VICTORY BY ANY MEANS
SECOND EDITION

INCOMING PRIORITY MESSAGE

WITH A PURPOSE
LOCAL CAMPAIGN AND OBJECTIVE MISSION RULES

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Chapter 1 ▶ Introduction

"Jim, what's our status on the delivery of the Hoegenwald's Flu vaccine?"

"Captain, they just unloaded the last load and the shuttle will be inbound in 10 minutes. The *Carnation* will remain on station with the *Mercy* until the inoculations are complete. Once the shuttle has docked, we're free to go." Lieutenant Commander James Thoroughgood, the XO, a short, squat, and very hairy man from the Rigellion Colony, was the best Executive Officer Captain Patricia Winters had ever had.

"Excellent." She handed him a tablet. "Follow me to my office and take a look at that." More than once, other crewman had to flatten themselves against the corridor walls as the Captain and XO moved towards the bridge. FAS *Repulse* was an old *Defiant* class light cruiser, and was quite cramped.

As they settled in on either side of Captain Winters' desk, Thoroughgood looked at her expectantly.

"I see the question hiding behind your eyes, Jim. Why are we having a discussion about a routine patrol along the Thyrcian frontier? Because of this." She handed him an actual piece of paper she pulled from a desk drawer.

His eyebrows rose at the sight of paper, and continued to rise as he read. "A shiny new Thyrcian *Groenenwald* battlecruiser is expected to do her shakedown cruise along our border? Captain, you know better than I do that we have no business being anywhere near a battlecruiser, much less a *Groenenwald*. What is Admiral Lowes wanting us to do that he wouldn't put in a regular dispatch?"

"Simple, Jim. Scan her. We don't know much about the *Groenenwalds* other than this one is supposed to be the third one. Being a relatively new class, they could very well be better than any of ours. But we don't know."

"Why us? Why not just send a scout or one of those intel ships we're not supposed to snoop around?"

"Because the Thyrcians will almost certainly go out of their way to avoid any fleet scouts or otherwise unidentified ships. But an old *Defiant* light cruiser? We're no threat to them."

"So what do we do? Go over and ask for a cup of sugar?" Jim said, chuckling.

"Didn't you tell me last week that Ensign Barnes was working on a new sensor algorithm?"

"I did. In simulations, it's providing a 7% boost to sensor range and a 9.1% boost in clarity. She's still working on the formal request for a test implementation, though."

"Request approved. Make it happen, XO."

1.1 ▸ About the Game

Motivation is a funny-but-important thing. Why we act is almost as important as how we act, individually, and the same holds true for star empires. One may strive to explore the stars, while another desperately tries to spark war with a neighbor to save its political situation at home. Each campaign is shaped by many empires' pursuit of their own goals and objectives.

The *VICTORY BY ANY MEANS* campaign system gives players a way to run campaigns using a variety of modular rules, and through a near-infinite number of settings. Until *WITH A PURPOSE*, however, the rules have not directly addressed the important question of motivation in terms of game mechanics. *WITH A PURPOSE* defines the "why" behind an empire's actions. It provides goals, a victory system, and an ever-increasing number of objectives and missions for these empires to accomplish. This supplement adds rules for creating a victory-point-based endgame, as well as a system for drilling down to a more exciting and detailed local campaign system. This enables players to focus on operational-scale campaigns, if they so choose. Campaign Moderators will have more freedom to explore the motivations of an empire, becoming a true 5x game (eXpand, eXploit, eXterminate, eXplore, and eXplain).

1.2 ▸ Rules References

Some rules in this book refer to rules found in other *VICTORY BY ANY MEANS* supplements, specifically the *CAMPAIGN GUIDE*. These references are preceded by a two- to three-letter code that indicates which book the rule appears in. Each *VICTORY BY ANY MEANS* supplement is assigned its own unique code for this purpose. For example, a reference to the *3.2 Turn Orders Phase* section of the *CAMPAIGN GUIDE* would be written as *CG 3.2 Turn Orders Phase*.

VBM-110: CAMPAIGN GUIDE .... *CG*

VBM-111: CAMPAIGN COMPANION .... *CC*

VBM-112: FIRST CONTACT .... *FC*

VBM-113: THOSE WHO SERVE .... *TWS*

VBM-115: ATLAS OF NEARBY STARS .... *ANS*

VBM-118: WITH A PURPOSE .... *WAP*

1.3 ▸ New Terms

WITH A PURPOSE introduces a number of new terms that players should be aware of before they start playing the game.

Core Worlds: This is a reference to the off-map star systems of great importance to the players, but not shown on the map. Connections to the core worlds are critical for mission objectives.

Enemy System: Any system with at least 1 Census belonging to another player's empire that is not specifically considered an "ally" in a scenario.

Friendly System: Any system with at least 1 Census belonging to the player's empire or one of its "allies".

Major Objective: This is an overarching goal of an empire, which translates to added victory points for the players when achieved.

Minor Objectives: These represent secondary (but still significant) direct orders from high command. These likewise yield victory points but can have specific, and sometimes difficult, short-term requirements.

Neutral System: Any empty system or system not belonging to a player empire (*CG 4.8 Non-Aligned Worlds*). These are referred to as non-aligned systems in the core book, but as extra rules apply to them we called them neutral systems in *WITH A PURPOSE*.

Prestige Point: An intangible cost paid from the player's accumulated victory points that represents a player's clout with high command.

Tension: A measure of animosity in the region which can possibly trigger the end of the game and larger hostilities for the empire.

Victory Point (VP): This is a measure to determine who is winning, which players earn by achieving objectives, and is spend as prestige.

1.4 ▸ Future WAP Integration

VICTORY BY ANY MEANS is designed to be modular by nature, and *WITH A PURPOSE* is no exception. Future supplements may have references to *WITH A PURPOSE* as well as scenarios with objectives already defined. For *WITH A PURPOSE* campaigns, most important are those supplements that include new missions.

BY YOUR COMMAND!

"Incoming priority message from Fleet Command, captain. Code Red."

WITH A PURPOSE shifts the strategic focus of the *Victory by Any Means* campaign system to the regional level, casting the players in the role of military governors or admirals that are in charge of overseeing a collection of border worlds instead of an entire empire. Players are still interested in exploration, expansion, and combat, but at the same time they are beholden to the desires of political and military higher-ups back home.

This campaign supplement introduces a new victory system wherein players earn victory points by completing missions received from their nations' central commands. This book includes a diverse selection of over 150 different major and minor mission objectives, ranging from stealing fuel from strategic enemy refineries to delivering medical supplies to plague-infected worlds, and more.

Life on the border is fraught with peril, and players have to be careful to avoid increasing political tensions or they risk igniting a war between their opposing empires!

THIS IS NOT A STAND ALONE PRODUCT AND REQUIRES THE *VICTORY BY ANY MEANS CAMPAIGN GUIDE* TO FULLY USE.

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