

FLEET COMMANDER

EXPANSION



PIRATES



Among the thousands of stars colonized by humanity, not all are under the domination of empires. Coalitions of free worlds attempt to defend their independence while systems far from civilization sometimes offer secret hideaways for groups that survive by pillaging. Whether you call them pirates, rebels or insurgents, one thing is for sure, all that matters to them are their freedom and independence.

Sometimes, charismatic leaders emerge who manage to gather fighters under their banner and provoke the established powers. Their fleets are made up of a motley collection of warships, often captured and sometimes adapted for guerilla warfare. Experienced imperial Fleet Commanders have learned to never underestimate their strength.

With Pirates, take command of one of these minor factions, build your fleet according to specific rules, explore new abilities and contest the domination of the League of Phoebe and the Hegemony of Amycles.

COMPONENTS



4 Command Board tiles for Commanders



4 Command Board tiles for factions



1 top disc, 1 bottom disc and
1 Signal token for the Chimaera



1 Command Board tiles for the Chimaera

HOW TO PLAY PIRATES

Choose one of the 4 factions presented in this book and follow the fleet formation rules.

Adapt the top discs to identify your ships in battle and don't hesitate to paint or personalize them to make them unique.

Follow the specific rules for each faction during battle and learn to put them to best use.

Choice of ships:

- Pirate factions do not have access to ships specific to the empires (i.e. Salvation, Advantage, Dreadnought and Carrier).
- However, you may choose up to 2 ships from the expansion "Forge", within the limit of ship class points allowed for the selected faction



Llib Sorg in command of an Heavy Battleship and his escort of adventurers and slaves. The 3 Frigates form a permanent threat with their Redemption ability.



A typical Rebel fleet. 2 Cruisers form its backbone. It is polyvalent and very resilient thanks to their Fierce ability.

END OF RULES >

YOU ARE NOW READY TO ACCESS THE KNOWLEDGE DATABASE.

LLIB SORG





"Few are those who have seen Llib Sorg and lived to tell the tale. Nevertheless, his reputation as a cruel and unscrupulous pillager of planets is huge and attracts many adventurers to his fleet in search of riches. He has no qualms either about recruiting crews taken hostage from planets unlucky enough to be paid a visit. He is undoubtedly a formidable character, as his henchmen fight fanatically for him and will not hesitate to sacrifice themselves if Llib Sorg orders them to do so."



FLEET

Llib Sorg commands his fleet from a Heavy Battleship (or a Battleship if you do not have the Avatar expansion). Besides his Flagship, Llib Sorg cannot have other ships of the same class.

STORAGE

Llib Sorg can store an additional red die roll, whatever its side    .

REDEMPTION

By using two special dice rolls, a Frigate self-destructs causing 12 damage points to a targeted ship in an adjacent square. No shield defense, Withdraw or Counter-Attack is possible.



CHARISMATIC LEADER

Llib Sorg only loses the game if his Flagship is destroyed. In a team battle, if Llib Sorg's Flagship is destroyed, all his ships are removed and he is eliminated, potentially leading faster his team to defeat.

E.g: Llib Sorg plays a Pitched Battle with two teammates. Taken together, they have 36 fleet points, and their opponents must therefore reduce their fleet to 12 points. Even if all his ships are in perfect state, if his Flagship is destroyed, it is considered that 12 fleet points have been lost by the team.

MAA SETI

"Maa Seti is without doubt the most famous mercenary within the senior military ranks of the great powers. Many see her as merely an opportunistic pirate with no sense of loyalty. Others admire her cunning, supported by the technical assets of her famous Chimaera, and know that if the price is right, she can prove to be a most useful ally. Unfortunately for them, she is most frequently seen fighting against the empires, rather than on their side."



CHIMAERA

Maa Seti commands her fleet from aboard a modified Battleship, known as the Chimaera. Instead of being fitted with a Special Weapon, it has 2 Technical Devices to be chosen from those available.

ELUSIVE





The Chimaera may not be targeted unless it is the only possible target among all squares. In other words, if the dice rolls used may target any another ship, on any square, including at a distance, the Chimaera can not be targeted. As for any targeting, this applies for attacks, Counter-Attacks, Technical Abilities, and Special Weapons.



FLEET

Maa Seti's fleet may not include more than 3 class-1 ships.

STORAGE

Maa Seti can store an additional green die roll, whatever its side    .

CHARISMATIC LEADER

Maa Seti only loses the game if the Chimaera is destroyed. In a team battle, if the Chimaera is destroyed, all Maa Seti's remaining ships are removed and she is eliminated, potentially leading faster his team to defeat.

REBELS



"It is not rare that entire systems refuse to be ruled by one of the major factions. Sometimes, rebels even manage to put together war fleets and claim their independence in the face of imperial fleets trying to quell the revolt. The Council of Helios tends to encourage violent repression of such insubordination. Even though they are less disciplined, Rebel fighters have a reputation to be fierce in combat and are never a pushover."



FLEET

A Rebel fleet must be made up of at least 2 class-3 ships. The rest of the fleet may include only ships with 3 class points or less.

INDISCIPLINED

Rebel fleets are less disciplined than military fleets. A Rebel player must re-rolls each multi-directional result  he gets at his Energy Allocation phase. The second die roll is taken into account whether or not it is a multi-directional result .

FIERCE

When a Rebel ship is destroyed for the first time, it is not removed from battle. Place its base stand disc on a black zone and consider that it still has 1 remaining hull point. In this state, it can not be repaired and if it is damaged again, it is removed from battle.



SCAVENGERS

"On the edges of the empires, in the region known as the "outer ring", numerous moons and asteroid fields lie beyond their direct sphere of control. They are often frequented by gangs working alone or together, capturing convoys and raiding isolated stations to survive in these hostile regions. Sometimes, these pillagers come together in clans that represent a threat sufficient to justify the deployment of an imperial war fleet."



FLEET

A Scavenger fleet may only contain class-1 and class-2 ships.

EXPERT PILOTS

Scavenger players may reroll dice rolls for all tests in Special Squares. The second die roll is taken into account.

CUNNING

Scavenger players place all Special Squares in the Combat Zone, in accordance with the rules of the scenario. Furthermore, they always deploy all their ships last.

BOARDING

By using two special dice rolls ☼ ☼, all or part of the ships in a square can sacrifice themselves to board and capture an enemy ship in an adjacent square. This ship must be alone in its square and of a class equal to or less than the sum of class points of the ships sacrificed. Sacrificed ships are removed from the Combat Zone, and the captured ship is now an integral part of the Scavenger fleet.



CREDITS

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