

4.0 CAMPAIGN MAPS

"The quality of a map is also in part an aesthetic matter. Maps should have harmony within themselves. An ugly map, with crude colors, careless line work, and disagreeable, poorly arranged lettering may be intrinsically as accurate as a beautiful map, but it is less likely to inspire confidence."

- John Kirtland Wright

A campaign map is a collection of one or more individual locations that are connected to one another via an interwoven network of X.X Jump Lanes. Campaign maps are typically presented in a visual format for ease of use, with a circle or other marker demarcating each map location and lines, representing individual jump lanes, connecting them together. While map data can be displayed in a wholly textual fashion, visual campaign maps allow players to quickly ascertain movement options and plan strategy.

This chapter provides an overview of four distinct map types: 4.1 Universe Maps, 4.2 Galaxy Maps, 4.3 Sector Maps, and 4.4 System Maps. Each type of campaign map presents map details at a different level of campaign detail. For example, a universe map presents an overview and position of galaxies in a campaign, while a sector map provides map data for all of the star systems located within that sector.

The number and type of campaign maps that players or the CM will need to create and maintain during a campaign will be defined by the campaign's scale and scope. Empires that allow empires to move between galaxies or travel between planets in a single star system will require more maps than a simpler campaign whose action is confined to star systems located in single sector of space.

Inexperienced players that are new to the campaign system should limit their campaigns to a single sector map. A single sector map provides a sufficient amount of expansion room for most campaigns that include five or fewer player empires. Players can then experiment with adding additional campaign maps in future campaigns once they are comfortable with the core campaign rules.

4.1 UNIVERSE MAPS

A universe map is a hex map that depicts a series of interconnected galaxies. The hexes on a universe map are called *galaxy hexes*, and each of these hexes contains a single galaxy. A separate galaxy map (see X.X Galaxy Maps) will be required for each galaxy hex on a universe map. A galaxy hex is connected to each adjacent galaxy hex via a X.X Intergalactic Lane. This special type of jump lane allows units to travel between two galaxies.

Barring the existence of multiple parallel or alternate dimensions, a campaign will only ever have a single universe map. Additionally, it is not compulsory for a campaign to have a universe map at all. Players or CMs need only create a universe map for their campaigns if they want empires to be able to travel between galaxies. There is no reason to create a universe map for campaigns where intergalactic travel is impossible.

4.1.1 Universe Map Generation

To create a universe map, the players or CM must first establish how many galaxy hexes will be present in their universe. For most campaigns, a single galaxy hex is all players will need (or likely want). However, larger campaigns or specific campaign settings may call for empires to cross the gulfs separating galaxies. In this case, additional galaxy hexes can be added to the campaign's universe map to allow for intergalactic travel.

It is difficult to recommend a specific number of galaxy hexes to include on a campaign's universe map. As previously noted, your average campaign action will take place within the confines of a single galaxy, so there will be no need to have more than a single galaxy hex in play in a campaign (and thus no compelling reason to create a universe map in the first place!). For the most epic campaigns, however, the best recommendation is to begin with a total number of galaxy hexes equal to the number of player empires. This allows each player empire to dominate (or possibly even originate from) a single galaxy in the campaign universe.

While one could technically play in a campaign that has an infinite number of galaxy hexes (and, thus, an infinite number of galaxies), such a campaign would be difficult to manage from an administrative standpoint.

Once the players and CM decide on the total number of galaxy hexes that will be present in the campaign, these hexes are then placed on the universe map. Because X.X Intergalactic Lanes only connect adjacent galaxy hexes, each galaxy hex must be placed so that it is adjacent to at least one other galaxy hex in order for it to be accessible. How galaxy hexes are placed is entirely up to the players or CM. They can be placed entirely at random or in an arbitrary manner.

The players or CM must roll once on the Jump Lane Class Table (see X.X Jump Lane Class) for each Intergalactic Lane on their campaign's universe map. This roll determines how easy it is for units to move between connected galaxies.

