the population. Systems that lose the Shielded World trait become CG @@ Non-Aligned Worlds. An exception is made for those alien populations that were spawned by this Mysterious Encounter, however, and they gladly join the empire that freed them, adding another system to the liberating empire!

Studying how to remove these powerful planetary shields also reveals enough technical data that the empire can erect its own shields if it so chooses. The empire can encase any shield any world as long as its total total fleet strength in the system is greater than or equal to 5 times the system's Carrying Capacity. Unlike removing a shield, It takes resources to build a network of shield generators powerful enough to encase an entire planet. The cost to build such a shield system is equal to 10 times its Carrying Capacity. Despite the high cost in equipment, the shield system will come online on the same turn that it is purchased. It becomes active during the Construction Phase, at which point the system receives the Shielded World trait.

Any empire that has mastered this technology may share that knowledge with other powers as they see fit. Alternatively, they could choose to jealously hoard the knowledge so that it can't be used against them.

Shielded Worlds have no protection against EM @@ Planetkillers, and these terrifying vessels (or any other weapon capable of destroying a planet, for that matter) can effortlessly destroy a Shielded World. Using a planeteeering weapon to destroy a Shielded World removes the shield, but the system's inhabitants have little time to rejoice before they're all violently killed when their planet explodes in a colossal shower of debris.

Starship Graveyard

Temporal Rift

This system contains a temporal distortion field that can entrap unsuspecting fleets. Every fleet that enters this system must roll 2d6, adding 1 for each Scout or Explorer in the fleet. On a modified roll of 6 or less, the fleet has been caught in a temporal causality loop and is now trapped in the rift and their crews are being forced to relive the events that caused them to become trapped in the rift over and over again. Fleets that are trapped in the temporal rift are considered "destroyed" for the purposes of maintenance, and they cannot perform any actions (including movement) as long as they are stuck in the temporal rift.

During the Supply Phase, each fleet trapped in the temporal rift rolls 2d6 and on a "12" they succeed in breaking the cycle and freeing themselves from the rift. Any other fleets are currently trapped in the rift also escape as a result of the successful fleet's actions. These empires are now immune to the effects of the temporal rift in this system (although they can still be affected by temporal rifts in other systems). The experience in the rift has been harrowing to say the least but it has provided the fleet that succeeded on its escape roll with invaluable new insights into the nature of space/time, earning the empire 1d6 x Carrying Capacity points of tech investment.

If this system is colonized, scientists operating from that nearby planet can continue to monitor the effects of the temporal rift and gain further knowledge about the phenomena. This earns the empire additional tech investment each turn equal to the system's Utilized Productivity.

Throneworld

Tomb World

World Ship

Wormhole

A wormhole is a stable gateway through the fabric of space/time that connects two distant star systems. One terminus of the wormhole is always located in the system in which the anomaly was discovered.. The other terminus is placed in a random star system somewhere else on the map, preferably one that is still unexplored (or at least uninhabited). Ships can use the wormhole to move between these two linked systems as if they were connected by a major jump lane.

A special note must be recorded for both systems that indicates which system the wormhole connects to. The easiest way to do this is to add the name of the destination system in parenthesis after the special note ("Wormhole (Procyon)").

Chapter X ► Contagions

Chapter X ► Artifacts

Chapter X ► Alternate Dimensions

Chapter X ► Exploration Encounters

WAP missions spawned by exploration

Chapter X ► Optional Rules

X.X ► Advanced Derelict Rules

4.4.1 ► Custom Alien Derelicts

Instead of rolling on the Derelict Ship Table, players may instead choose to create their own unique alien derelicts, or else choose advanced units off of the sample force lists from the *Campaign Guide*. Roll 3d6 to determine how many economic points you must spend on the derelict. These points are normally used to create a single derelict with a Construction Cost equal to the rolled value, however you may also choose to split these economic points between multiple derelicts. This is helpful if you want players to find a single derelict carrier loaded with fighters or a flotilla of frigates, instead of a single larger vessel.

