



PRIVATEER

by Matt Keefe

In the second part of the Privateer series, Matt Keefe presents some new scenarios

The scenarios that follow are the first in a batch of Privateer themed scenarios – small games using unusual, raider type forces. In some cases, these forces are so unique we've decided to include special fleet lists to represent the itinerant pirates and raiders responsible. Over the coming months we'll introduce more scenarios, and along with them more fleet lists.

FIGHTING THE SCENARIOS

The scenarios are most suited to the specific Privateer lists which are littered throughout this article. Most scenarios allow you to use forces picked from any fleet list you want, though you'll find that hefty restrictions apply in order to keep the Privateer feel of the scenarios. If you are playing in a campaign, you can easily mix in a few Privateer scenarios from time to time – just pick your forces from your existing fleet roster subject to the special restrictions outlined in the Privateer scenario.

SPECIAL RULES

Due to the smaller focus and unique emphasis of these scenarios, a number of special rules apply.

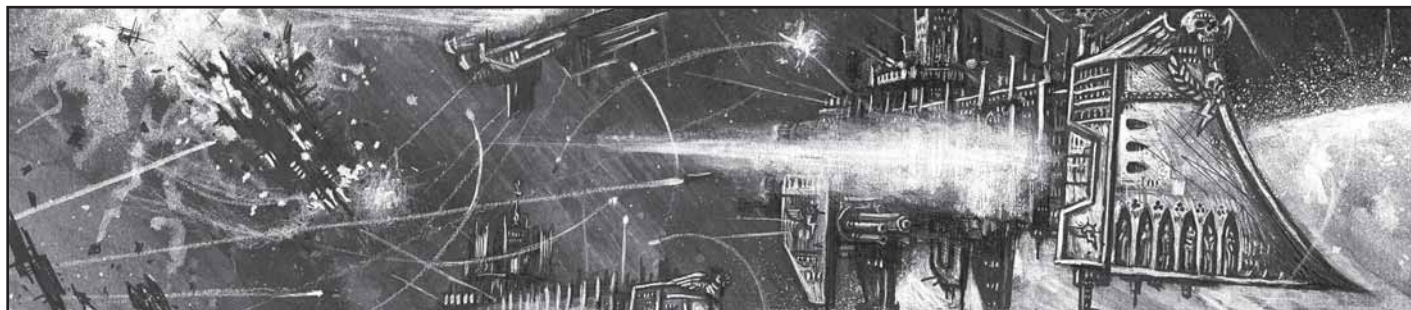
Damaged Escorts

Smaller, escort sized vessels are the ideal ships for piracy. Their size and speed means that in this regard they far outstrip the larger and more powerful warships typically of large battlefleets. Escorts are fragile, no doubt, but their small size means that often the damage required to put them out of action is relatively minimal (compared to a capital ship which may experience many systems being destroyed before the ship itself ceases to function), and in many cases such damage can be repaired with some haste by experienced crews. With the smaller forces involved, escort vessels are a little more flexible, and we can imagine that they have a chance of being back in action, even after relatively severe damage, long before the more cumbersome capital ships have had a chance to leave the area.

In Privateer scenarios, we must consider the possibility that escort vessels are able to go on fighting past the point at which in larger battles they would be considered entirely out of action. When an escort vessel suffers a hit which would destroy it, roll a dice and consult the chart below:

- 1-3 Out of Action!** The vessel is destroyed, or if not suffers such great damage that its crew cannot possibly hope to continue the fight and must turn all their attentions to saving their own lives. Remove the model from the game and replace it with a Blast marker.
- 4-5 Damage Control.** The valiant crew struggle to bring raging fires under control, hastily repairing damaged systems. Leave the ship model on the table. At the start of its next Movement phase, move the ship directly forwards by a distance equal to half its speed. After moving the ship, roll again on this chart adding +1. This bonus is not cumulative, so only a single +1 bonus applies, no matter how many damage control results an escort may roll during a game.
- 6 Battles On!** A heroic effort by the ship's crew allows it to fight on through the damage. Place an additional Blast marker on the ship's base to represent the difficulty of operating such a damaged vessel, but otherwise the escort remains in the game and can be used as normal.

Capital ships, with the potential to become crippled and with the ability to carry out damage control and contain any criticals, do not benefit from this increased endurance.

