

Cosmic Warfare

Privateers in Space

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1.0 Overview

1.1 Background

No one would ever doubt that he, Charles E. Blastmaster, was the greatest captain in the history of Earth. What braver act could a man perform than to penetrate to the heart of the Alien Alliance itself? Who else would dare to attack the Juggernaut, flagship of the Emperor himself? But most important, who else could win?

The glory wasn't his yet, of course. In just over three hours, an entire alien fleet would respond to the Juggernaut's cry for help. A fleet against his little privateer, Vigilante. But if he could sneak in undetected, through the sensor nets and patrols and security checkpoints, surely he could escape. What better demonstration of human superiority over the hated aliens, who had attacked earth without provocation, without warning, without mercy.

Three hours. Three hours for his mercenaries to scour the Juggernaut for information and valuables before he turned it into space dust. He hoped no one would be late. It was so hard to find motivated mercenaries these days...

1.1 Object

The object of the game is to fight through an alien spacecraft, looting as many treasures as possible, and to return to the docking bay within three hours. In competitive play, the player with the most loot wins. In cooperative play, the players compete against Earth quotas for fame, recognition, and promotions.

1.2 Equipment

- Set of 19 or more hexagonal geomorphs
- Deck of "Alien" cards (or "Aliens and Traps" table)
- Deck of "Treasure" cards (or "Treasures" table)
- Set of 3 standard six-sided dice
- Character markers
- Map markers (red, yellow, and green)
- Numbered alien indicators
- Time card

1.3 Number of Players

From 1 to 5 players are most easily accommodated, although any number may play.

1.4 General Overview of Game

Players determine their profession, select either competitive or cooperative goal, and then begin exploring the ship. In each room, the players face an alien (or trap) guarding one or more treasures. In each chamber, the players must face an alien but without the benefit of treasures. Players use their professional abilities to defeat the aliens and gain as much booty for themselves and for Earth.

2.0 The mercenaries (player professions)

2.1 Weapons Expert

The Weapons Expert (sometimes called a "Weaponist") is strongest, the best fighter, with the most advantageous attack die. He has no special abilities, relying only on his fighting prowess to become a wealthy soul.

2.2 Psionic

The Psionic attacks with his mind, melting his enemy's nervous system to jelly. He isn't as strong as the Weapons Expert, but he has a secret weapon - the psionic blast. Each psionic has 6 blasts, which give him +3 on his attack die for that turn only.

2.3 Engineer

The Engineer is a little weaker in combat than the psionic, but he has numerous advantages. Because of his technical understanding, all information that he finds is worth its maximum value. He is second only to the Computer Specialist at lock-picking. He also carries 6 small grenades which add +1 to his attack die, and 6 small smoke bombs which add +1 to his attack die and -1 to his damage die, on the turn that they are used only.

2.4 Computer Specialist

The Computer Specialist (sometimes called a "Computerist") is about as strong as the Engineer, but with different abilities. On any turn that he remains inside an empty room, he has a 4 in 6 chance of gaining priority access to the Juggernaut's main computer. Thereafter, he (1) increases his odds of picking a lock from 2 to 5 (in 6), (2) increases the value of information to its maximum value, and (3) kills any alien in any orange room in 5 (Glockle, Rokarian, Kaylon), 10 (Vuejon, Argonian, Zandarian), or 15 (Erphodian, Emperor) minutes by evacuating that room of oxygen.

2.5 Medic

The Medic is the weakest character in terms of fighting ability. However, a -2 is added to his damage dice (one to each die, or both to a single die), in addition to any other bonuses he may gain (although rolling 2 sixes still results in critical damage).

3.0 The aliens

3.1 Races

The seven races of the Alien Alliance are (generally in increasing difficulty to kill) Glockles, Rokarians, Kaylons, Vuejons, Argonians, Zandarians, Erphodians.

3.2 Ranks

Seven levels of command are recognized by the Alien Alliance. They are (again in increasing difficulty to kill) Soldier, Corporal, Lieutenant, Captain, Commander, Vice Admiral, and Admiral.

3.3 Opponents

An alien will be of a race at a rank. For example, an alien may be a Glockle Soldier (piece of cake) or an Erphodian Admiral (deadly). Depending on his field of expertise, each mercenary class has a different bonus or penalty when dealing with a particular race. For example, Psionics have much difficulty dealing with Glockles due to their unique mental structure.