Each galaxy hex on the universe map should be assigned a unique name or other identifier. This will allow each to be easily identified when plotting

movement orders or tracking Intergalactic Lane data.

Quick Universe Map Example:



4.2 GALAXY MAPS

A galaxy map provides an overview of the number and position of all sectors within a single galaxy. The hexes on a galaxy map are called *sector hexes*, and the contents of each sector hex are represented by its own unique sector map (see X.X Sector Maps). A X.X Sector Lane connects a sector hex to each adjacent sector hex on the galaxy map. This special jump lane type allows units to travel between nearby sectors.

4.2.1 Galaxy Map Generation

The first step in creating a galaxy map is to place the new galaxy's initial sector hex, called its galactic core. A galactic core always contains at least one X.X Super Massive Black Hole.

For each sector hex, starting with the galactic core, roll 2D6 and subtract the hex's distance from the galactic core, then divide the result by two (rounding fractional remainders up). This is the number of sector hexes that are adjacent to the current sector. If the current number of adjacent hexes is less than the indicated value, add additional sector hexes until the value is met. Roll a D6 die to randomly determine the placement of each new sector hex.

Using this method, the player will start with a galactic core and add sector hexes around it until no new sector hexes can be placed. The resulting galaxy map may take the form of a singular blob of sector hexes or it might possess two or more obvious "spiral arms" that jut out from the galactic center.

If X.X Sector Maps are used in your campaign, the Sector Lanes that connect sector hexes together simply indicate *possible* transit routes between sectors, and the presence and quality of individual Sector Lanes will be determined during sector map generation. However, if detailed sector maps are not used in your campaign, you will be required to roll on the Jump Lane Class Table (see X.X Jump Lane Class) for each Sector Lane to determine its Jump Lane Class.

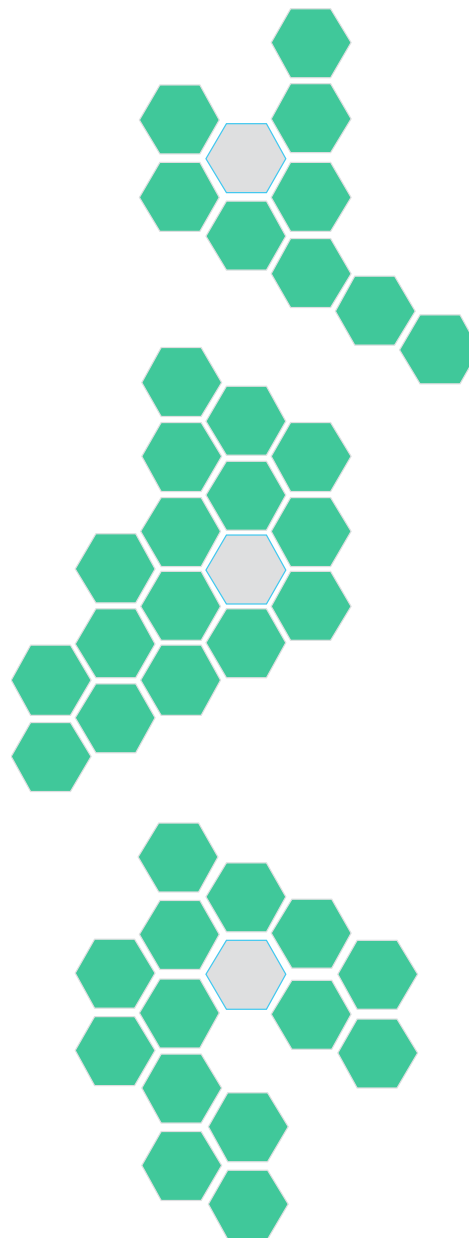
It is recommended that a galaxy map include at least one sector hex per player empire. This gives each empire the opportunity to control a single

sector hex. Larger galaxy maps are better for games where exploration and expansion are the focus, while smaller galaxy maps will lead to more aggressive, combat-heavy campaigns.