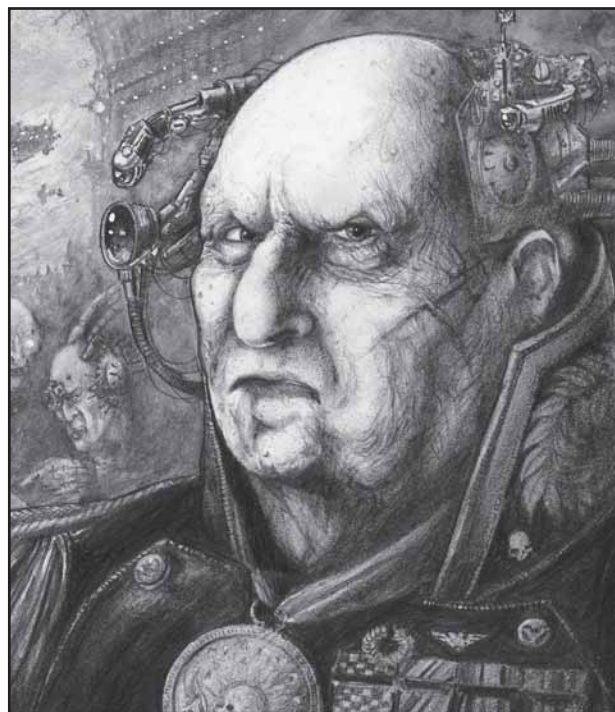


Escorts & Squadrons

Due to the smaller battles represented by these Privateer scenarios, we can assume that escorts are occasionally forced to operate alone, rather than in their customary squadrons. Escorts may operate alone, but suffer a -1 Leadership reduction when doing so. If deployed alone, an escort must remain lone for the entire game – you cannot combine or breakdown squadrons during the game.

Fleet Commanders

Since many of these games are designed for very small fleets, some players might not have the points to spare in order to buy a Fleet Commander. To compensate, in a Privateer scenario, any fleet which has no individual ship worth more than 50 points receives a free Fleet Commander. The Fleet Commander gives no Leadership bonus (you'll have to purchase one if you want that) but must be assigned to a ship. The Fleet Commander does however provide a single re-roll for your fleet at no points cost. You are, of course, free to purchase a Fleet Commander in the normal manner if you so wish.



SCENARIO I: THE WOLF PACKS

The Wolf Packs are an ever-present menace the galaxy across. From time to time merchantmen might find themselves the target of vast enemy fleets, though for the most part have little indeed to fear from such forces. Instead, it is the constant struggle to avoid the predations of the Wolf Packs which ever remains the foremost concerns of those poor, beleaguered souls of the Merchant Fleet.

FORCES

This is a Privateer scenario, so it is played with very small forces. Both players should agree a points total for the game, which should not exceed 400 points. In this particular scenario, forces chosen with the following restrictions:

Defender: The defenders are escorting a small, but nonetheless valuable, merchant convoy when they come under attack. The merchants travel with only a small escort, so must do much of the fighting themselves. The defenders can be chosen from any fleet list, but may include no more than one capital ship in their fleet – the remainder must be escorts.

Amongst these escorts, the defender may freely pick any number of transports, but must pick at least 2. Transports do not have a fixed points cost, but instead each should be given a cost chosen by the defender, representing the value of their cargo. Make a note of each transport's value

on your fleet roster, but don't reveal it to your opponent. You can give the transports varying points costs, thus representing some transports having a more valuable cargo than others. No transport may be given a points value of less than 10 points (ie, no free transports) but there is no maximum limit on the points that may be assigned to an individual transport.

If you want to use any of the optional transport types outlined in Appendix II of Armada, you can, but you must pay the additional points cost listed in addition to any points given over to their cargo. Make sure you note the costs separately on your fleet roster since the points spent to upgrade a transport do not count for purposes of its cargo or for victory conditions. Heavy transports are also permitted subject to their normal restrictions (up to a third of the transports may be heavy). Each heavy transport must have at least 60 points worth of cargo assigned to it.

Attackers: The attackers are the Wolf Packs themselves. They may be chosen from any one fleet list, but may consist only of escort vessels.

BATTLEZONE

The defending fleet could be attacked near a planet, or out in deep space (as they make their way to or from the nearest jump point), so set up celestial phenomenon in any mutually agreeable fashion.

SET-UP

The attacking player sets up first. Place a face down Contact marker on the table for each escort, squadron or attack craft marker. Markers must be placed at least 30cm apart and may not be placed within 30cm of a table edge. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of the one already placed.

The defending player then rolls a dice to determine which short edge his fleet enters from. Place one ship from the defending fleet at the edge of the table to mark the point where the fleet will enter. The convoy may not enter the table within 45cm of either of the long table edges.