3.4 Frequency

The races are evenly distributed. Approximately 25% of the aliens are Soldiers, 21% are Corporals, 18% are Lieutenants, 14% are Captains, 11% are Commanders, 7% are Vice Admirals, and 4% are Admirals (yes, the Alien Alliance is a bit top-heavy in command!).

3.5 The Emperor

The Emperor is hidden somewhere about the Juggernaut. He is the most difficult of all to kill. (If using the "Aliens and Traps" table instead of cards, the Emperor can only be found once. Treat each subsequent Emperor roll as a Glockle Soldier.)

4.0 Order of Play

4.1 Order

Each player rolls one die. Whoever rolls the highest number goes first. Play proceeds clockwise. The last player to take a turn becomes the Clock-keeper.

4.2 Classes

In order of turn, players roll one die to determine their mercenary class using the "Character Classes" chart. If a class has already been taken, the nearest untaken class is selected (in case of a tie, the player may choose among the tied classes).

4.3 Bonuses

The Psionic takes 6 psionic blast cards. The engineer takes 6 grenade cards and 6 smoke bomb cards.

4.4 Playing Surface

The starting geomorph (with the blue chamber, called the "docking port") is placed face up in the center of the playing area. The remaining geomorphs are placed face down around the starting geomorphs, all sides touching, to form a solid board. (The exact shape of the board is not important, although it is traditionally round.) Players select their character markers and place them in the blue chamber in the center geomorph.

4.5 Movement

The first player moves his playing piece a maximum of 4 spaces in any direction. He may retrace his path, walk in circles, play hopscotch, or refuse to move, as long as he doesn't exceed 4 spaces or move less than 0 spaces - 0, 1, 2, 3, or 4 spaces is legal. An orange room, a red chamber, and the blue chamber all count as one space. Orange rooms may only be entered through the heavy green doors (unless you use a directional charge, available only as a Treasure, to blow a hole in the wall).

HOWEVER:

1 - If the player enters an unmarked room, or a room marked as occupied by an alien, he must STOP, end all movement for that turn, and proceed to 5.0 Combat.

2 - If the player enters a red chamber, he must STOP, end all movement for that turn, and proceed to 5.0 Combat.

3 - If the player remains in a red chamber, or in a room marked as occupied by an alien, and doesn't leave the room by the end of his turn, he should proceed to 5.0 Combat.

4 - If the player enters a room with Treasures but no Alien (due to the alien's previous untimely demise), he may pick up the Treasures and proceed with his move without penalty.

5 - If the player wishes to enter a geomorph through an unmarked (previously unused) passage or door, or through a passage or door marked red (locked), he should proceed to 8.0 Locked Passageways and Geomorphs. A player may check an unmarked passageway or door without penalty and, if unlocked, turn over the adjoining geomorph as described in 8.0 Locked Passageways and Geomorphs without entering it.

6 - If the player enters a chamber marked with a yellow marker (teleportation device present), and he wishes to teleport, he must STOP, end all movement for that turn, and proceed to 9.0 Teleportation.

7 - If the player enters the blue docking port, he may leave any or all of his Treasures there without risk. They will no longer be subject to "dropping" (see 6.4). The Treasures cards are turned facedown and kept until the end of the game. They may be likewise retrieved anytime the character is in the blue docking port. Note that a player may not use any advantage conveyed by a power-up Treasure if he has left it in the docking port.

4.6 End of Turn

When the first player has completed his movement (including combat, lock-picking, teleportation, etc.), the player to his left proceeds to section 4.5 for his turn. Play proceeds in a clockwise direction until the first player is reached again.

4.7 End of Round

At the end of the last player's turn (that is, the Clock-keeper), he should advance the clock by 5 minutes. The first player then proceeds to 4.5 Movement and the next round begins.

The time card indicates one hour of time in 5 minute intervals. Initially, a green marker is used to indicate the time ("code green"). When the time expires under code green, the clock is restarted with a yellow marker ("code yellow"). When the time expires under code yellow, the clock is restarted with a red marker ("code red"). When the time expires under code red, the game is over.

