

A Brief Refresher on…

Libertalia

A brief, incomplete rules summary of Libertalia 1st Edition primarily intended for experienced players to remember important rules and use as a teaching aid.

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**Combat Phase**

Combat occurs anytime more than one party occupies a hex. When there are multiple hexes in combat, they are resolved in descending numeric order. If a hex contains more than two parties, battles are resolved between two parties at a time in reverse order of their entry into the hex.

**Order of Combat:**

Ships take actions in order of **Initiative** with ties resolved in favor of the defender. Combat begins by having ships fire missiles, if any. Then each **ship type** )not ship) of each player decides whether to attack or retreat. Once one side has won, the victor may choose to attack population in that hex.

**Attacking**

When you attack, you roll all of the dice for your ship type that have not retreated. You roll one die of the appropriate color for each die pictured on your ship blueprint. Rolling a 6 is always a hit, and rolling a 1 is always a miss. Otherwise, add the value of your **Computers** to the die roll and subtract the value of your target’s **Shields**. The attacker chooses which ships and ship types are targeted after attacking.

**Damage**

Each hitting die does the amount of damage shown in dots on the ship part. The attacker distributes damage, but all damage from one die must go to the same ship. A ship can sustain one damage for each **hull** icon on its blueprint – any damage beyond that will destroy it. If a ship sustains damage but is not destroyed, place a **damage cube** next to the ship.

**Retreating**

For each ship type you wish to retreat, move all ships of that type to a hex edge to show they are retreating. The adjacent hex must be connected, must contain your influence disc, and must not contain enemy ships. An attacker may still target them until they take their next turn, at which point they move into the adjacent hex.

**Attacking Population**

At the end of combat, the victor may attack with all their cannons (**not** missiles). For each hitting point of damage, they may remove one population cube and place it in their **graveyard**, and not the population track. (This way they will still get income for that planet on that turn)

**Claiming Reputation**

After all battles are resolved, each participant draws no more than 5 Reputation Tiles from the bag as shown on p21. Each player chooses one tile and places it face down on their Reputation track. If their reputation track is full, you may discard reputation points but **not Ambassadors**.

**Combat Finished**

At this point combat is over. All surviving ships are repaired and damage cubes are removed. The victor may choose to place an influence disc in the hex if there is no population

**Upkeep Phase**

First, you may activate any unused Colony Ships. Then you must pay your **upkeep**. Compare your Money Income, the highest number showing on the money population track, to your **influence cost**, the highest number showing on the influence track. Adjust your Money up or down by the appropriate amount. Note that you **must** pay your upkeep – you can trade Science or Materials 2:1 for money. Alternatively, you can remove influence discs from the board. If you remove an influence disc from a hex, you also remove all population cubes from that hex (adjusting your Money income down as well, so recalculate how much you owe). Once you have paid your upkeep, you gain Science and Materials in keeping with your population track.

**Cleanup Phase**

Draw new technology tiles, move cubes from graveyards back to the population track, turn al colony ships face up, and turn the action card face up. Advance the round marker and start a new round!

**Game End**

After 9 rounds, the game is over. Total up your VP as follows:

* Reputation Tiles (1–4 VP per tile)
* Ambassador Tiles (1 VP per tile)
* Hexes with an Influence Disc (1–4 VP per hex)
* Discovery Tiles (2 VP per tile that was kept for VP)
* Monoliths on own hexes (3 VP per Monolith)
* Progress on the Technology Tracks: 4 Technology Tiles on a track = 1 VP, 5 tiles = 2 VP, 6 tiles = 3 VP, 7 tiles = 5 VP
* Traitor Card (–2 VP!)

**Explain When Appropriate:**

* Explain each tech when it’s drawn, before a new round starts, esp. Wormhole Generator. (Connects all but Diplomatic relations)
* Explain Reputation Tile drawing specifics prior to first battle **(p21)**
* Explain Ancients / GCDS combat when it’s first possible **(p19)**
* Remind on Discovery tiles on the VP/Advantages **(p7)**
* Explain Reputation Track the first time **(p11)**

**References:**

* Setup – p5
* Tech Descriptions – p12
* Two-Player Variant – p25
* Alien Descriptions – p26
* FAQ – p30

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