FIRST TURN

The defending player takes the first turn. The defending fleet moves onto the table from the point indicated by the ship already on the table. Ships may move onto the table during either the first or second turn, but the entire defending fleet must be on the table by the end of the defending player's second Movement phase.

Fighting This Scenario

The so-called 'Wolf Packs' represent any voracious raiders. We've included a specific fleet list for these Wolf Packs, which players can use if they want to build a dedicated raider fleet. Failing that, most fleets have enough decent escorts to provide a good set of attackers. The Ork and Eldar in particular make appropriate raiders. In terms of other Privateer fleets, the Tau Commerce Protection fleets (page 50 of this issue), also make ideal raiders.

For defenders, most races can be used, since all they are really doing is providing a single capital ship and then playing a dangerous game of deciding how much value to attach to the additional transports and their cargo. By far the most characterful defenders are the Rogue Traders, as described on page 50.

SPECIAL RULES

The attacker's face down counters are activated by a defending vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel move's within range, then complete the original vessel's movement. Once the defending player finishes movement for his entire fleet, deploy models for any attacking counters revealed during the turn.

The attacking player may voluntarily activate any number of counters at the start of his own Movement phase to represent particularly cunning members of the pack swooping out to descend upon the approaching merchantmen. However, for each counter revealed in this manner by the attacker, roll a dice. On a score of a 5 or 6 the trap is sprung prematurely and the defending player receives a free bonus re-roll for this game only to represent their increased awareness of the approaching danger.

GAME LENGTH

The game continues until the last member of the defending fleet leaves the table or is destroyed. The game can also end once the attacker's disengage, representing the raiders having had their fill of stolen cargo and fleeing with the spoils.



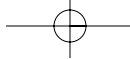
VICTORY CONDITIONS

Victory Points are used to determine victory. Victory Points are not determined in the normal manner in this scenario, instead the following system is used:

Destroyed Transports – for each transport destroyed, the attacker earns a number of Victory Points equal to the total cost of the ship (ie, the cost allotted as its cargo before the game).

Escaping Transports – any transports which leave the table via the opposite short table edge earn the defending player a number of Victory Points equal to the total cost of the ship.

Neither player earns Victory Points for destroying enemy vessels in this scenario. The player with the highest Victory Points total at the end of the game is the winner. The defender earns no Victory Points for attacking vessels which disengage – the attackers can freely disengage once they think they have enough captured cargo to win the game. If for any reason defending ships disengage, they count as destroyed.



THE WOLF PACKS

Wolf Packs are a constant menace across the galaxy. Wherever worlds of men are to be found, so too are men resentful of their circumstance, resentful of their place and resentful of their masters. Most are pathetic, and soon fade to obscurity, or find themselves done away with for the minor agitations they muster, but a few are cunning and break away from human society, banding with other renegades and malcontents. When such men choose to turn to piracy to survive, they form the Wolf Packs, loose bands of small vessels which present a permanent threat to shipping the galaxy over. Such pirates acquire their vessels from numerous sources, indeed many begin life as disaffected merchants themselves, or even Imperial Navy deserters and traitors. Some fall into the worship of Dark Gods, whether they know it or not, though many are simply selfish and callous individuals, out for what they can get.

The Wolf Packs make ideal attackers in Privateer scenarios, and can be represented by the following fleet list:

FLEET COMMANDER

0-1 Pirate Chief

You may include one Pirate Chief in your fleet who must be assigned to a ship and adds +1 to its Leadership, up to a maximum of 9.

Pirate Chief (Ld +1)50 pts

The Pirate Chief comes with a single Fleet Commander re-roll.

ESCORTS

A Wolf Pack may include any number of escorts. However, due to the haphazard manner in which pirates acquire new ships, the available vessels vary quite somewhat. This means that no single class of ship may account for more than a quarter of the total vessels in the fleet (so, for example, only a quarter of the fleet may be Swords, only a quarter may be Cobras and so on).

Sword class frigate.....35 pts
 Firestorm class frigate40 pts
 Cobra class destroyer30 pts
 Falchion class escort.....35 pts
 Idolator class raider.....45 pts
 Infidel class raider40 pts
 Iconoclast class destroyer.....30 pts

OTHER VESSELS

Other vessels represent those less specialised ships which the Wolf Packs are able to acquire raiding against merchants, by acquiring and upgrading civilian vessels and so on. Your fleet may include any number of the following vessels, with no restriction on the numbers of each class available.