5.0 Combat

5.1 Entering Combat

Upon entering an unmarked orange room, or an orange room marked as occupied, or a red chamber, combat will result. If the room is marked as occupied, combat occurs with the Alien card matching that room. If the room is not marked as occupied, draw one Alien card from the deck or roll an Alien using the “Aliens and Traps” table.

To use the “Aliens and Traps” table, three dice are rolled *one at a time*. The resulting 3 digit number is found in the table, and the corresponding Alien or Trap becomes the room’s occupant. For example, if the player rolls a 2, then a 4, then a 2, the Alien is a Rokarian Admiral.

5.2 Traps

If the Alien card or roll indicates a teleportation trap, first verbally number the geomorphs touching the docking port geomorph from 1 to 6 to determine the direction (from the docking port) of the target geomorph, then roll a die to select. Second, verbally number the four geomorphs in the indicated direction from 1 to 6, assigning 2 numbers to each middle geomorph, then roll a die to select. The character lands in the chamber of that geomorph, and must immediately fight an alien.

If the Alien card or roll indicates a trap other than teleportation, roll one die to determine the length of unconsciousness. If the card indicates one to three turns of unconsciousness, three is subtracted from the die (but the result is never less than one). If the card indicates one to four turns of unconsciousness, two is subtracted from the die (but the result is never less than one). If the card indicates one to five turns of unconsciousness, one is subtracted from the die (but the result is never less than one). Take one red marker for each turn of unconsciousness indicated, and lay the character marker on its side.

On each succeeding turn, the player returns one red marker. On the turn on which the last red marker is returned, the character marker may stand up (but not move), the player takes one Treasure card (or rolls once using the Treasures table) for his trouble, and the room is marked as empty (green). On his next turn, the player may proceed normally.

5.3 Alien

If the Alien card specifies an alien, combat will surely result. First the player should announce any power-ups he will use (psionic blast, smoke bomb, laser rifle, etc.). Then he rolls 3 die. The total of his special weapons bonuses are added to the total of his 3 die. If that sum meets or exceeds the number listed on the Alien card next to the player's profession, or on the Aliens and Traps table in the column of the player's profession (E = engineer, C = computer specialist, M = medic, W = weapons expert, P = psionic), the player wins and should proceed to 7.0 Treasures. If not, the player loses and should proceed to 6.0 Damage.

Special weapons may be combined in any way to achieve the bonus desired by the player. Once a special weapon is announced and the die thrown, the special weapon is gone regardless of whether it was needed (unless otherwise stated on the card).

6.0 Damage

6.1 Process

When a player is defeated by an alien, a numbered Alien Indicator marker is placed in the room, and the Alien card is placed under the matching marker (or, if using tables, is noted on a pad of paper). Any player entering that room or chamber will then fight the same alien. The player rolls 2 die one at a time (the “Drop” die then the “Retreat” die), applies any damage modifiers to either die as desired, and consults the attached Damage Chart. If 2 sixes are rolled (ignoring damage modifiers), a third die is rolled for Critical Damage. Otherwise, the Drop and Retreat columns are consulted.

6.2 Drop

The Drop column of the Damage Chart indicates the number of Treasures to be dropped. If more than zero, the player places the indicated number of Treasure cards (his choice) under the Alien card (or notes the associated Alien Indicator on his treasure pad of paper). He can only drop Treasures that he is carrying, not Treasures left in the blue docking port. If he has insufficient Treasures to meet the damage, all the Treasures that he is carrying must be dropped. Note that the Psionic’s blasts and the Engineer’s special smoke bombs and grenades are player bonuses rather than Treasures, and are never dropped.

6.3 Retreat

The Retreat column of the Damage Chart indicates the number of spaces the player must retreat. If more than zero, the player immediately exits the room or chamber via the same door or passage he used in entering, and moves the indicated number of spaces via any path he chooses. He may not (a) retrace his path, (b) enter a chamber or occupied room, or (c) perform any action other than moving (such as picking up dropped Treasures, checking locks, etc.). If the player cannot retreat the number indicated via any permissible route, he must select a route which permits maximum retreat.

6.4 Critical Damage

If both the Drop and Retreat die are six, a third die is rolled and the Critical Damage column of the Damage Table is consulted. This is *in place of* dropping items or retreating.