The maximum number of potential star systems that can be encountered in a galaxy is equal to 50 times the number of sector hexes on its galaxy map. Players should keep this statistic in mind when generating galaxy maps. If a galaxy map is too large, it may end up containing more sectors and star systems that the players or CM are comfortable tracking.

Lastly, each sector hex on a galaxy map should be assigned a unique alphabetic identifier ("A", "B", "C", etc.) for ease of reference. These identifiers are primarily used when plotting movement orders and tracking Sector Lane data.

Three Quick Example Galaxies Maps



4.3 SECTOR MAPS

Sector maps contain one or more star systems (up to a maximum of 50 systems) that are linked together by X.X Interstellar Lanes. A separate unique sector map is usually created for each sector hex present on a galaxy map (see X.X Galaxy Maps).

Depending on your campaign, a sector map may depict a single theater of operations as part of a larger-scale campaign, or it might represent a portion of a galactic disc.

4.3.1 Sector Map Generation

The first step when creating a new sector map is to place the sector's first star system. This star system will have a system number equal to $1D100 \div 2$ (round fractions up). If this sector hex is a galactic core, then this initial star system will contain a single X.X Super Massive Black Hole and nothing else.

Upon placing this system in the sector, proceed to roll for the number of jump lanes attached to the system (see X.X Jump Lanes, and refer to the Jump Lane Chart).

For identification purposes, each star system in a sector is assigned its own unique *system number*. This system number will be a value between 1 and 50. When referencing star systems in other sectors, players should append the sector's assigned letter identifier to the end of the system number. For example, system number 32 in sector H is identified as "32H".

For each Unexplored Lane attached to this first star system, and for each system generated thereafter, roll 2D10-10. The result of this roll will provide a modifier that is then added to the originating system's system number to calculate the system number of the destination system.

When a ± 0 result is rolled, the exploring player or CM is given the option of selecting the destination's system number. However, the difference between the originating system's system number and that of the destination system cannot be greater than ten. This limitation prevents a player from attaching the jump lane to a star system that is too far away from the originating system. The jump lane's destination system must also be located within the same sector as the originating system.

Example 1: You roll 16 on a pair of D10 dice. This generates a $16 - 10 = +6$ modifier; if originating system has a system number of 18, then the destination system has a system number of 24.

Example 2: You roll 10 on a pair of D10 dice. This generation a $10 - 10 = \pm 0$ modifier. The player can now choose to attach the jump lane to any

system whose system number is within ten of the origin system.

If a jump lane is attached to a star system that already contains one or more Unexplored Lanes, reduce the number of Unexplored Lanes in the system by one.

Should a system number destination be rolled for which a jump lane already exists, make an additional roll on the Jump Lane Destination Chart until a unique jump lane destination is generated.

If the destination's system number result is less than or equal to 0 or greater than 50, then the jump lane is not an Interstellar Lane connecting to another star system in the same sector but rather a Sector Lane that connects to a system located in another system hex.

When a new Sector Lane is created, roll a D6 die to randomly determine which adjacent sector hex the jump lane will connect to. Next, place a star system with a randomly-generate system number (number equal to $1D100 \div 2$, rounding fractions up) in the specified sector hex. If a star system with this same system number already exists in the sector, instead attach the Sector Lane to the existing system and reduce its number of Unexplored Lanes by one (if applicable).

Example: When generating the destinations for jump lanes in System 35 in Sector D, a player rolls a +7 result on the Destination Chart. This destination (System 42) is not a valid choice, as it is greater than 40. Instead of linking to this invalid system, the jump lane will instead connect to a star system in another sector.

