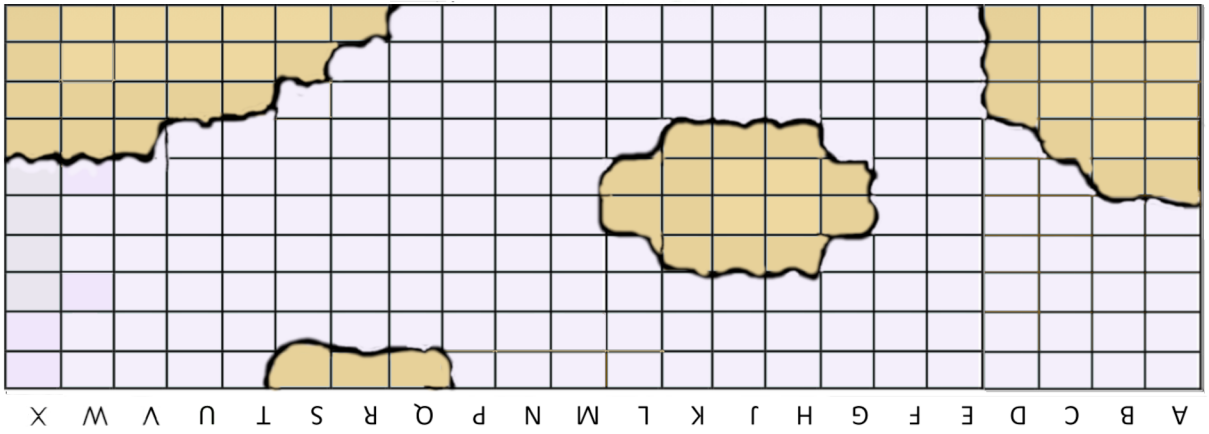


Your Ships

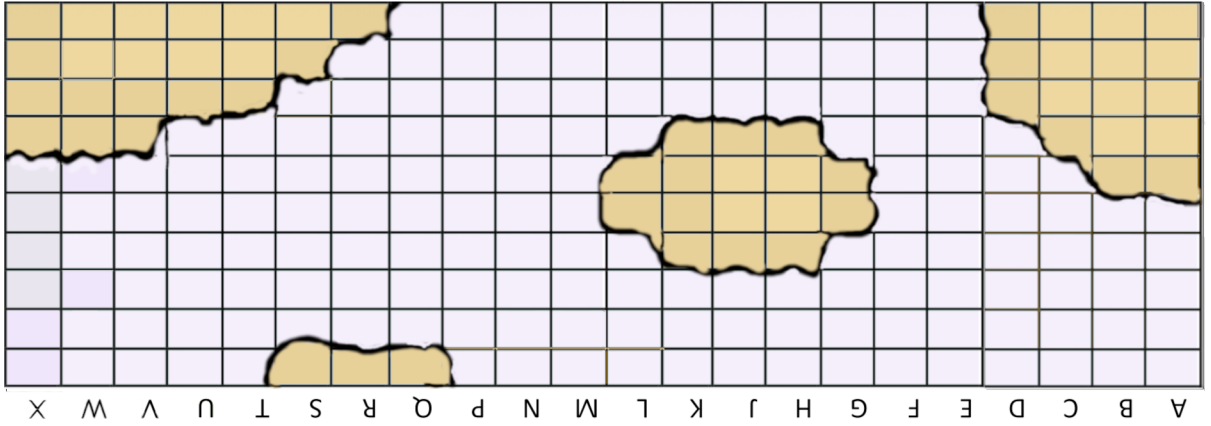


1
2
3
4
5
6
7
8
9
10

L	L
M	M
V	
T	T
F	
D	
S	
R	
H	H
H	

Tally

Opponents Ships



1
2
3
4
5
6
7
8
9
10

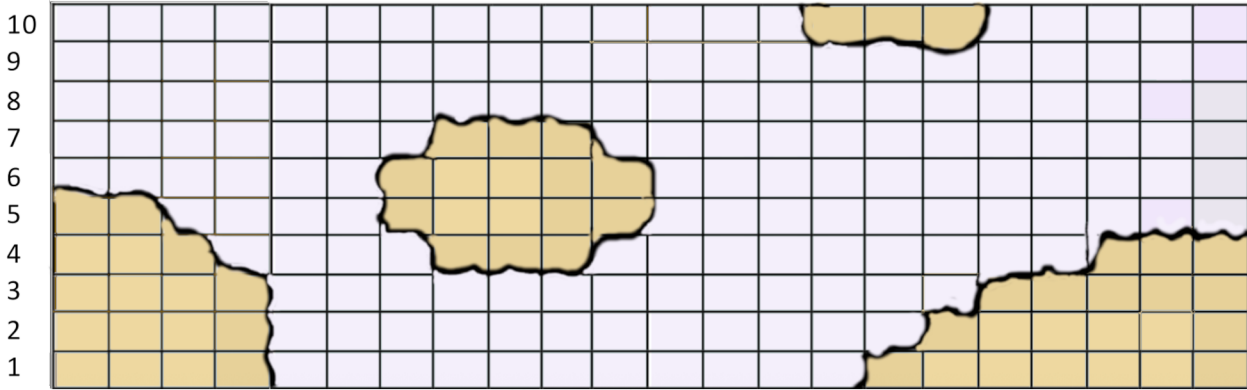
L	L
M	M
V	
T	T
F	
D	
S	
R	
H	H
H	

Tally

Battle of Smuggler's Run XL

A B C D E F G H J K L M N P Q R S T U V W X

Tally

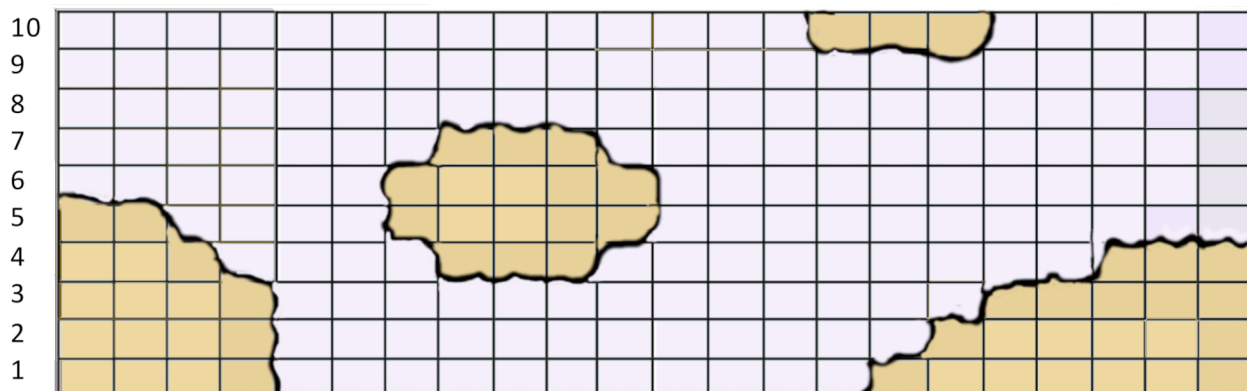


H	H	H
R		
D		
F		
T	T	
V		
M	M	
L	L	

Opponents Ships

A B C D E F G H J K L M N P Q R S T U V W X

Tally



H	H	H
R		
D		
F		
T	T	
V		
M	M	
L	L	

Your Ships

Smuggler's Run Battleship Pencil and Paper Game

This is a two player game. Each printable page has two games on it. Both players need their own game sheet, so cut the page in two or print out two pages. I usually fold my page in half and use it for two games.

To play the game

Step 1. Add Units to the Your Ships Map

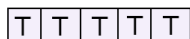
The Tally Boxes on the right side of the game sheet will tell you how many of each Unit you should put on this particular map. When you draw each Unit on the map put a small mark in the corner of its box. On the left side of the map is a reminder of what each Unit looks like. You can rotate or reflect the units shape placing it vertically or horizontally, however you can not place them diagonally. Units cannot be placed next to each other. There must be at least a one square gap orthogonally and diagonally between each unit.

There are four types of Units.

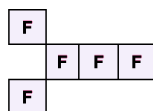
Space Units.

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

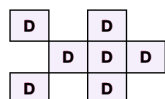
Transport.



Frigate



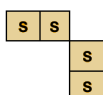
Destroyer



Ground Units

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

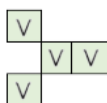
Shelter



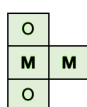
Shuttle Units

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

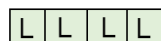
Corvette



Missile Boat