6.4.1 Unconscious

If unconscious is indicated, the player loses the indicated number of turns. Take one red marker for each turn of unconsciousness indicated, and lay the character marker on its side. On each succeeding turn, the player returns one red marker. On the turn on which the last red marker is returned, the character marker may stand up. On the next turn, the player may attack the Alien again if desired or leave by any route.

6.4.2 Captured

If 'captured' is indicated, all Treasures carried by the player are 'drop'ped (see 6.2), and the turn ends. On each subsequent turn the player must roll one die to escape

(1, 2, 3 or 4 indicates success – yes, the aliens are *rotten* guards). If the Alien is killed by another player, escape is automatic. Once he has escaped, the player may attack the Alien again if desired (possibly to regain dropped treasures), or leave by any route.

6.4.3 Killed

If 'killed' is indicated, all treasures possessed by the player are 'drop'ped (see 6.2), and the player must roll a new character (see 4.2). The new character is placed in the blue docking port at the center of the ship, and may move on the player's next turn.

7.0 Treasures

7.1 Definition

A treasure is any item listed on a treasures card, including weapons, access cards, or information. Bonuses awarded to certain character classes (such as the engineer's smoke bombs and grenades, or the psionic's blasts) are not considered treasures regardless of their value.

7.2 Basic

When an Alien is defeated (or a Trap is sprung and consciousness regained), all Treasures previously 'drop'ped while combating that Alien become the sole possession of the victorious character. If the Alien was in an orange room (rather than a red chamber), one Treasure card may be drawn or one roll against the "Treasures" table made and the result added to the victorious player's treasures.

To use the "Treasures" table, three dice are rolled *one at a time*. The resulting 3 digit number is found in the table, and the corresponding Treasure belongs to the character. For example, if the player rolls a 3, then a 4, then a 1, the character obtains a pearl backgammon set worth 200 interstellar credit units. Once rolled, Treasures should be recorded on a pad of paper.

7.3 Multiple treasures

Defeating a particularly difficult Alien may result in acquiring multiple Treasures. If the roll required to defeat the alien was 10 or more, consult the "Multiple Treasures" table by locating the "need to kill" value across the top row, then reading down the matching column to the farthest value that is equal or less than the actual roll (including any special weapons bonuses); the row containing that value indicates the number of Treasures acquired.

7.4 Variable treasures

Some Treasures vary in value (except for Engineers and possibly Computer Scientists). The value of the item is determined upon entry to the docking port. For example, if the treasure is worth $50 \times d6 + 100$ icu, a six-sided die is rolled and multiplied by 50, and the result added to 100, to determine its worth. Once rolled, the treasure is never rerolled; its value is fixed for the duration of the game. Note that for engineers or for any character who have gained access to the computer, unrolled variable treasures are always worth maximum value.

7.5 Special treasures

Some Treasures are power-ups and may be used to increase the power of a character. The bonuses and number of uses will be described on the card or in the table. Once a limited use power-up is used up, it is discarded and no longer has value.

8.0 Locked Passageways and Geomorphs

8.1 Entering a geomorph

When a character attempts to enter a geomorph through a previously unused (and therefore unmarked) passageway, a single six-sided die should be rolled to determine if the passageway is locked (1 or 2 indicates that it is). If not locked, the passage way is marked with yellow and the player continues his movement without penalty. If locked, however, the passageway is marked red and the player may continue his move in another direction, or immediately attempt to pick or break the lock.

8.2 Picking and breaking locks

The player must announce in advance whether he will pick or break the lock; he then rolls a single die and consults the Pick / Break Lock column of the Character Classes chart. Rolling the number indicated for the character's class or less means success.

Success indicates that the lock is opened; the passageway should be marked with a green (if broken) or yellow (if picked) marker, and the character may complete any remaining movement for that turn. Failure indicates that the passageway is still locked; it should be marked red, and the player ends all movement for that turn.

8.3 Locking the door behind you

Any passageway marked yellow (unlocked) may be switched to red (locked) by any adjacent character with no movement penalty. Note that once locked, the lock must be picked or broken to be reopened, even by the character that locked it. A passageway marked green is broken and can never be relocked.

