

VICTORY BY ANY MEANS

SECOND EDITION



CAMPAIGN GUIDE

A STRATEGIC GAME OF EXPANSION, DIPLOMACY AND CONQUEST

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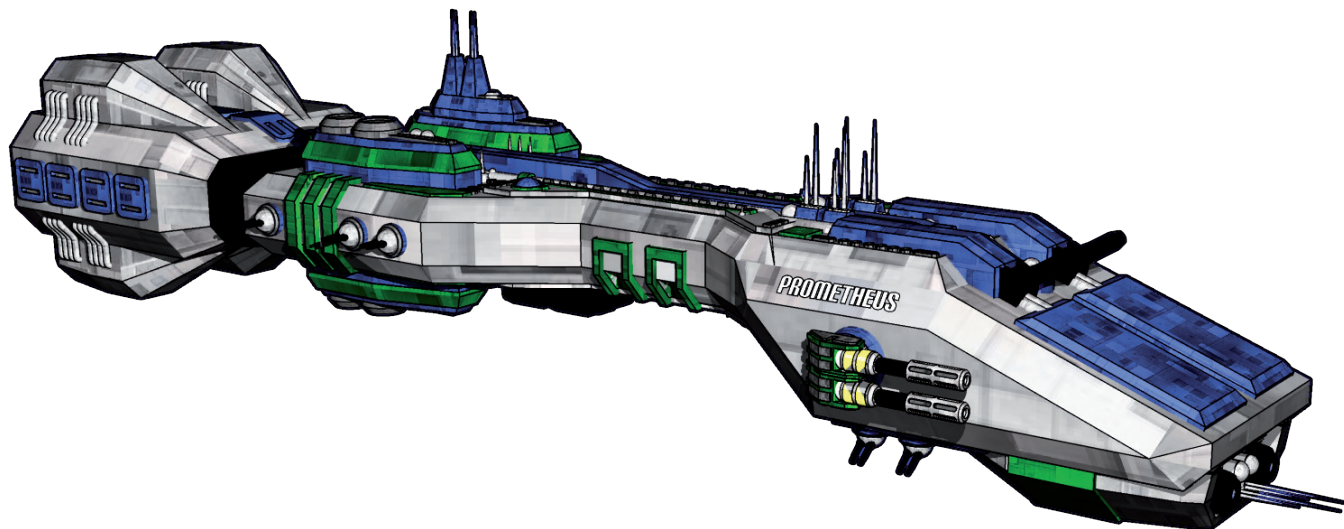
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Chapter 1 ▶ Introduction

The universe is a vast, mysterious, and dangerous place. These “billions and billions” of stars are home to an untold number of alien civilizations, each of them reaching out into space to fulfill their birthright of galactic domination. Some empires may use peaceful exploration, expansion, and diplomacy to achieve their goals. Other civilizations may seek to forge an empire of blood and iron, relying on their military forces to subjugate an unprepared galaxy. This is the battleground upon which players pit their empires against one another in a battle for supremacy and victory by any means.

1.1 ▶ About the Game

VICTORY BY ANY MEANS is a 4X science fiction strategy game that lets you guide an interstellar empire to victory by exploring the galaxy, meeting strange new alien civilizations, and fighting epic wars to determine the fate of the universe. The *CAMPAIGN GUIDE* includes all of the basic rules that you’ll need to run a successful *VICTORY BY ANY MEANS* campaign.

But what is a campaign? A campaign is defined as a strategic gaming experience in the classic 4X style in which players command their forces to eXplore, eXpand, eXploit, and eXterminate in order to achieve

victory. The term 4X was coined by Alan Emrich in his September 1993 preview of the classic game *Master of Orion*. Since then it has come to refer to any strategy game that offers a detailed, multi-layered experience that requires players to take command of a faction and manage its resources while trying to meet a series of victory conditions or other objectives as specified by the scenario. Combat, diplomacy, research, and spying are all common elements of the 4X genre.

VICTORY BY ANY MEANS is a modular campaign system that allows players to scale the complexity of the game to meet their needs. You should think of it as a toolbox that contains all of the rules that you’ll need to run a complete science fiction strategy game in any imaginable campaign setting. A number of optional rules are included later in this book that add extra depth to the basic rules, and experienced players can make large-scale changes to the basic rules if they think it will improve their game experience. This modularity is especially useful when players want to integrate *VICTORY BY ANY MEANS* with their favorite tactical combat game. For example, if the tactical game already includes rules for unit construction and tech advancement you can have them effectively replace the respective rules from this book. In most cases this just requires a few spot rules to cover how the two sets of rules interact with each other.

There are two ways that players can approach a *VICTORY BY ANY MEANS* campaign. The first is to play the

YOUR EMPIRE AWAITS

"Admiral, deploy the fleet."

War is not just about victory on the battlefield. Wars are won and lost in the conference room, the lab, the stock exchange, the factory floor, and the massive shipyards in orbit over your colonies, just as much as they are in the carnage of battle.

Victory by Any Means is a sci-fi strategy game that can interface with existing tactical war games or operate as a stand-alone campaign system. Unlike some campaign systems, *Victory by Any Means* is easy to run — both for players and game masters alike. This ease of play is more impressive considering the breadth of the rules: research, intel, space and ground combat, colony management, exploration — rules for all of these elements (and more) are included in the *Victory by Any Means Campaign Guide*.

This system is designed to integrate seamlessly with your favorite game universe and genre by using of a modular rule architecture. This core rulebook includes several sample alien empires, star maps, and scenarios to get you started, along with rules and ideas for creating your own campaign source materials. Other pre-created source materials are available, both in print and online, to expand the *Victory by Any Means* experience.



www.vbamgames.com



MSRP \$29.95