The player rolls D6 to determine which adjacent sector the jump lane will connect to. He rolls a 4, indicating Sector F. Next, he rolls 1D100 and divides the result of the roll (57) by 2, giving a modified result of 28. System 28 does not yet exist in Sector F, so a new star system (System 28) is placed in Sector F with a Sector Lane connecting System 35D to System 28F.

4.3.2 Hex-Based Sector Maps (Optional)

As an alternative to creating sector maps that use jump lanes to connect systems to one another, players and CMs can instead map star systems on a hex map. A hex-based sector map template is provided in the appendices.

Hex-based sector maps promise several advantages. First, when it comes to drawing out sector maps, the players or CM do not need to worry about trying to manage a tangled web of jump lanes. The sector's hex map layout is predefined, and there will be no need to adjust the map for clarity. Hex-based sector maps also provide a more linear environment for exploration and expansion by eliminating the

artificial terrain qualities imposed by jump lanes, and it is impossible for empires to discover a "back door" into an enemy's territories. This allows players to concentrate on tactics and strategy to win wars without worrying about dumb luck rendering their carefully-laid plans obsolete.

When this optional rule is used, each hex on the sector map will contain one star system. Star systems are still assigned unique system numbers, but rather than rolling for these values the systems are instead assigned the number of the hex in which they are located.

For movement purposes, adjacent map hexes are connected to one another via the equivalent of Normal Interstellar Lanes.

Hexes along the outermost edge of the sector map contain Sector Lanes that allow units to travel to other adjacent sectors. Each outbound Sector Lane is indicated by a large outward-facing black arrow. The lane's destination is written at the end of this arrow. Any hex whose border touches one of these arrows can use the Sector Lane to travel to the indicated sector map. When traveling between hex-based sector maps in this manner, units will always appear at the numbered entry hex corresponding to that from which they left. This prevents a unit from quickly bypassing territories in their own sector simply by moving into another sector and back again.

4.4 SYSTEM MAPS

A system map plots the position of planets and other locations within a single solar system.

As with sector maps, each planet or other point of interest in a star system is assigned a *planet number* to uniquely identify it. This planet number will be a value between 1 and 30. When referencing star systems in other sectors, players should append the sector's assigned letter identifier to the end of the system number. For example, system number 32 in sector H is identified as "32H".

System maps are only available in Commodore and Admiral Campaigns, as these are the only campaign types in which detailed star system information is generated.

4.4.1 System Map Generation

System Map Generation

* Assemble the list of planets in order from innermost to outermost.

* Beginning with the innermost planet, roll 2D6 to see how many Interplanetary Lanes connect to the planet. Giant Planets receive a +1, Dwarf Planets a -1; this is the max number of Interplanetary Lanes connecting to each planet. Then roll for destination.

2D10

2-3: -4

4-5: -3

6-8: -2

9-10: -1

11: Nav Point

12-13: +1

14-16: +2

17-18: +3

19-20: +4

Mercury

Venus

Earth

Mars

Ceres

Jupiter

Saturn

Uranus

Neptune

Pluto

Makemake

Map laid out on a hex map using provided template (found in appendices). Is a hex map with diameter of 25 hexes.

Map is separated into four orbital zones (2/4/6): inner, middle, outer, outskirts.

Star at center of system

12 orbital hex bands, one for each potential planet in the star system; roll randomly to place each planet in appropriate zone

Jump points appear in outskirts

4.5 JUMP LANES

Jump lanes are defined by their type and class.

All jump lanes are assigned both a X.X Jump Lane Type and X.X Jump Lane Class. A jump lane's type attribute chiefly defines the type of propulsion system used to traverse the lane, while the lane's class establishes how difficult the lane is to cross.

When generating a new star system, roll once on the Jump Lanes Table to determine the number of jump lanes that are currently connected to the star system.

JUMP LANES TABLE (ROLL 2D6)

Result	# of Lanes
3 or less	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16 or more	8

Modifiers:

Luminosity Class

4.5.1 Jump Lane Type

4.5.1.1 Interplanetary Lane

Interplanetary Lanes connect locations within a single solar system, and are found on X.X. System Maps.