The In-Service Date of the derelict(s) is determined by rolling 4d6 and adding the current campaign year to the roll. This makes it possible for players to discover alien derelicts that are extremely advanced, but they may also find derelicts that are almost on par with their own starting Tech Year. Perhaps more importantly, it prevents every derelict from being a potentially earth-shattering discovery with the potential to unbalance play

Because the unit's Construction Cost and In-Service Date are determined by separate rolls, players can encounter alien derelicts that are small and advanced, large but primitive, or anywhere in between. This variability means that all alien derelicts are not created equal, and some may even be next to useless depending on their size and sophistication. Then again, an empire has just as much chance of stumbling upon a high-tech dreadnought as they do an archaic corvette — you just have to hope that luck is on your side!

Once the unit's Construction Cost and In-Service Date are known, you can either choose applicable units from existing force lists or else design a unique derelict using the guidelines found in *CG 5.4 Creating Your Own Empire*. In moderated campaigns, it's recommended that the CM design all alien derelicts to encourage a more random selection of alien derelicts and prevent a player from taking advantage of an alien derelict discovery to create a derelict that specifically counters one of his opponent's forces. Moderators may always choose to fudge the results of an alien derelicts encounter to better tailor the results to fit their campaign setting.

4.4.2 ► Derelict Encounters

This optional rule is included for those players who wish to add extra uncertainty to the discovery of an alien derelict. Players must roll on the Derelict Encounter Table after they find a derelict to determine if anything exceptional happened while their survey teams were investigating the wrecked starship. This

demonstrates that it can take time to recover a derelict, and things may not always go smoothly if enough of the ship's internal defense systems are still operational.

Derelict Encounter Table (2d6)

Roll Effect

2 *Suicide Charge Activated.* Before abandoning the ship, the derelict's original owner set a suicide charge that would detonate as soon as looters boarded the ship. The derelict is destroyed and the discovering player's fleet takes damage equal to d6 times the derelict's DV.

3 *Scuttling Charge Activated.* The derelict's security system detected the presence of intruders and activated its scuttling charge, destroying the derelict.

4 *Internal Explosion.* A volatile ship system inexplicably exploded as a result of your survey team's attempts to reactivate the derelict. It will take one turn to repair the damage, but you can make another attempt to take control of the ship on the following turn.

5 *Anti-Personnel System Activated.* The survey team was killed by the ship's anti-personnel defense system. The attempt to take control of the ship fails this turn, but your team can try again next turn.

6-8 *Derelict Secured.* The derelict is secured and is now ready to be towed back home. The ship's engines sustained too much damage and could not be reactivated, which is why it must be towed.

9-10 *Engines Reactivated.* Access to the derelict's computer is mostly unsuccessful, but the survey team is able to restart the ship's engine systems. The derelict can now move independently without requiring towing.

11 *Partial Computer Access Granted.* The derelict's computer misidentifies the survey team as being part of an authorized retrieval squad and grants them limited access to ship systems. This access provides the team with some technical data in the form of free tech investment equal to 2 times the derelict's Construction Cost. The derelict's engines are now functional and it can move without requiring towing.

12 *Full Computer Access Granted.* The survey team has been able to interface with the derelict's computer systems and gain complete access to ship systems. This level of access provides the team with free tech investment equal to 4 times the derelict's Construction Cost. The derelict's engines are now functional and it can move without requiring towing.

X.X ▶ Ascendant Derelict

Scouts have discovered an ancient derelict left behind by a long-extinct Ascendant alien civilization. This starship is a weapon of immense power, and its technology far outstrips anything that any of the younger races could ever conceive of replicating it.