Armed freighter20 pts
 Escort carrier30 pts
 Recommissioned vessel?? pts
 Armed cargo ship.....?? pts

ORDNANCE

Wolf Packs invariably include a number of ramshackle attack craft, even when lacking genuine launch bay capacity. Instead, such attack craft typically deploy in an ad hoc manner before beginning a raid, perhaps by disengaging from crude electromagnetic clamps along the hulls of larger ships, or even by the simple expedient of being manhandled or crane-hoisted out of cargo bay doors. Any genuine launch bays in a pirate fleet are likely to be poorly maintained, and as such can only really be relied upon in the early stages of battle.

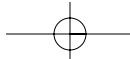
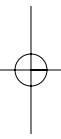
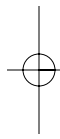
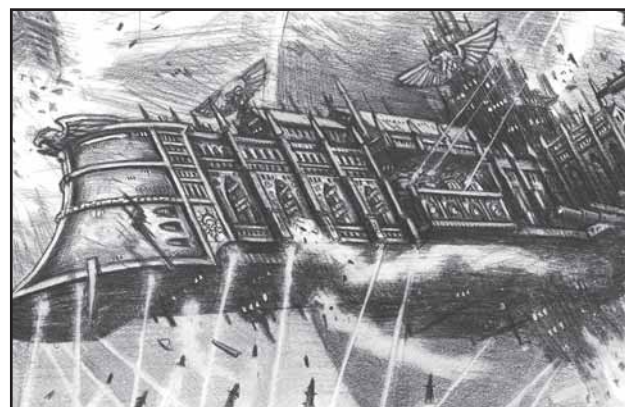
As such, Wolf Packs do not follow the normal ordnance rules. Instead, before the start of the game roll one dice for each 100 points, or part of, which the fleet is worth, plus a number of dice equal to the total launch capacity of any launch bay equipped vessels in the fleet. Look up the scores of those dice on the table below:

1, 2 or 3.....1 Fury Interceptor marker
 4 or 51 Shark Assault Boat marker
 61 Starhawk Bomber marker

Pick out the relevant Attack Craft markers. These should be deployed along with your fleet, either in waves or singly. Once used (ie, removed from the game) these markers have no further effect – they are strictly a one time allowance received at the start of the battle. Even vessels with launch bays on their profile do not allow you to launch more ordnance – they simply provide more attack craft at the start of the game.

RE-ROLLS

Pirates are canny individuals, renowned for their trickery and low cunning. At the start of each game, roll a dice for each squadron of three or more vessels in a Wolf Pack. On a score of 5 or 6 that squadron receives one re-roll, at no additional cost, for use by itself only.



SCENARIO II: TAU SPACE, TAU TRADE

While Privateers may sometimes find themselves targets of the Imperial Navy, more often than not their activities are of far too little consequence to warrant such action. Instead, Privateers are most often in danger of reprisals from individuals just as ruthless as themselves – greedy usurpers, plucky rivals or even double-dealing renegades employed by rival merchants to drive off would be pirates.

FORCES

Agree a points value for the defending fleet. The defending fleet may be picked up to this points total, while the attackers may be chosen up to this total plus an additional +50% as many points. Both fleets may include only escorts.

BATTLEZONE

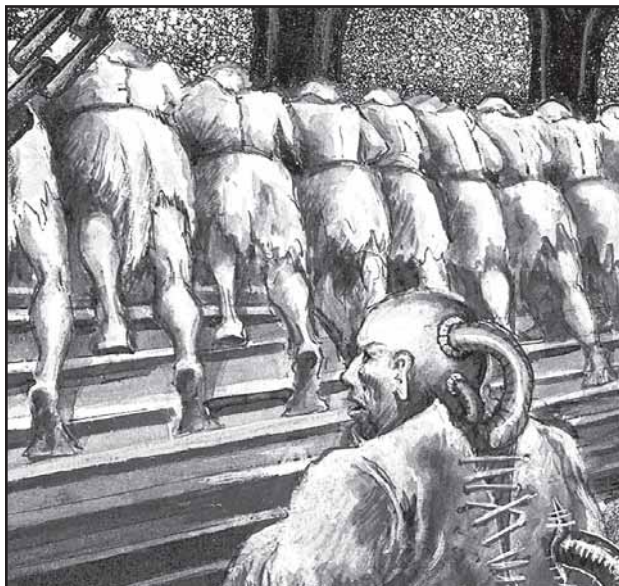
Attacks such as these usually take place in the system's primary or inner biosphere, where the pirates have made their base. Generate celestial phenomena by an mutually agreeable means. Decide which short table edge is sunwards and proceed to set up.