An Interplanetary Lane's movement cost is normally paid using points of Engine Rating. However, units equipped with FTL technology may be allowed to spend points of FTL Rating to perform additional interplanetary movement. A unit receives +2 Engine Rating for each point of FTL Rating used in this manner. This Engine Rating bonus is only applicable to performing movement across interplanetary lanes and does not otherwise affect the unit's existing Engine Rating.

4.5.1.2 Interstellar Lane

Interstellar Lanes are faster-than-light travel routes that connect star systems within a single sector. What an Interstellar Lane actually represents depends on your campaign's setting. An Interstellar Lane might be a well-mapped route through deep space in one setting, but exist as a series of hyperspace beacons in another. Regardless of the specifics, all Interstellar Lanes are treated the same for the purposes of these rules.

FTL equipment is used to cross Interstellar Lanes. The total movement cost of Interstellar Lanes that a

unit can cross in a single campaign turn is equal to its FTL rating.

If a unit has insufficient FTL rating to pay an Interstellar Lane's movement cost, it can still traverse the lane using an X.X Extended Jump movement action. This allows a unit to allocate FTL rating over multiple, consecutive campaign turns in order to meet the lane's movement cost requirement.

4.5.1.3 Sector Lane

Sector lanes are jump lanes that connect one sector to another. These links are considered "long jumps," and they have a movement cost twice that of comparable Interstellar Lanes. Other than this movement cost penalty, a Sector Lane is identical to an Interstellar Lane and follows all of the same rules.

4.5.1.4 Intergalactic Lane

Intergalactic Lanes bridge the gap between galaxies, allowing ships to travel between galaxy maps.

An Intergalactic Lane's movement cost is paid using points of Intergalactic rating.

4.5.2 Jump Lane Class

Jump lane class is used to define the ease with which units can travel across it. To that end, each class of jump lane is assigned a *movement cost*, which is the total amount of applicable rating that a unit must pay in order to traverse it. For example, a Normal Lane has a movement cost of 2, which means that a unit equipped with 4 FTL could traverse two Normal Lanes during the Movement Phase of a single campaign turn.

JUMP LANE CLASS TABLE (ROLL 2D6)

2-5	Restricted Lane
6-7	Minor Lane
8-9	Normal Lane
10-12	Major Lane

Modifiers:

Exploration Difficulty Level

4.5.2.1 Unexplored Lane

An Unexplored Lane is a jump lane that has not yet been surveyed and mapped by any empire's exploration forces. It is impossible to successfully traverse a jump lane without this vital navigation data. As a result, movement across an Unexplored Lane is not allowed.

Each Unexplored Lane is assigned an *exploration difficulty level* that describes how difficult it is to complete a survey of the lane (see X.X Exploration). Roll once on the Exploration Difficulty Table for each

Unexplored Lane and assign the result as that jump lane's exploration difficulty level.

EXPLORATION DIFFICULTY TABLE (ROLL 2D10)

Result	Difficulty Level	Base Success Chance	Jump Lane Class Modifier
2-4	Trivial	+30	+3
5-6	Very Easy	+20	+2
7-8	Easy	+10	+1
9-13	Normal	±0	±0
14-15	Hard	-10	-1
16-17	Very Hard	-20	-2
18-20	Impossible	-30	-3

Each exploration difficulty level result on this table provides the level's name, exploration difficulty, and jump lane class modifier. The exploration difficulty is used when calculating X.X Exploration Checks, and jump lanes with lower exploration difficulty values are easier to explore. Jump lane class modifiers are applied when rolling for a newly-explored jump lane's jump lane class.

When an empire successfully completes a survey of an Unexplored Lane, the player or CM must roll on the Jump Lane Class Table to determine the lane's actual class. Remember to add the Unexplored Lane's difficulty-based jump lane class modifier when rolling on this table.