8.4 Flipping the geomorphs

If a geomorph is about to entered via an unlocked or broken passageway, and the geomorph is upside down, it should be flipped over while keeping the side next to the character unchanged. In other words, the side of the geomorph being entered should not be changed during flipping. This prevents the player from "rigging" the ship's layout by rotating the geomorph during flipping.

If a player teleports into an upside down geomorph, he should select any one side to remain fixed prior to flipping.

9.0 Teleportation booth

9.1 Locating a booth

When a character has entered a red chamber, he should immediately roll one die to determine if the chamber contains a teleportation booth (1, 2 or 3 indicates that it does). If so, the chamber is marked yellow; if not, the chamber is marked green. The character may attempt to gain access to the ship's teleportation network, if desired, only after defeating the Alien in the red chamber.

9.2 Gaining access

The character must be in a chamber marked yellow, and must have just defeated an Alien, in order to attempt to gain access to the teleportation system. The character rolls a single die and consults the Access Teleporter column of the Characters chart to determine if access to the teleportation system is achieved. Rolling the number indicated for the character's class or less means success.

Once successful, teleportation booths may be used at will (with no further access rolls) by that character. Each attempt at accessing the teleportation system must be preceded by defeating an Alien (if a character remains in a chamber to attempt access, he must defeat one alien per turn prior to each attempt).

9.3 Teleporting

Once access is gained, the character may teleport from the booth to any red chamber, including chambers in unexplored geomorphs (if the target geomorph is facedown, the player must select the flipping direction prior to flipping). The character need not defeat an Alien to teleport; however, upon arrival in the destination chamber, an Alien *must* be fought. If forced to retreat, the character may choose any available passageway subject to the normal constraints.

9.4 Docking port

It is never permissible to teleport into the docking port. The docking port does not contain a teleportation booth.

10.0 Winning the game

10.1 Competition play

When time has expired, the 'Vigilante' undocks for earth and all players who returned to the docking bay in time total their treasures (those who were left behind sit quietly in the corner and pout). The player with the most loot wins.

10.2 Cooperative play

When time has expired, the 'Vigilante' undocks for earth and all players observe a brief moment of silence to those who were left behind (if any). Then all surviving player's treasures are totaled (count triple value for variable Treasures since this is the patriotic approach) and add 100 icu for each alien killed (2000 for the emperor). Divide by the number of players to get a "value per mercenary", and consult the "Result of Mission" chart to determine results of the mission.

11.0 Strategy Hints

- Each mercenary should take a different path from the docking port. The ship is too large to cover in the time allotted, so don't waste time retracing another character's path.
- Drop expensive Treasures in the docking port occasionally, but keep your special weapons and power-ups. Protect your special weapons and power-ups by carrying a few cheap baubles as well, so you have something to drop when the battle turns against you.
- Plan to return to the docking port two or three turns early. Nothing is quite so sad as having twice the Treasures of any other mercenary while ending the game one space from the docking port...
- Avoid the chambers when possible – only rookies fight for free. But if you have to enter a chamber, look for and seek access to the teleporters; they can get you to an untouched area and back into combat quickly.
- Avoid teleporting into edge geomorphs which haven't been flipped – unless you like to live dangerously. It's entirely possible you'll find yourself with no path back to the docking port. (If you find yourself in this situation – as a result of a teleportation trap, for instance – attack every room possible in hopes of finding a directional charge of nitroglycerin. It's a slim hope, but it beats no hope at all.)
- Always encourage the other mercenaries. They'll probably encourage you right back.

12.0 Sample Game

This section details the first part of a cooperative game between three players: Alice, Ben and Carmen. The intent is to give you a feel for how the game is played.

Alice rolls first to determine her class – a 4, making her a Weaponist. Ben then rolls a 5 to become a Psionic, and takes 6 Psionic Blast cards. Carmen rolls a 6, and chooses to become a Computerist.

The geomorph with the blue docking port is placed face-up in the center of the table, and 18 geomorphs with red chambers are shuffled and laid face-down around it. The Aliens and Traps cards and the Treasures cards are shuffled separately and placed within easy reach.

