

# **PRIVATEERS**

Rulebook

Version 0.11

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## Credits

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# 1. Introduction

Welcome to the rulebook for *Privateers*, the tabletop spaceship skirmish game. This booklet is designed to describe the rules and guidance for playing a game with 2 players but can easily be expanded to include more.

## 2. The World of *Privateers*

After arriving at Alpha Centauri in 2342, humanity pushed forward and conquered the stars. Now, there are a collection of colonies on other worlds six systems: Sol, Alpha Centauri (2342), Delta Pavonis (2346), Beta Hydri (2351), Altair (2355) and Tau Ceti (2359).

Now, as corporations continue the push to explore and settle new worlds, a new mercantile class have arrived - *the Privateers*. These people operate on the edge of the law, sometimes as traders, sometimes smugglers, sometimes pirates and assassins. Small crews operate independent ships out in the darkness, trying to make a living and survive.

## 3. How to Play

*Privateers* is a small skirmish game designed to be played on a table with a ruler or tape measure, some dice, some pencils and pieces of paper.



Each ship in *Privateers* has a trading card with its stats and abilities printed in the box. All of these abilities are explained later in the rules guide. To start playing, you will need the card for your ship and the counter, included in your pack.

Players may choose to have multiple ships. Most games will operate with each player having three ships to start with, but you can work with more if you choose.

Each player should have a minimum of three order tokens. These say “Move”, “Fire” or “Special” and are used to indicate the different actions the player is assigning to their ships during a game turn.

## *The Game Turn*

The game turn proceeds as follows:

1. **Lay order tokens.** Players assign an order token to each of their ships. These are placed face down, so that they are not revealed to other players. All ships must be assigned an order token. If you have more order tokens than ships, you get to choose which you place.
2. **Reveal order tokens.**

3. **Execute orders.** Taking it in turns, each player has the opportunity to execute one order. This can be move, fire or special. Destroyed craft and damage effects are resolved as they occur. Play continues until all order tokens are executed.
4. **End the turn and return to step one until the conditions of the battle are completed.** Usually, this is when only one side remains.

As the game continues, you will find by losing ships, you have more options for your remaining craft. For example, if Susan is playing with three ships, she will have a move order, a fire order and a special order. With three ships, she must use three orders. After losing one ship, she can then choose between her three orders for her remaining two ships, etc.

## 4. Rules Reference List

Move:	A move action allows a ship to move an amount of inches up to the number indicated on their trade card. If the player wants to turn the ship, then they must reduce their maximum movement by one inch for every 45 degrees of turn.
Fire:	A fire action allows the ship to fire all of its primary weapons. This is every indicated weapon on the trade card, apart from any that are described as being special actions.
Special:	This allows a ship to perform the special action on its trade card. Follow the rules printed there.
Laser Cannon:	20-inch range weapon. Each cannon provides the player with one die to roll.
Kinetic Cannon:	10-inch range weapon. Each cannon provides the player with one die to roll.
Rail Gun:	30-inch range weapon.
Torpedo Launcher:	30-inch range weapon. Takes one turn to reload.
Auxiliary Control:	The ship can ignore damage effect rolls 1 and 2.
Hull Points:	The amount of damage a ship can take before it is destroyed.
Twin Engine (extra engine):	Ship may continue to move at half movement rate after losing an engine as a damage effect. If the ship has more than two engines, it can continue to move at half rate so long as one engine is active.
Ordinance Missiles	Range 30-inches causing 1-6 damage on a successful hit.

### *Special Tech*

Hyperdrive:	As a special action, the ship can micro-jump up to 20 inches from its current location. Roll d6 for scatter 1-3 = scatter 6 inches, 4-6 = on
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	target.
Manoeuvring Blisters:	As a special action, the ship may turn in any direction - 360 degrees) from its current orientation.
Mine Dropper:	As a special action, the ship can lay mines in a location. Place a 1-inch radius circle template. All ships who enter that region suffer 1 damage per turn in that location
Scan Baffler:	The ship may choose a friendly ship within 2-inch radius. Place two tokens on the table. One is that ship's actual location, the other is a projected location from the baffler.
Targeting data:	After a successful hit, the ship can transmit targeting information to another friendly ship in the next turn. The recipient ship automatically hits on its next attack roll.
Ordinance missiles:	The ship may fire primed ordinance missiles. When doing so, it can fire no other weapons.
Missile blisters:	As a special action, the ship can fire its missile blisters, getting an attack roll on every ship in a 3-inch radius.
Deflector Shield:	As an action, the ship may project an energy shield, which can absorb the attack of another ship.
Cloak:	When cloaked, only ships that have previously hit this ship with their weapons may target it.
Scrambler:	As a special action, the ship may switch on its scrambler. Enemy ships must re-roll successful attack rolls when this is active.

### ***Damage Table***

When your ship takes a hull point of damage, roll on the table below for an additional effect.

<b>Roll</b>	<b>Effect</b>
1	Minor Damage. No orders next turn.
2	Artificial gravity damaged. Movement range halved. 45 degree turn only each round.
3	Manoeuvring thrusters destroyed. Continue in straight line.
4	Weapon type destroyed.
5	All Weapons destroyed. No weapons
6	Engine destroyed. No further movement unless ship has an additional engine.

## **5. Rules and Errata**

### ***Combat***

When firing your weapons, roll a die for each weapon your ship has that is in range. In a standard game, your attack is successful when you roll 5+.

### ***Keeping track of Hull Points and Damage***

It is recommended that you use small counters or keep a note on a pen and paper of the hull points your ships have during the battle and also note down any damage they have taken.

### ***Crew Upgrades***

During the course of the game you may decide that the ship combinations are unbalanced, and that one side has a particular advantage. Or, you may want to play a skirmish game as part of a larger campaign.

Crew upgrades are a way to balance this out. Standard crew of a privateer ship need to roll 5+ to successfully hit an opponent ship. A crew upgrade can reduce this to 4+ or 3+ if you wish.

If you roll a 1 on a to hit roll, you always miss.

### ***The Condor (half manoeuvring)***

The Condor is particularly difficult to manoeuvre. During the game, the Condor sacrifices two inches of movement for every 45 degree turn it wishes to make.

### ***The Saravan Mine Dropper***

To use this in your game, you will need some 1-inch radius circular counters. These can be made out of card. We will also provide a template for printing these on the website.

### ***The Rudhan Scan Baffler***

The baffler is switched on as an action and stays on until the Rudhan performs its next action.

### ***The Rattler Deflector Shield***

The shield is projected one inch in front of the Rattler in a one-inch square. This can be used to block line of sight. So, if an enemy is targeting another ship, the Rattler can get in the way and use its shield against the attack.

### ***The Raider Scrambler***

This special action means the opponent is required to re-roll all of their 'to-hit' rolls until the Raider performs its next action.

### ***Longbow Missile Blisters***

The ship gains one attack roll on each ship within the radius.