Unexplored Lanes are only encountered in campaigns where exploration is possible and/or allowed. Once explored, these lanes are converted into a lane of a different class and are no longer considered to be Unexplored Lanes (because they have been explored).

Movement Cost: N/A

4.5.2.2 Restricted Lane

Restricted Lanes are tenuous routes that are hardly worthy of being called jump lanes. These lanes have been only tentatively mapped by previous explorers, various navigational hazards preventing them from completing a more comprehensive survey.

Movement Cost: 4

4.5.2.3 Minor Lane

Minor Lanes are infrequently-traveled lanes that suffer from a lack of reliable navigation data. Lanes of this class are often found linking together an empire's backwater star systems, as well as out on the frontier where no imperial power has yet

deemed it necessary to invest the time and resources to perform a detailed survey of the lane.

Movement Cost: 3

4.5.2.4 Normal Lane

Normal Lanes are dependable jump lanes that support a consistent level of both civilian and military traffic. The quality of maps available for these lanes ensures travelers of a safe and uneventful journey from end to end. As an empire expands, it is common for it to upgrade most of its internal jump lanes to this level of reliability.

Movement Cost: 2

4.5.2.5 Major Lane

Major Lanes are heavily-traveled and have been thoroughly mapped and pre-plotted into core navigational systems. These lanes provide the quickest, most reliable movement between star systems. It is not uncommon for all of an empire's major colony worlds to be connected together by a network of Major Lanes.

Movement Cost: 1

4.5.2.6 Jump Lane Class Upgrades

Jump lanes can be upgraded by financing a series of costly navigational surveys. These surveys are used to prepare more comprehensive maps of the lanes, as well as to place navigation buoys to help guide ships safely across the lane.

JUMP LANE CLASS UPGRADE COST CHART

Current Lane Class	New Lane Class	Upgrade Cost
Unexplored Lane	Restricted Lane	N/A
Restricted Lane	Minor Lane	50
Minor Lane	Normal Lane	100
Normal Lane	Major Lane	150

During the Turn Orders Phase, a player can order his empire to perform one or more jump lane class upgrades. A jump lane can only have its class increased once per campaign turn.

Players cannot upgrade a jump lane whose source and destination systems are Controlled by non-Allied powers unless both powers agree to the lane upgrade, nor can they upgrade a jump lane that connects to a Contested system.

A jump lane cannot improve its class above Major Lane.

Jump lane class upgrades take effect during the Construction Phase of the campaign turn.

4.5.2.6 Jump Lane Class Downgrades

Just as jump lanes can be upgraded through careful mapping and the placement of navigation aids, lanes can be downgraded by removing buoys and deleting map data from civilian and military navigation cores.

JUMP LANE UPGRADE COST CHART

Current Lane Class	New Lane Class	Downgrade Cost
Major Lane	Normal Lane	100
Normal Lane	Minor Lane	75
Minor Lane	Restricted Lane	50
Restricted Lane	Unexplored Lane	25

During the Turn Orders Phase, a player can order his empire to perform one or more jump lane class downgrades. A jump lane can only have its class reduced once per campaign turn.

Players cannot downgrade a jump lane whose source and destination systems are Controlled by non-Allied powers unless both powers agree to the lane downgrade, nor can they downgrade a jump lane that connects to a Contested system.

A jump lane cannot downgrade its class below Unexpected Lane.

Jump lane class downgrades take effect during the Construction Phase of the campaign turn.

4.6 CAMPAIGN MAP SETUP

4.6.1 Campaign Scopes

The first topic of consideration when preparing for a new campaign is to decide its intended scope. While players could go crazy and spend the time to create extensive universe, galaxy, sector, and system maps for their campaign, one must first stop and ask the question: what campaign maps are actually needed for the campaign we want to play?