Roll on the Ascendant Derelict Ship Table to determine the size of the derelict that has been found in the system. Statistics for these derelicts are provided on the following table. For those ships that have Carrier

Value greater than zero, roll on the Ascendant Derelict Flight Table for each point of CV to find out what flights are still aboard the derelict (if any). Note that, because these are Ascendant tech level units, they have 10 times the normal Tech Potential for the purposes of *CG @@ Reverse Engineering*, and they always have a minimum Tech Potential equal to 10 times their Construction Cost.

The struggle to acquire and possess Ascendant derelicts has been known to fuel doctrinal conflicts in the past. There are stories handed down among the galactic community of an empire that descended into civil war as two warring factions battled for control of a particular Ascendant battleship that one side or the other had found floating dead and lifeless out along the rim of known space.

Ascendant Derelict Ship Table (2d6)

Roll	Ship	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special Notes
2	Gunboat		3024	GB	2	2/12	2	4	4	2	1/2	0
	Atmospheric, Fast											
3	Corvette		3024	CT	3	2/8	6	4	4	4	1	0
	Atmospheric, Fast											
4	Frigate	3024	FF	4	2/6	8	6	4	6	1	0	
	Atmospheric, Fast											
5	Destroyer		3024	DD	4	2/6	10	8	6	8	2	0
6	Light Cruiser		3024	CL	5	2/4	12	10	8	12	2	2
7	Heavy Cruiser		3024	CA	6	2/3	14	12	10	14	3	4
8	Battlecruiser		3024	CB	8	2/2	18	14	12	18	4	6
9	Battleship		3024	BB	10	3/2	20	18	14	24	5	8
10	Dreadnought		3024	DN	12	4/2	24	20	16	26	6	10
11	Superdreadnought		3024	SD	14	5/2	28	24	18	30	7	
12												
12	Roll Twice											

Ascendant Derelict Flight Table (2d6)

Roll	Flight	ISD	Class	Cost	Maint	DV	AS	AF	Special Notes	
2-5	No Unit Present									
6	Ultralight Fighter			3024	ULF	1/5	1/20	4	2	4
7	Light Fighter		3024	LF	1/4	1/16	4	2	6	
8	Medium Fighter		3024	MF	1/3	1/12	4	4	6	
9	Heavy Fighter		3024	HF	1/2	1/8	6	6	4	
10	Super-Hvy Fighter			3024	SHF	1/1	1/4	8	6	4
11	Bomber	3024	HF	2/2	2/8	8	8	0	Strikefighter	
12	Pinnace	3024	ST	2/2	2/8	10	4	2	Strikefighter	

Chapter X ► Random Force Lists

There are times when players may want to create a randomized force list for their empires at the start of the game, or when new empires are encountered during the campaign, rather than using pre-existing force lists such as those of the sample empires in the *Campaign Guide*.

7.X.1 ► Getting Started

When creating a random force list, the first thing to consider is how many unit classes the empire will have available. Most empires should start with at least 10 unit classes on their force list, with an additional unit class added for every Tech Year the empire has advanced beyond the default start, Year 3000.

Smaller empires may not need as many units, however, and it makes sense that minor powers that only control a single star system would lack the economic strength to maintain very many different unit types. In this case, they can simply start with a number of unit classes equal to their total Utilized Productivity.

In either case, you need to know the empire's current Tech Year before generating its random force list. An empire's Tech Year may be specified by the scenario, or it may be randomly determined when the empire is generated when using *CC @@ New Empires*. Under the standard tech rules, one class on the empire's force list has an In-Service Date (ISD) equal to its current Tech Year. Each successive unit class has an ISD that is one Tech Year earlier than the last (minimum ISD 3000), such that the empire only has one unit class available per Tech Year beyond ISD 3000

Example: *The Livonian Order is a new empire that controls two star systems with a total of 8 Utilized Productivity and a starting Tech Year of 3005. The CM has decided to give the Livonians a number of units classes equal to its total Utilized Productivity (8). One unit class has ISD 3005, its starting Tech Year, and each additional class has an ISD one Tech Year earlier than its predecessor. This leaves the Livonians with three unit classes at ISD 3000 and five other more advanced classes.*

7.X.2 ► Random Unit Generation

After determining the number and ISD of units on the empire's force list, the next step is to randomly determine each unit's type by in order by age, starting with the oldest unit classes (by ISD) and ending with the most advanced.

