

# Draft For VBAM 2e ‘Complex’ Ground Combat Rules

## 1. Changes To Ground Unit Statistics Lines and Creation/Construction

1.1. **Unit Type:** All units are assigned a ‘Type’ in addition to their ‘Size’.

1.1.1. There are three ‘Types’ of Unit – Air, Infantry, and Special.

1.1.2. When building units, units receive bonus construction points based on Type. Air units receive one less construction point than normal, Special units receive no bonus construction points, and Infantry units receive one bonus construction point.

1.2. **Unit Statistics:** All units have the same values as in standard VBAM Ground Combat, but also gain a Type, Size, Command Cost and a Command Rating.

1.2.1. The Command Cost and Command Rating are based on the ‘Size’ of the unit, but Command Rating may also be purchased during Unit construction at the cost of one Construction Point each.

1.2.2. The base Command Ratings and Costs of units are as follows:

Old VBAM Ground Combat Size	New Unit Size By Type Of Unit			Command Rating	Command Cost
	Air	Infantry	Special		
1 / Commando	Ultralight/ Light	Militia/ Commando	Skirmish/ Very Light	1	1/2
2	Light	Light	Light	2	1
3	Medium	Medium	Medium	3	2
4	Heavy/Superheavy	Heavy	Heavy	4	3

## 2. Ground Command Groups or ‘Armies’

2.1. **Definition:** In standard VBAM, each ground unit acts on its own. In this variant, groups of ground units act as ‘Armies,’ which are analogous to ‘fleets’ in space combat.

2.1.1. **Makeup:** A ground command group or “army” consists of a Command Unit and a number of additional units whose total Command Cost is equal to or less than the Command Rating of the army’s command unit.

2.1.2. **Forming Armies:** You must place all your existing ground units into Ground Command Groups during the Combat Phase but before any Ground Combat occurs on a turn. (see Ground Combat Phases, below) Once these armies are created, they persist until no more combat is occurring in a system, and then revert to their constituent units.

2.1.3. **Atmospheric Flights:** Fighter flights, if not bombarding, may be organized as Ground Units into Ground Command Groups to participate in ground combat. Their profiles when participating in ground combat are translated as follows.

<b>Flight Stat:</b>	Flight	Size	DV	AS	AF	CC	CR
<b>Ground Stat:</b>	‘Air’	Corresp. Size	ATR	dX	ATK and DEF	2	1

### 3. Expanded Ground Combat Sequence

- 3.1. **Phases:** Unlike base VBAM ground combat, expanded combat has several phases:
  - 3.1.1. **Army Organization Phase:** Create armies or reorganize them if they need reorganizing.
  - 3.1.2. **Orders Phase:** Armies choose their activity.
  - 3.1.3. **Air Fire Phase:** Air units fire and are fired upon.
  - 3.1.4. **Special Fire Phase:** Special units fire and are fired upon.
  - 3.1.5. **Infantry Fire Phase:** Infantry units fire and are fired upon.
  - 3.1.6. **Resolutions Phase:** All units heal ATTR damage.
- 3.2. **Organization Phase:**
  - 3.2.1. If this is the first turn of combat, organize your Ground Command Groups according to 2.1.2.
  - 3.2.2. If this is a subsequent turn of combat, you may rearrange armies if an army has lost its command unit or new units have been added to the battle. Unlike in space combat, there are no penalties for this.
- 3.3. **Orders Phase:**
  - 3.3.1. Each army can choose an order:
  - 3.3.2. **Attack:** The given Army chooses one enemy Army to attack – only units from that Army can be engaged by units from the attacking Army during the Combat Phases which follow. Units in an army which chooses to attack use their full ATK, DEF, and dX values as normal.
    - 3.3.2.1. **Attacking From Orbit:** Command Groups attacking from orbit may only choose the Attack order. If they do not have the Marine attribute, they use half their normal ATK and DEF values in the ensuing fire phases.
  - 3.3.3. **Defend:** A Command Group which chooses to Defend halves the ATK value of all units in the army, and increases their DEF value by 50%. Units in that army do not choose enemy units to engage, but may fight if engaged.
- 3.4. **Exhaustion and Supplies**
  - 3.4.1. In all three fire phases, keep track of how many times each ground unit has been engaged. Each time a unit is engaged after the second, it takes a -1 to its Dx roll, which can result in a net negative modifier if a unit is repeatedly engaged. This replaces the outnumbering rules in standard VBAM ground combat, since each unit always engages one other enemy unit at a time.
- 3.5. **Air Fire Phase**
  - 3.5.1. Each Air unit in each player's Command Group engages an enemy unit they choose in the Command Group they are attacking, one by one. If they engage an Air unit, use 3.5.1.1. If they engage a Ground or Special unit, use 3.5.1.2.
    - 3.5.1.1. **Air to Air:** Combat proceeds normally according to the VBAM rules, but the unit may only engage another Air Unit.
    - 3.5.1.2. **Air to Other:** The Air unit may deal half its ATK value, rounded down, in damage to the engaged non-Air unit. It takes no damage in return unless the opposing unit has special attributes which let them respond.
  - 3.5.2. All damage from attacks by air units is resolved – this could remove some Infantry or Special units from play before they have a chance to act, making Air units valuable.