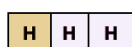
Lifter (Cargo)



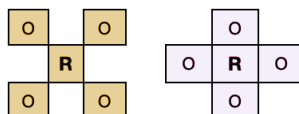
Special Units

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. Destroy Units on the Your Opponents Map

Now that all units have been placed on the map grid, each player takes turns either guessing the location of their opponents "Ships" or making a special move. They fire off a 'shot' by announcing the letter and number of a location on the grid. Their opponent calls out 'miss' if they have nothing at that location and 'hit' if they have something there. A slash should be placed on the "Opponents Ships" map grid if there is a miss and a cross if there is a hit. If all squares of a "Ship" have been hit the opponent should announce the type of ship and that it has been destroyed. The relevant tally box (at the right of the map) should be crossed out. The first player to destroy all their opponents "Ships" wins.

Instead of a standard move (a one location guess) a player can either use one of their missile boats launch a missile or their railgun to fire a rail bolt. These moves have the advantage of targeting multiple locations at once but they have the drawback of giving hints about the location of your launcher.

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. Anything at the target or on any of the eight adjacent squares is destroyed. The player fills in one of the circles on the missile boats wings to mark that the missile launcher is now empty. If a wing with a unfired missile (has a unfilled circle) is hit, the entire boat is destroyed and the owner announces the location of all the boats squares and the fact that it was destroyed.

The railgun can fire a total of four rail bolts, one per two turns (however the player can make a guess 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 player fills in one of the circles on the guns arms to mark that the rail launcher is now empty. If an arm with an unfired rail bolt hit that bolt can no longer be used. If the centre squares hit on more bolt can be fired.