Roll on the Unit Type Table to discover the unit's type. When *Base/Minefield* is rolled, the player decides which of these two types the unit class should be. Bases are more common than minefields, but some players may prefer to only have one or the other on the empire's force list.

Unit Type Table (d6)

Roll	Unit Type
------	-----------

1-3	Ship
-----	------

- 4 Flight
- 5 Base/Minefield
- 6 Ground Force

One thing to keep in mind when setting up a random force list is that each empire is typically going to need at least one unit of each type (ship, flight, base, ground) available. Ground units and bases are usually the highest priority because without these units the empire will find it much more difficult to defend its systems against enemy invasion. If an empire has a limited number of “slots” on its force list, the CM should intervene and specify the unit type, rather than randomly rolling for it.

7.X.2.1 ► Random Starships & Bases

Starships and bases roll on the Starship/Base Size Table to determine their relative size, cost, and starting construction point (CP), before any tech modifiers.

Starship/Base Size Table (2d6)

<i>Roll</i>	<i>Ship</i>	<i>Class</i>	<i>Cost</i>	<i>Maint</i>	<i>CC</i>	<i>CP</i>
2-3	Player’s Choice (or Re-Roll)					
4	Corvette	CT	2	1/6	1	X
5	Destroyer	DD	4	2/6	1	X
6	Light Cruiser	CL	5	2/4	2	X
7	Heavy Cruiser	CA	6	2/3	2	X
8	Battlecruiser	CB	8	2/2	3	X
9	Battleship	BB	10	3/2	3	X
10	Dreadnought	DN	12	4/2	4	X
11	Superdreadnought	SD	14	5/2	5	X
12	Titan	TN	24	6/2	6	

After rolling for the unit’s size, next roll on the Starship/Base Mission Role Table to see what role it serves in the fleet. Most mission roles have a focus statistic that represents the hardware configuration that it has been built around. A unit class must spend at least 25% of its CP on its focus statistic (round up). Bases that receive the *Command* mission role use Defense Value for their focus statistic instead of Command Rating because bases don’t have Command Ratings.

Starship/Base Mission Role Table (d6)

Roll	Mission Role	Focus Statistic
1	Standard	None
2	Attack	Anti-Ship
3	Escort	Anti-Fighter
4	Command	Command Rating (Ship) Defense Value (Base)
5	Carrier	Carrier Value
6	Special Ops	Special Abilities

Before proceeding any further, calculate the amount of CP that the unit class has available based on its size and ISD. CP is then spent to increase the unit's Defense Value and Command Rating to their required minimum values. Ships must have Defense Values and Command Ratings greater than their Command Cost, and bases must have Defense Values greater than half their Construction Cost.

~~Next, calculate the minimum amount of CP that must be spent on the unit's focus statistic by multiplying the unit's total CP by 25%.. Round fractional CP up.~~



Jeremy Menefee

Resolve

6:12 PM Jan 16

~~Should they have to use the same method for all their classes, and is one method statistically better than the other?~~



Tyrel Lohr

11:57 AM Jan 17

~~That is a good point. I think the player should be able to go back and forth if they want. I'll add the note! Let me know if that works or if it needs to be better explained or defined.~~

At this point you can decide whether to use the *CG 5.4.3 Unit Construction Rules* to design the unit class yourself, or randomly assign the remaining CP by making one die roll per CP on the following table. You can use a combination of these two methods when creating unit classes for your empire's force list. For example, you can use the purely random generation method to see if a general theme emerges for the empire's forces, then use the traditional unit construction rules to manually design units to fill in any

obvious gaps left in the empire's order of battle. This includes things like creating a Scout if the opportunity hadn't presented itself when randomly generating unit stats.

