

# Victory by Any Means: Jovian Chronicles Official Errata and Clarifications

11/08/06 v1.0

**1. (p.10)** Transfer of researched upgrades of units involved in a Naval Appropriations Treaty are handled this way by default:

Sale of Existing Hulls: Unit will transfer at the rarity and maintenance cost as at the time of transfer; future improvements will not be incorporated.

Limited Schematic Access: The design is transferred at the base level, and any current upgrades by the original owner would not be included.

Full Schematic Access: The design is transferred at its current level.

Please note that due to the fluid nature of this treaty, it is entirely possible for two players to include future upgrades as part of the deal. All things are negotiable.

**2. (p.15)** Breaking down a Trade Fleet into its component stats is optional if not using *Lightning Strike* to resolve the combat. If broken down, the Trade Fleet is considered crippled if at least 50% of its Supply rating is destroyed or crippled at the end of the combat. A Trade Fleet is only considered destroyed if all ships composing it are destroyed at the end of combat.

**3. (p.29)** The Carrier trait should be further modified to read: "As long as a ship with the Carrier trait is in supply, then it can provide supply for a number of fighters, exo-armors, or exo-suits equal to its Basing stat per turn.

**4. (p.30)** The following sentence, 'Units with this trait add +2 instead of the normal +1 to their AS or AF trait when assigned to a dedicated Anti-Ship or Anti-Fighter mission in an enemy squadron' in the description of the Close Combat trait needs to be changed to read as follows: 'Units with this trait add +1 to the AS or AF stat for each point of the Close Combat rating when assigned..' Note that units with a Close Combat rating of when only differ from units without a Close Combat rating by doing an automatic point of damage on Turret Suppression missions.

**5. Q. (p.31)** *The Exo-Suit special ability suggests these units are for boarding actions – but the rules don't really cover it? What gives?*

A critical sentence was left out. The first paragraph on page 32 should end with the following sentence: "All Exo-Suit squads are considered to have the Direct Assault (1) trait." Referring to that trait's description in the Campaign Guide should clear up the mystery as to how boarding actions are handled in the CSCR.

The next paragraph should also include the following sentence after the current second sentence: "Any defending Exo-Suit squads on a ship when it is captured are considered to be destroyed."

**6. (p.38)** The unlabelled third column of the Orbital Infrastructure Component chart should be labeled "Powerplant." Also, once a Infrastructure Item is involved in combat, it will have the same components in any future combats – these elements are fixed and may not be changed by further construction.

**7. (p.84)** For the *Orbital Bombardment* objective, the target should be randomly determined from among the currently active players.

**8. (p.94)** The entries for locations 2 and 3 should not have a 1/1 for Productivity as neither location has an orbital factory. Also, the output for both locations should be reduced to 5.

**9. (p.138)** Infantry (space as opposed to ground units) operates like flights in terms of rules but have no further special abilities due to their small size and fragility. Four space Infantry use up 1 point of basing capacity. In addition, any ship can carry a number of space Infantry equal to its DV stat. They do not convert to ground infantry.

**10. Q. (p.143)** *Godsfire w/ Drones doesn't list Drone stats?*  
Godsfire w/Drones, Drones I-III (3) [3]

**11. (p.148-149)** Martian Warship Hardpoints: these options are available to both Martian factions. The Thrusters do not have an impact on VBAM CSCR stats, so this option is only useful if using *Lightning Strike* to resolve battles.

**12. (p.156-157)** No Venusian ships are atmospheric-capable. The blank entry is not intended to imply otherwise.

**13. Q. (p.159)** *Minefield Drone: How exactly does this work?*

The Minefield Drone, when used, deploys a minefield in a friendly squadron, much like a fighter or exo-armor can be assigned to a friendly squadron. Once assigned, the minefield may not be reassigned. The minefield will then attack all enemy fighters and exos assigned to its squadron at the start of the flight vs. flight combat phase of the CSCR, so it triggers before the actual dogfighting begins. It is not a suicide unit, as the field is big enough to last a single battle.

*Q. So how do I use the AS stat?*

You don't, unless a ship in the minefield's squadron is rammed by an enemy ship, at which point the minefield would attack the ramming vessel at the start of the flight vs. ships phase of the CSCR.

**14.** *Q.(p.160)How come the ground units table lists exo-armors and exo-suits, while page 30 talks about how to convert an exo-armor on the ground?*

These units are larger formations organized specifically for ground combat. They do not convert into space units, and no amount of space-based units can be converted into these ground units. The rules on page 30 are for atmospheric-capable exo-armors only.

