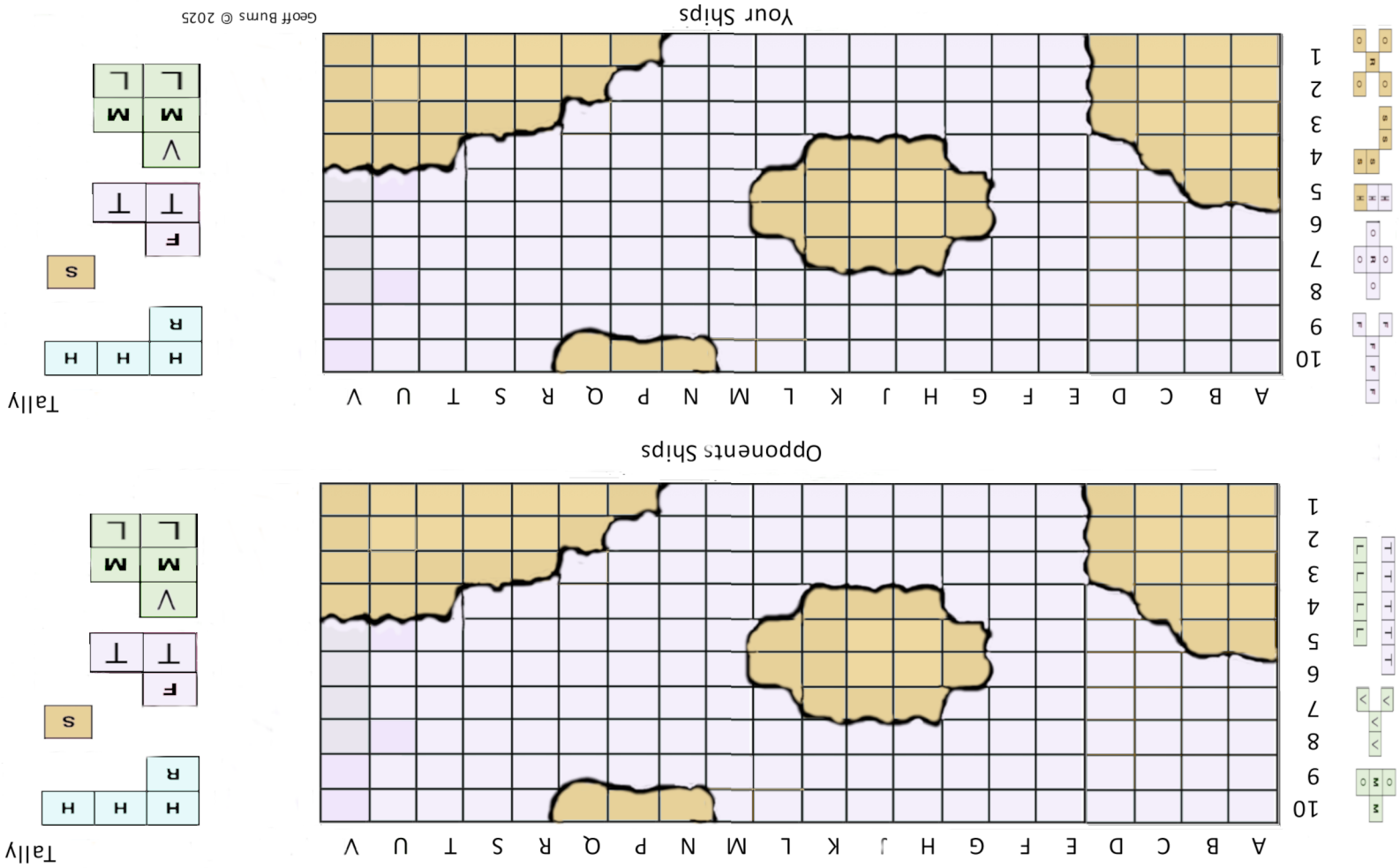
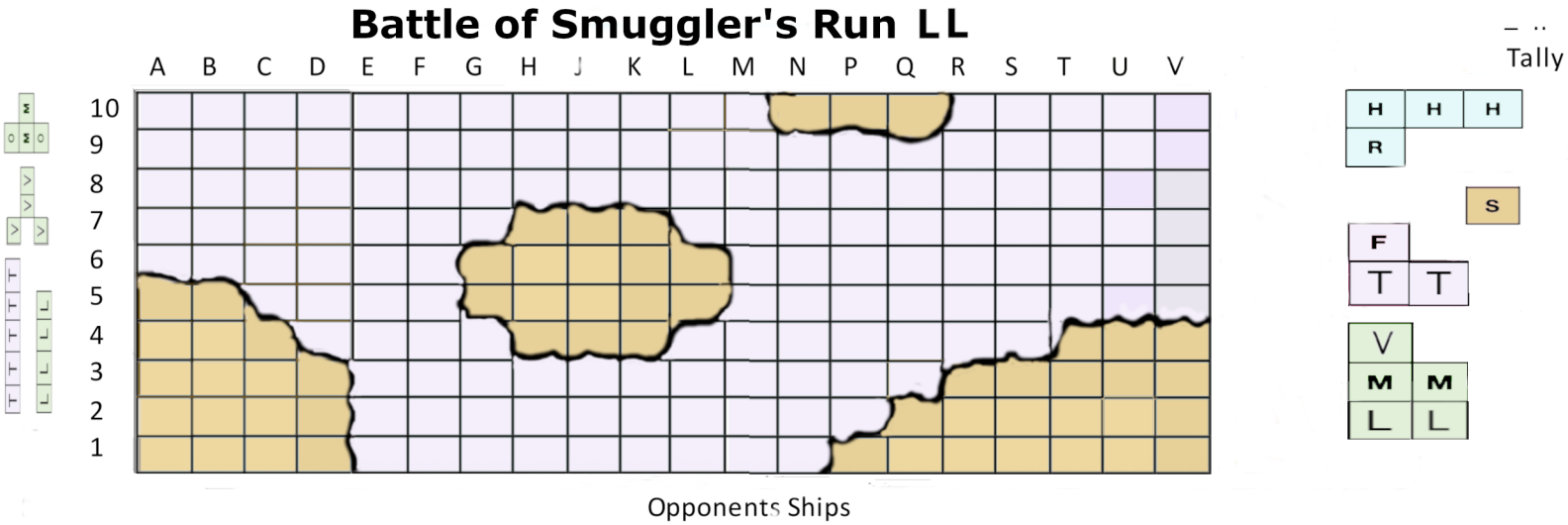