Starship/Base Statistic Result Table (d6)

Roll	Statistic
1	Defense Value
2	Anti-Ship
3	Anti-Fighter
4	Command Rating
5	Carrier Value
6	Special Ability or Player's Choice

Player's Note: *The inherent problem with randomly generating unit statistics this way is that it's easy to end up with units that have dangerously disproportionate statistics. For example, you could easily end up with a Heavy Cruiser that only has DV 3 while at the same time has AS 8. This makes each fleet more unique, but at the same time it can create fleets that have either too little DV to survive a fight or too little AS/AF to score any real damage.*

7.X.2.2 ► Random Flights & Minefields

Randomly generating flights and minefield follows much the same path as starships and bases. Roll on the Flight/Minefield Size Table to determine their relative size, cost, and starting construction point (CP), before any tech modifiers.

Flight/Minefield Size Table (2d6)

Roll	Flight Size	Class	Cost	Maint	CP
2	Player's Choice (or Re-Roll)				
3-4		ULF	1/5	1/20	3
5-6	Light	LF	1/4	1/16	4
7-8	Medium	MF	1/3	1/12	5
9-10	Heavy	HF	1/2	1/8	6
11-12	Superheavy	SHF	1/1	1/4	7

After rolling for the unit's size, next roll on the Flight/Minefield Mission Role Table to see what mission role this flight has been configured for. A flight must spend at least 50% of its CP on its focus statistic (round up).

Starship/Base Mission Role Table (d6)

<i>Roll</i>	<i>Mission Role</i>	<i>Focus Statistic</i>
1-2	Multi-Role	None
3	Defense	Defense Value
4	Attack	Anti-Ship
5	Escort	Anti-Fighter
6	Special Ops	Special Abilities

~~Player's Note: It may be worthwhile to have a note stating that the GM should have the option to emphasize a focus if an empire may have been aware of the player empire before contact.~~

Before proceeding any further, calculate the amount of CP that the unit class has available based on its size and ISD. CP is then spent to increase the unit's Defense Value to a minimum value of 1.

Next, multiply the unit's total CP by 50% to calculate the minimum amount of CP that must be spent on the unit's focus statistic. Round fractional CP up. "Remember to determine the minimum amount of CP (25% rounded up) that must be spent on the unit's focus statistic."

At this point you must decide if you want to use the *CG 5.4.3 Unit Construction Rules* to design the unit class yourself, or if you want to randomly assign the remaining CP by making one die roll per CP on the following table:

Starship/Base Statistic Result Table (d6)

<i>Roll</i>	<i>Statistic</i>
1-2	Defense Value
3-4	Anti-Ship
5-6	Anti-Fighter

7.X.2.3 ► Random Ground Forces

Ground Force Size Table (2d6)

<i>Roll</i>	<i>Unit Size</i>	<i>Class</i>	<i>Cost</i>	<i>Maint</i>	<i>CP</i>
2	Player's Choice (or Re-Roll)				

3-4		ULG	1	1/12	4
5-6	Light	LF	2	1/8	6
7-9	Medium	MG	3	1/6	8
10-12	Heavy	HG	4	2/6	10

//unlike other units, ground forces have a split focus statistic

//It might be worth exploring doing this for all of the units, but it seemed the most appropriate way of randomizing ground forces. That way you get an interesting mix of "unit types". Probably require close to 2/3 of points to be spent on the focus statistics. Sound reasonable?

Ground Force Mission Table (d6)

<i>Roll</i>	<i>Mission Role</i>	<i>Focus Statistic</i>
1	Defensive	Attrition/Defense
2	Offensive	Attrition/Attack
3	Command	Attrition/D Factor
4	Armor	Defense/Attack
5	Artillery	Defense/D Factor
6	Air Support	Attack/D Factor

7.X.2.4 ► Random Force List Example

Loran explorers have just encountered ships belonging to a new NPE called the Hovevar Alliance. The CM has opted to generate a random force list for the Alliance rather than using any of the preexisting sample force lists, in order to make this NPE more unique.