**15.** On all location lists the following locations should be italicized to signify the location of a faction capital: 1) Mercury, 5) Venus, 9) CEGA, 13) Federation & Republic, 29) Nomad, 30) Jovian, 38) Titan

## **VBAM: Jovian Chronicles Additional Unit Descriptions**

### **CEGA CXE-01 Dragonstriker Prototype**

The *Dragonstriker* is the result of a program instituted by CEGA officials to develop a practical version of Dr. Agram Peyraje's "cyberlinkage" technology. This system eliminates the need for manual controls, greatly improving pilot response time. Fast, thickly armored and armed like a cruiser, it does deserve its name. To maximize the new control system, the *Dragonstriker* carries armament equal in firepower to what most small cruisers are using. The main punch is provided by four continuous-firing beam cannons. Although very powerful, they are a bit inaccurate, and better used on slow-moving targets. Smaller opponents are dealt with by the four linked 30mm vulcan cannons and a pair of high-intensity laser cannons. Defense is provided by a pair of rear-pointing 30mm cannons and anti-missile shoulder-mounted laser turrets. For extreme situations, four low yield Mk 35 fusion warhead missiles are mounted on the shoulder units. The whole project is shrouded in secrecy, although some rumors have started to filter out.

### **CEGA CXE-03D Typhon**

Initiated in 2201 by the request of the CEGA Council, the Lunar Aerospace Consortium's Typhon Project was assigned the task of designing, constructing and testing prototype exo-armors in order to provide much-needed data for the creation of newer, more effective machines. Over the years, several machines were built, each one bearing the name of Typhon. The project's culmination came in 2209, with *Typhon Version D*, a product of the massive funding increase for exo-armor research that also powered the concurrently running *Dragonstriker* project. The "D" machine was to prove to be one of the Consortium's most treasured commodities.

Adapting technology developed for the *Lucifer* project gave it enhanced stealth capabilities, though it is difficult to maintain and the current configuration forced the removal of much of the vehicle's armor, resulting in an under-protected exo-armor. The *Typhon's* current armament is rather haphazard, with the heavy particle beam cannon and the handheld shield/missile pod combination still in the prototype phase.

### **CEGA CXS-01B Lucifer**

The *Lucifer* is a wonder of modern technology. Rumors tell that is based on a pre-CEGA "ultimate weapon" project of the same name. The main armament is composed of two large particle accelerators mounted on either side of the spine, along the axis. The combined power of these guns easily equals the firepower of a ship's main gun. These weapons are so large that they require their own separate fusion engine for power. Due to the extended charging time, the *Lucifer* also mounts six smaller beam cannons designed to concentrate their firepower in pairs at one target. The armament is completed by a pair of claws which are equipped with their own maneuver system, allowing them to fight almost independently. Finally, full ECM and stealth systems protect the approach of the *Lucifer*.

### **JAF EAX-C1 Prometheus Prime**

The *Prometheus* was originally intended to be the prototype of a new generation of exo-armors which would be more efficient, better armed and faster than their predecessors. As construction progressed, however, several experimental systems were added to the basic frame of the machine, making it a one-of-a-kind wonder. Although greatly resembling the earlier *Pathfinder* and *Retaliator*, the *Prometheus* is a totally redesigned vehicle. The engineering team chose to put the emphasis on maneuverability and first-sight-first-kill capacity at any angle of attack. The impressive weaponry includes two experimental plasma interfaces. These can change the function of their emitter arrays to serve either as a beam cannon or a non-limited plasma lance. If successful, these are expected to become standard issues on future Jovian officer units.

### **JAF EAX-04 Prometheus Tetra**

Jovian Armor Works Skunk Works' *Prometheus Tetra* is the "wish list" machine for the JAF's next heavy exo-armor, which is expected to support and gradually replace the *Vindicator*. While the first *Prometheus* emphasized firepower and armor, the *Tetra* was built with stealth and speed in mind. The *Tetra* is equipped with two large shoulder-mounted payload bays that, in their final form, should be able to support a variety of offensive and defensive equipment. Currently, the emphasis is on drones. The rest of the standard armament is a potent mix of dogfighting and anti-ship firepower. Two laser pulse cannons in the should provide unlimited rapid-fire capability, while two wrist-mounted plasma lances come into play in close combat. The arsenal is completed by a long-ranged rail rifle. Full stealth systems combined with blazing acceleration, exceptional maneuverability and elaborate electronic warfare systems make it a very slippery target, indeed.

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