SET-UP

The defenders set-up within 60cm of the sunward table, and at least 45cm away from either long table edge. The attacking player then places one Contact marker for each escort, squadron or attack craft marker in his fleet. The Contact markers must be placed at least 90cm away from the sunward table edge, and no more than 45cm from one of the long table edges.

FIRST TURN

Both players roll a dice, and the player with the highest score may choose whether to go first or second.



SPECIAL RULES

The attacker's face down counters are activated by a defending vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel move's within range, then complete the original vessel's movement. Once the defending player finishes movement for his entire fleet, deploy models for any attacking counters revealed during the turn.

The attacking player may voluntarily activate any number of counters at the start of his own Movement phase to represent particularly cunning members of the pack swooping out to descend upon the approaching merchantmen. However, for each counter revealed in this manner by the attacker, roll a dice. On a score of a 5 or 6 the trap is sprung prematurely and the defending player receives a free bonus re-roll for this game only to represent their increased awareness of the approaching danger.

GAME LENGTH

The game lasts until the last defending ship has left the table or is destroyed.

VICTORY CONDITIONS

The defenders are desperately trying to escape, but being so far in system makes it impossible for them to enter warp, and hence they may not disengage. They must instead race away from the sunward edge and get far enough outsystem to jump to warp. The defender receives Victory Points equal to the cost of any of his ships which leave via the short table edge opposite the sunwards edge. The attacking fleet receives Victory Points equal to the total points cost of any defending ships destroyed. No other Victory Points are awarded and the player with the highest Victory Points total at the end of the game is the winner.

Fighting This Scenario

The attackers in this scenario are poachers-turned-gamekeepers, Privateers opportunistically attacking others like them under some kind of dubious licence from local authorities. Masters of such two-faced protection rackets are the Tau, whose Commerce Protection Fleets would make fine attackers in this scenario.

The defenders, despite being on the back foot, are of course raiders themselves so Orks, Eldar, Wolf Packs, Rogue Traders or any other piratical types make ideal defenders.



COMMERCE PROTECTION FLEETS

The so-called Commerce Protection Fleets are a prime example of the kind of masterful duplicity and hypocrisy of which a cunning and diplomatic race like the Tau (or for that matter, Mankind) is capable. Their remit, so the Tau would claim, extends to nothing more than simply providing armed escorts and protection to any vessel operating under a licence of trade or passage issued by the Tau Empire. In truth they are ruthless pirates, receiving an effective carte blanche to do as they will, mercilessly hunting down all who would endanger Tau trade and hence Tau wealth and prosperity. Far beyond protecting their own merchants, many Commerce Protection Fleets actively strike out against rival traders, placing them in such danger that they abandon their own routes and licences – routes which the same Tau are quick to take up. But for all this, the Commerce Protection Fleets are utterly loyal to the Empire, acting always in the name of ‘the Greater Good’, and so it is that the presence is rather more than tolerated by the supposedly non-hostile Tau.

The Commerce Protection Fleets make ideal participants in Privateer scenarios, and can be represented by the following fleet list:

Authors	Yes, it's Matt again. More Privateer is promised in the future although it remains to be seen if he'll hit his deadline!	
Further Information	Interested about Battlefleet Gothic? More can be found in Battlefleet Gothic: Armada, whilst the full range of BFG is available from Games Workshop. See the How to Order pages on page 110.	
More BFG	Turn to page 6 for the Chaos Ships also turn to page 52 for the Rogue Trader fleets.	
Websites	www.battlefleetgotbic.com	

FLEET COMMANDER

[5] 0-1 Commerce Representative

Your fleet may be led by a Commerce Representative (as the Tau dubiously refer to their pirate captains) who must be assigned to a ship and adds +1 to its Leadership.

Commerce Representative50 pts

The Commerce Representative comes with one Fleet Commander re-roll, and may purchase an additional re-roll at a cost of +25 points.

ESCORTS

Your fleet may include any number of escorts.

Messenger class starship50 pts

Defender class starship45 pts

ALLIES, SUBJECTS & MERCENARIES

As with all Tau forces, their Commerce Protection Fleets make extensive use of their numerous allies, subjects and mercenaries. For every Tau escort included in the fleet, you may select one vessel from the following list.

Xenos vessel?? pts

Recommissioned vessel?? pts

Armed cargo ship?? pts

Iconoclast class destroyer30 pts

ORBITALS

Numerous Tau orbitals line all their most lucrative trade routes, and many Commerce Protection Fleets use these as lynchpins or bases for their activities. The fleet may include a single Tau orbital.

Tau Orbitalpts: varies