Rolling to see who goes first, Alice rolls 5, Ben rolls 3, and Carmen rolls 2. Carmen places the time card next to her, with a green time marker on “55”.

Alice moves two squares in a direction and enters a room with her third move. She draws from the Alien card deck a Rokarian Captain – as a Weaponist, she needs an 8 to defeat him. She rolls three dice which total 12 (victory!) and draws from the Treasures deck a smoke bomb, which will help in a future battle (+2 attack, -2 damage). She places a green marker in her room to indicate it is empty.

Ben moves two squares in a different direction and enters a different room. He draws a Vujeon Lieutenant from the Aliens deck, requiring 13 to win. That looks too hard, so he applies two Psionic Blasts (placing the cards in the discard pile). He rolls a 10 on three dice; fortunately, the Psionic Blasts add 2 each, making his final total 14 (success!). Checking the Multiple Treasures table, he discovers that needing 13 and achieving 14 results in 2x, or double treasure. He draws two cards from the Treasures deck, receiving a small telescope (100 icu) and an optical disk (variable value of $100 \times d6 + 50$). He places a green marker in his room to indicate it is empty.

Carmen moves two squares in a third direction and enters yet another room. She draws from the Aliens deck a Fire Trap – unconscious 1-3 turns. She rolls a 4 on one die; subtracting 3, she finds she will be “out” only one turn. With a sigh of relief, she draws one red marker to count her time unconscious, places a green marker in her room to indicate it is now empty, and lays her playing piece on its side in the room. **Carmen moves the green time marker from “55” to “50”.**

Alice leaves her room and moves two spaces to the edge of the docking port geomorph. Since the geomorph she will enter is face down, she rolls a die to determine if it is locked. She rolls a 3 (unlocked), so she flips the geomorph over, being careful not to rotate the geomorph in the process. She places a yellow marker between the geomorphs to show an unlocked door, then moves two more spaces. She is unable to reach a room, so her turn ends.

Ben leaves his room and moves two spaces to the edge of the docking port geomorph. He rolls a 1 when checking the door – it’s locked! A Psionic needs to roll a 3 or less to pick a lock but 2 or less to break a lock; taking the easy out, Ben

rolls to pick the lock. Unfortunately, he rolls a 6 – the door remains locked, thus ending his turn. He places a red marker between the geomorphs to show a locked door.

Carmen returns her red marker and “wakes up” from the Fire Trap, standing up her playing piece. She draws a Medikit from the Treasure deck. She will be able to move next turn. **Carmen moves the green time marker from “50” to “45”.**

Alice moves two more spaces, entering a chamber with her third move. Checking for a teleporter, she rolls a 2 (teleporter!) and places a yellow marker in the chamber. (She could have checked for a teleporter *after* fighting the Alien if she preferred.) She then draws an Argonian Soldier – as a Weaponist she’ll need a 9 to defeat him. She rolls a 10, and he’s outta there. She then tries to access the teleport, but rolls a 3 – as a Weaponist she needed 2 or less. Drats.

Ben is still standing at the locked door. He tries to pick the lock again, and this time rolls a 2 (success!). He changes the marker between the geomorphs from red to yellow, then moves 3 spaces and enters a room. He draws a Kaylon Captain – a mere 7 for a Psionic like he. Amazingly, he rolls a 4 and is defeated. He rolls a 3 on his first damage die, and must drop one item. He chooses to drop his small telescope, placing it under the Alien Indicator numbered “1”, and places the matching “1” Alien Indicator in the room. He rolls a 4 on his second damage die, and retreats 3 spaces down the passage.

Carmen has fully recovered from her Fire Trap now, and decides to try to hack into the Juggernaut’s computer. She rolls a 3, which succeeds (she needed 1 through 4). **Carmen moves the green time marker from “45” to “40”.**

Alice decides to stay in the chamber to try for access to the teleporter. This time she draws an Erphodian Soldier – needing an 11 for a Weaponist – but she easily defeats him with a 15. This time, she rolls a 2 and successfully accesses the teleporter. On her next turn she plans to teleport as her movement.

Ben moves back into the room to re-challenge that wimpy Kaylon, this time rolling a 9. He retrieves his small telescope, and also draws an Ancient Book of Hymns (350 icus!) from the Treasure Deck. He places a green marker in the room (replacing the numbered Alien Indicators) with a grin.