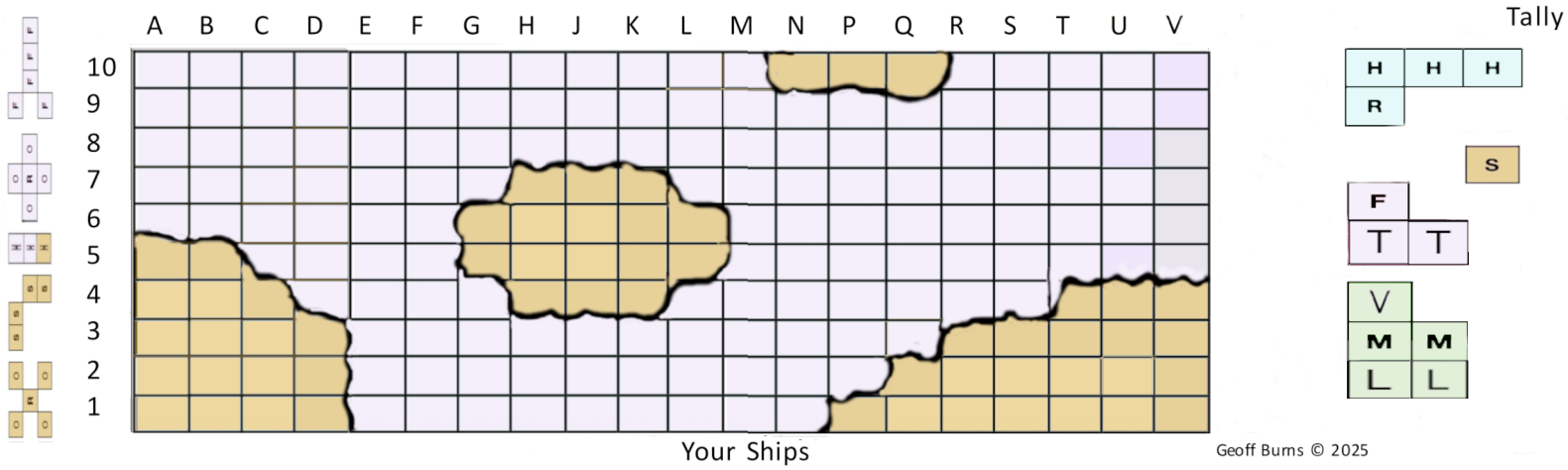