The traditional campaign scope is a X.X Sector Campaign, in which a campaign is played out on a single sector map. This campaign option provides players with one sector map to generate prior to the campaign. This minimum amount of pre-game mapping will make it faster and easier for players to start a new Sector Campaign.

However, players should not feel constrained to only playing campaigns at the sector level.

4.6.1.1 Universe Campaign

Universe Campaigns provide players with the most epic campaign play experience possible. In these campaigns, players will be given the opportunity to

conquer entire galaxies, and wars can be fought over intergalactic distances.

The players or CM will start this campaign by generating a universe map containing one or more galaxy hexes. While the total number of galaxy hexes is left up to the players or CM, the recommended number is one hex per player empire. Having one galaxy per player empire provides each with sufficient room to expand during the campaign.

Once the campaign's universe map is created, the players or CM will proceed to generating galaxy maps for each galaxy hex on their universe map. Next, sector maps will then need to be generated for each sector hex placed on these galaxy maps.

The final step, if desired, will be to create system maps for each star system in the game. Only the most epic of campaigns will attempt to achieve this level of detail, however, and it is not recommended. The scope of a Universe Campaign is already broad enough that players will have more than enough information to track without worrying about moving units between individual planets in each star system they visit or control.

The main draw of playing in a Universe Campaign is that players have the opportunity to expand their empires not just into surrounding sectors but also across the stars to nearby galaxies. Unfortunately, this ambitious sense of scale is achieved by adding a considerable amount of statistics and bookkeeping to the campaign. If players or CMs only generate campaign map information on an as-needed basis they can reduce the amount of campaign map and star system information they have to pre-generate before the start of the campaign. The worst case scenario in a "generate as you go" Universe Campaign occurs if you have a large number of players and they all explore and/or expand in opposite directions. It will not take long for the amount of campaign maps and statistics to grow to an unwieldy level.

Despite their high administrative overhead and related pitfalls, a successfully run Universe Campaign promised to provide players with an extremely memorable campaign experience that could take years to resolve to completion.

4.6.1.1.1 Simplified Universe Campaign

Players can run a simplified version of the Universe Campaign that treats each galaxy hex as its own star system. This eliminates the need for generating additional campaign maps for these hexes.

When generating a universe map for a Simplified Universe Campaign, the players or CM should include at least 10 galaxy hexes per player empire in the game so that there will be enough galaxies for the players to compete over during the game.

Players or CMs should use the simplified star system generation tables provided with the X.X Commander

Campaign rules when generating “system statistics” for galaxy hexes.

Interplanetary and interstellar movement will be impossible under this optional rule because only Intergalactic Lanes are present on the simplified universe map. While Engine and FTL propulsion technologies will not provide players with strategic bonuses at this level of detail, they will still contribute their normal tactical bonuses to formation point generation and retreating from combat, respectively.

4.6.1.2 Galaxy Campaign

Action in a Galaxy Campaign is restricted to a single galaxy map. While empires can and will vie for control of their home galaxy, they will not be able to travel to other galaxies.

The first step in setting up maps for a campaign of this scope is to create a galaxy map. The minimum number of sector hexes on this galaxy map, including the galactic core hex, is equal to the number of player empires in the campaign. This gives each player an entire sector worth of space that they could potentially control during the campaign.

After the galaxy map has been created, the players or CM must next generate a unique sector map for each sector hex on the galaxy map.

The optional last step is to create system maps for each star system in the galaxy. As with the Universe Campaign scope, Galaxy Campaigns contain enough star systems that creating individual star system maps seems like a questionable endeavor. Players or CMs should feel free to do so if they would like, but it is not recommended.

Galaxy Campaigns offer players and CMs a compromise between the epic scope and heavy bookkeeping of a Universe Campaign and the more limited environment of a Sector Campaign. Your average galaxy map contains enough sectors to allow large empires to form whose territories are spread across multiple sectors of space. In the event of a galactic war, a single military campaign may see battle lines drawn in fronts across whole galactic arms.