### 3.6. Special Fire Phase

3.6.1. Each Special unit in each player's Command Group engages an enemy unit they choose in the Command Group they are attacking, one by one. If they engage a Special unit, use 3.6.1.1. If they engage an Air or Infantry unit, use 3.6.1.2.

3.6.1.1. **Special to Special:** Combat proceeds normally according to the VBAM rules, but the unit may only engage another Special Unit.

3.6.1.2. **Special to Other:** The Special unit may deal half its ATK value, rounded down, in damage to the engaged non-Special unit. It takes no damage in return unless the opposing unit has special attributes which let them respond.

3.6.2. All damage from attacks by special units is resolved – this could remove some Infantry units from play before they have a chance to act.

### 3.7. Infantry Fire Phase

3.7.1. Each Infantry unit in each player's Command Group engages an enemy unit they choose in the Command Group they are attacking, one by one. If they engage an Infantry unit, use 3.7.1.1. If they engage an Air or Special unit, use 3.7.1.2.

3.7.1.1. **Infantry to Infantry:** Combat proceeds normally according to the VBAM rules, but the unit may only engage another Infantry Unit.

3.7.1.2. **Infantry to Other:** The Infantry unit may deal half its ATK value, rounded down, in damage to the engaged non-Infantry unit. It takes no damage in return unless the opposing unit has special attributes which let them respond.

3.7.2. All damage from attacks by infantry units is resolved.

## 4. Additional Special Traits

4.1. All special traits from the VBAM Campaign Guide have the same cost and effects as normal, and are available to Air, Infantry, and Special units equally. There is only one exception: Anti-Aircraft. Anti-Aircraft has been replaced with 'Anti-Air Interception', and the effects associated with 'Anti-Aircraft' in the Campaign Guide are now called 'Anti-Orbital Fighters'

4.1.1. **Anti-Air Interception:** (Cost: +1 EP, 1 CP, +1 Maint), When any unit in this unit's Command Group is engaged by an enemy Air Unit, that Air Unit takes dX damage, where the dX of the anti-aircraft unit is used. Resolve this damage after the aircraft's regular engagement is complete.

4.2. The following additional traits are available. They are only available to particular Types of units.

#### 4.2.1. Air Unit Traits

4.2.1.1. **Anti-Special Armaments** (Cost: +1 EP, 1 CP, +1 Maint): This Air unit does not halve its ATK value when conducting Air-To-Other attacks against Special units.

4.2.1.2. **Anti-Infantry Armaments** (Cost: +1 EP, 1 CP, +1 Maint): This Air unit does not halve its ATK when conducting Air-To-Other attacks against Infantry units.

#### 4.2.2. Special Unit Traits

- 4.2.2.1. **Anti-Air Defenses:** (Cost: +1 EP, 1 CP): When engaged by an Air unit in an Air-To-Other engagement, this unit deals half its DV value to the attacking air unit in damage.
- 4.2.2.2. **Anti-Infantry Armaments:** (Cost: +1 EP, 1 CP, +1 Maint): This Special unit does not halve its ATK when conducting Special-To-Other attacks against Infantry units.
- 4.2.3. **Infantry Unit Traits**
- 4.2.3.1. **Anti-Air Defenses:** (Cost: +1 EP, 1 CP): When engaged by an Air unit in an Air-To-Other engagement, this unit deals half its DV value to the attacking air unit in damage.
- 4.2.3.2. **Anti-Special Defenses:** (Cost: +1 EP, 1 CP): When engaged by a Special unit in a Special-To-Other engagement, this unit deals half its DV value to the attacking Special unit in damage.

## ***Myarissan Sample Units***

<u>Class Name</u>	<u>ISD</u>	<u>Class</u>	<u>Cost</u>	<u>Maint</u>	<u>ATR</u>	<u>ATK</u>	<u>DEF</u>	<u>CR</u>	<u>CC</u>	<u>DX</u>	<u>Special Notes</u>
Noble Armored Corps	3000	MEDIUM SPECIAL	5	3/6	4	2	2	2	1	d3	Anti-Infantry Armaments
Dailyami Troopers	3000	LIGHT INFANTRY	2	1/8	3	1	3	2	1	d2	
Farrad Air Marines	3000	COMMANDO INFANTRY	2	2/12	2	2	1	1	1/2	d3	Compact, Marines
Satrapy Command HQ	3000	HVY INFANTRY	8	3/6	5	0	2	6	3	d2	Anti-Air Defenses, Anti-Special Defenses, Antiaircraft, Artillery
Pasha Hvy Atmos. Bomber	3000	HVY AIR	4	2/6	3	2	1	3	2	d3	Anti-Infantry Armaments.
Sirocco Atmos. Interceptor	3000	LIGHT AIR	2	1/8	2	3	1	2	1	d2	