The Hovevar Alliance begins at Tech Year 3002. In order to be competitive with the other player empires in the campaign, the CM gives the Alliance force list 12 unit classes, 10 unit classes at the starting Tech Year (3000) and an additional unit class for each Tech Year that the NPE has advanced beyond that basic Tech Year.

The CM rolls on the Unit Type Table to see what types of units the Alliance has available to it:

Year 3000: 2 x Starship, 4 x Base, 2 x Minefield, 2 x Ground Force

Year 3001: Starship

Year 3002: Starship

The Alliance has very few starships on its force list, but it does have a preponderance of bases (half of its starting unit classes are fixed defenses). It also doesn't field flights of any kind. Maybe this is because the Hocevar are too big to fit into a standard fighter cockpit? Or they might just have never considered the tactical application of starfighters and are in for a rude awakening after meeting their first Loran strike carrier on the battlefield!

Player's Note: *This is a situation where, as a CM, you might want to step in and alter the composition of the random force list to give the empire more options. Having six base/minefield units this early in the game means that the Alliance is going to have to play very defensively and won't have many good options for projecting power into other star systems. Similarly, if the Alliance hadn't received any ground forces during this step, they would have had to rely on the Militia ground force from the Universal List, which would not have been sufficient to defend its systems against a determined aggressor.*

Now that the unit types are known, the CM randomly generates each unit class, starting with the oldest ISD 3000 unit classes and moving forward to the most current ISD 3002 unit.

First up is one of the two ISD 3000 starships in the Alliance roster. The CM rolls a 5 on the Starship/Base Size Table and determines this is a Frigate (FF). The CM then rolls for the ship's mission role, and the ship becomes an Attack Frigate with 9 CP to spend. 25% of this total (rounding up) must be spend on its Attack focus, and its DV and CR must be greater than its CC of 1. Allocating these required points gives the Attack Frigate DV 2, AS 3, AF 0, CR 2, CC 1, CV 0 with 2 CP left to spend on other abilities.

The CM elects to roll a d6 for each of these remaining CP. This gives the ship +2 CV, but the Alliance does not have any flights to base off of the ship! There are two ways that the CM can deal with this situation. The first is to simply re-roll the dice, ignoring any CV results. The second is to swap out one of the Alliance's other unit classes for a flight. The CM has already warmed up to the idea of the Hocevar being a flight-less empire, so they decide to just re-roll. The unit ends up with +1 DV and +1 Special (or Player's Choice) instead. The Special result is used to buy the frigate 1 Assault so that it can be used to support planetary invasions.

The final combat stats for the Attack Frigate are DV 3, AS 3, AF 0, CR 2, CC 1, Assault (1). This is some sort of small frigate-sized troop carrier that has formidable armor and anti-shipping guns but has no defenses capable of shooting down enemy fighters or shuttles.

[Ground example?]



Jeremy Menefee

Resolve

6:20 PM Jan 16

This is starting with the newest units, I think?



Tyrel Lohr

12:23 PM Jan 17

I had it set to oldest first so that you are progressing like the empire would, and maybe use the newer slots for units that the empire would have developed to cover roles it didn't have a solution for yet.



Jeremy Menefee

12:44 PM Jan 17

No, I mean that the two starships are the latter tech years. I think. I might just be confused.



Tyrel Lohr

1:09 PM Jan 17

The Year 3000 ships are older than the more advanced ships with ISD > 3000. I think. We'll let someone else double check us when they read through this :)



Geoff Stano

11:27 PM Jan 24

The impression I have is that the first two ships are from 3000 along with the four bases, two minefields, and two ground units. There are then two additional starships from 3001 and 3002.

Credits