As with Universe Campaigns, campaigns of this scope require players to create and track a larger number of campaign maps and associated star system statistics. Empires in Galaxy Campaigns also have the potential to grow to unwieldy sizes that will make it more difficult and time consuming to resolve a player’s turn orders later in the game.

4.6.1.2.1 Simplified Galaxy Campaign

A simplified option for Galaxy Campaigns is to treat each sector hex as its own star system. This limits the number of statistic sources that need to be tracked in the campaign.

When generating a galaxy map for a Simplified Galaxy Campaign, do not divide the 2D6 minus distance from the galactic core by two as indicated in the normal rules. By omitting this division the galaxy map should end up containing enough galaxy hexes to accommodate all of the players in the campaign.

Players or CMs should use the simplified star system generation tables provided with the X.X Commander Campaign rules when generating “system statistics” for these sector hexes.

Interstellar movement in a Simplified Galaxy Campaign is limited to traveling across the Sector Lanes that connect sector hexes.

4.6.1.3 Sector Campaign

The number of sector maps (and sector hexes on the associated galaxy map) required in a campaign depends heavily on both the number of players and the type of campaign that the players wish to play.

As a general rule, a campaign should include at least one sector map for every player empire in the game. This setup typically gives each empire a sector’s worth of territory to expand into with minimal contention from their opponents. This gives players time to establish colonies and industry in their “home sector,” giving them a solid base for any future wartime construction. The number of systems and colonies that a sector-wide empire can control provides enough cushion to ensure that the loss of any one colony or star system should not be a devastating loss for the empire (for smaller empires, the loss of a single key world can mean the difference between life and death). These empires may also control a sufficient number of star systems so as to make a defense in depth strategy viable.

Whether all starting empires begin in their own sectors is up to the players and CM. Placing each empire in its own sector allows for longer, more involved campaigns. However, these campaigns also require additional bookkeeping, and the distance between empires may reduce the importance of diplomacy in the game. Alternatively, multiple player empires can be placed in the same starting sector, forcing them to share the limited number of potential star systems available on a single sector map. A single sector map can comfortably accommodate up to four player empires. Such a setup would allow the four empires to control about a dozen systems each. Any campaign that places multiple player empires in a single sector will undoubtedly lead to early military conflicts between neighbors, but the arrangement will also make diplomacy a much more powerful tool. It also restricts the scale of the campaign, reducing the amount of star system and colony information that has to be tracked in the campaign.

4.6.1.4 System Campaign

A System Campaign is played out on a system map that depicts the contents of a solitary star system. Movement in a System Campaign is restricted to Interplanetary Lanes, which means that units will not be able to leave the star system.

4.6.2 Creating New Maps

When creating campaign maps from scratch for a new campaign, the players or CM should consider the scope of the campaign they wish to run. Most campaigns

4.6.3 Converting Campaign Maps

Another available to players when choosing a campaign map is to look at other game systems or online to find maps that could be converted for use in a Victory by Any Means campaign. Star maps that already use jump lanes to connect star systems to one another are ideal. Similarly, hex maps can also be easily converted into campaign maps, as each hex is essentially a system (or a X.X Starless Void, if the hex does not contain a star system) that is connected by a jump lane to each adjacent map hex.

If you find a star map that you think would be perfect for a campaign but it doesn't use easily-converted jump lanes or map hexes, don't despair. An easy solution to this problem is to roll once on the Jump Lanes Table (see X.X Jump Lanes) for each star system on the map to determine the number of jump lanes that should connect to that star system, then connect these lanes to other neighboring systems starting with the closest system and working outwards. This will quickly create an interconnecting series of jump lanes that will tie the star systems together and give you a completely usable campaign map for use in your campaign.

In either case, the final step in setting up your new campaign map will be to generate statistics for each of the star systems on this map using the rules found in the X.X Star Systems chapter.