Carmen leaves the room and enters the next geomorph (rolling a 3, meaning the door was unlocked) and enters a room. She defeats a Zandarian Soldier (rolling a 13, which beats the needed 12), and collects Alien Organization Charts (worth the maximum amount – 400 icus! – because she has computer access) from the Treasure deck. She places a green marker in the room., and **moves the green time marker from “40” to “35”.**

The players continue in a similar manner for the remaining 57 turns. Once time expires, the players total their Treasures (tripling the variable Treasures because they are playing cooperatively), add 100 icus per defeated Alien, and divide by 3 – 4013 icus each, which results in a Medal of Honor.

13.0 Historical Note

It could happen. Such is the claim of a branch of literature known as Science Fiction. Writers of Science Fiction blend known science fact with the flow of history to project what the future may hold. Cosmic Warfare: Privateers in Space is no different.

That the Vigilante is a private vessel with a crew of mercenaries fighting for both patriotic and profit motives is by no means a unique idea. Private fighting vessels, called *privateers*, were a fact of naval warfare from around 1400 until the American Civil War ended in 1865. Should warfare break out in space, privateers may well become fashionable again.

Privateers played a crucial role in the American Revolution. First authorized by the Second Continental Congress on March 18, 1776, colonial privateers captured almost 600 British ships before independence was secured. In the sequel, called the War of 1812, privateers were even more successful, capturing 1345 British ships for the fledgling United States of America (U.S.A.). George Washington, the Father of our Country, was part owner of at least one privateer.

The ill-fated Confederate States of America (C.S.A.), which attempted to secure independence from the U.S.A. in 1861, used privateers as well. At the outbreak of the American Civil War in 1861, C.S.A. privateers were authorized, but the system was replaced with a volunteer navy the following year. The U.S.A. also tried privateering to augment its professional navy against the C.S.A. a short while later, but with limited success.

The last use of naval privateers was by Chile against Spain in 1865. Since that time, naval warfare has been strictly a professional matter.

At least, until our migration into space results in a need for a few good men and women...

Character Classes

Die	Class	Advantage	Pick/Break Lock	Access Teleporter
1	Engineer	Grenades and Smoke Bombs	3/2 or less	3 or less
2	Computerist	Access to Computer	2(5)/2 or less	5 or less
3	Medic	-2 damage at all times	3/2 or less	3 or less
4	Weaponist	Best at combat	2/5 or less	2 or less
5	Psionic	Psionic Blasts	3/2 or less	2 or less
6	Choose	BE...all that you can be!		

Multiple Treasures

Need to kill -->	10	11	12	13	14	15	16	17	18	19	20	21+
Need for 2x	16	15	14	13	12	10	8	5	3	-	-	-
Need for 3x	18	17	16	15	14	12	10	7	5	3	-	-
Need for 5x	18	18	18	17	16	15	14	12	10	7	5	3

Damage Chart

Die	Drop	Retreat	Critical Damage (6-6)
1	0	0	Unconscious 1 turn
2	0	0	Unconscious 1 turn
3	1	2	Unconscious 2 turns
4	1	3	Captured
5	1	4	Captured
6	2	5	Killed

Marker Color Codes

Color	Room	Door	Chamber
Green	Empty	Broken	No booth
Yellow	--	Unlocked	Booth
Red	Alien	Locked	--

Additional Probabilities

- 2/6 Previously unused passageway into geomorph is locked
- 3/6 Red chamber contains a teleporter
- 4/6 Escape after having been captured
- 4/6 Computer scientist accesses computer from empty room

Results of Mission (Cooperative Game)

Value per Mercenary	Results
0-1000	Wimpy, wimpy, wimpy... You are all demoted back to buck private
1001-1500	Rather poor showing... Shape up or ship out
1501-2000	Minimal performance... You can do better next time - RIGHT?
2001-2500	Nice work, soldiers... A good mark on your records
2501-3000	Excellent results..... We'll keep our eyes on you
3001-4000	Bravo, mercenaries.... A Medal of Honor will be awarded soon
4001-5000	Outstanding work..... A Medal of Honor will be awarded NOW!
5001+	Superb performance.... Consider yourself promoted