Battle of Smuggler's Run LL





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Smuggler's Run Hidden Battles: Pencil and Paper Game

This is a two-player strategy game.Take turns guessing the location of each others spacecraft, bases and shuttles. Each printed page contains two game sheets—one for each player. You can either cut the page in half or print two separate pages.

Step 1: Place Your Units

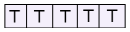
Each player starts by placing their units on their **"Your Ships"** map.

- Use the **Tally Boxes** on the right to see how many of each unit to place.
- Use the small reference icons on the left as a guide for each unit's shape.
- As you place each unit, mark a small tick in the corner of its tally box.
- Units can be rotated or reflected (placed vertically or horizontally), but **not diagonally**.
- Units **must not touch**: leave at least one square of space between any two units—**orthogonally and diagonally**.

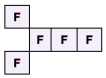
Space Units.

These are added to the purple areas (space) of the map

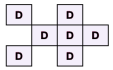
Transport.



Frigate



Destroyer



Ground Units

These are added to the brown areas (asteroid) of the map

Shelter

Shuttle Units

These are added to the any area (space or asteroid) of the map

Corvette

Missile Boat

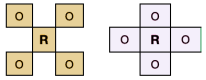
Lifter (Cargo)

Special Units

These have special requirements for their placement on the map

Habitat

Railgun



The first floor of the habitat needs to be on a brown square while the rest needs to be on purple.
The railgun has a choice between X and + configuration. X needs to be on brown and + on purple

Step 2. Attack Your Opponent

You have standard and special moves. Special moves have the advantage of targeting multiple locations at once but they have the draw back of giving hints about the location of your launcher.

On your turn, you can do one of the following:

1. **Standard Attack:**
   - Announce a grid location (e.g., "B4").
   - Your opponent replies with:
     - **"Miss"** – if there's nothing there, **"Hit"** – if part of a unit is located at that square.
   - Mark your "Opponent's Ships" grid with:
     - A **slash (/)** for a miss, A **cross (X)** for a hit.
   - When all squares of a unit are hit, your opponent must announce the unit's name (e.g., "Cruiser destroyed"). Cross it off in the tally box.
2. **Launch Missile (Special Move):**
   - Each missile boat can fire a total of two missiles, one per turn. The missile boat needs to not have been sunk and it needs a unfilled circle on one of its wings.
   - The player announces a firing point adjacent to (horizontally, vertically or diagonally) or on the boat and a target location.
   - The missile hits that square **plus all eight adjacent squares** (the surrounding 3x3 area).
   - The opposing player announces:
     - Any hits, along with their locations.
     - Names of any destroyed units.
   - The player fills in one of the circles on the missile boat's wings to mark that the missile launcher is now empty.
3. **Fire Rail Bolt (Special Move):**
   - The railgun can fire a total of four rail bolts, one per two turns (however the player can make a standard attack or launch a missile while the gun is cooling down). The railgun needs to not have been sunk and it needs a unfilled circle on one of its arms and a undamaged centre in order to fire.
   - The player announces a location on the left, right or top edge of the map and a direction down, right, down and right or down and left describing a line passing across the map. This line must pass through a unfilled circle on one of the guns arms.
   - The opposing player chooses:
     - which unit along the line to sacrifice as a hit
     - Or if there are no occupied un-hit square along the line, declares a miss.
   - The player fills in one of the circles on the rail gun's arms to mark that the bolt launcher is now empty.

Winning the Game:

The first player to destroy **all** of their opponent's units wins.

Geoff Burns @ 2025