

## PIRATE GOBLINS!

*A Game of Cosmic Plunder and High-Seas Hijinks*

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### Welcome Aboard, Ya Scallywags!

You are all Pirate Goblins, congratulations! You are also hurtling through the stars aboard your beloved (and questionably held together) pirate ship, *The Rusty Cutlass*. Your goal? To amass as much treasure, loot, and infamy as possible while surviving the dangers of the galaxy!

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### What You Need:

- Index cards or paper for character and ship notes
  - Writing utensils
  - Multiple 6-sided (d6) and 8-sided (d8) dice
  - Various tokens—at least 15—for tracking Crew Morale
  - 40+ building blocks (like LEGO) to represent your Ship's hull and upgrades
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### Game Master (GM)

Unlike the original Space Goblins! structure, Pirate Goblins! features a dedicated **Game Master (GM)** who controls the galaxy, narrates events, and referees combat. The GM describes targets, resolves ship battles, and creates unexpected challenges for the crew. They also play opposing ships, enemy crews, and any space authorities who might try to interfere.

### Crew Morale

Your Crew Morale is the collective energy and camaraderie keeping your band of misfits together. Every time a goblin suffers a setback, fails a dangerous task, or is forced to retreat, Morale takes a hit. If Morale reaches 0, the crew turns against itself, ending the game in a mutiny!

Morale starts at 10 and resets after each successful Plunder Phase.

### Character Creation

Each player creates their own Pirate Goblin by filling out the following:

1. **Name:** Pick a suitably gobliny name.

2. **Look & Style:** Describe your goblin's clothing, wild features, or cybernetic enhancements.
3. **Traits:** Distribute **3 points** among the following stats:
  - **Strength:** Good at physical combat and breaking things.
  - **Cunning:** Good at deception, trickery, and sneaky maneuvers.
  - **Marksmanship:** Good at shooting, throwing, and ranged combat.
4. **Signature Loot:** Choose one item your goblin always carries (e.g., a rusty cutlass, a lucky bone, or a stolen noble's hat).

Your goblin's stats will be used in boarding actions, heists, and other daring escapades!

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## Your Ship

Your pirate ship is your home, weapon, and getaway plan all in one. Built from salvaged parts and stolen components, its hull is *mostly* intact. It can be upgraded, repaired, and customized, but beware—too much damage, and you may be stranded in the void!

Your ship starts with a **Hull Integrity of 20 (or 30 for 4+ players)**.

Each goblin contributes 1 point at a time (rotating turns) to the following ship traits:

- **Hull:** How sturdy the ship is
- **Speed:** How quickly the ship maneuvers
- **Cannons:** How dangerous the ship's weapons are
- **Trickery:** How well the ship deceives enemies

Whenever the ship takes damage, remove blocks from the ship's physical model. If it ever reaches 0, it falls apart, stranding the crew!

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## Phases of Play

Each game session consists of three repeating phases: **Sail! (Travel)**, **Raid! (Ship-to-Ship Combat & Boarding)**, and **Plunder! (Loot & Repair)**.

### 1. Sail! (Travel Phase)

Your ship is moving through the galaxy, searching for new targets! Each goblin chooses **one action** for this phase:

- **Spy a Target:** Roll 2d6. A 10+ means you find an especially rich target! A 7-9 is an average ship. A 6 or less means a weak ship—or an ambush!
- **Repair the Ship:** Spend 10 Loot to restore Hull by 1.

- **Train the Crew:** Improve Morale by 1 (max 10).
  - **Upgrade the Ship:** Spend 20 Loot to increase one ship stat by 1.
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## 2. Raid! (Ship-to-Ship Combat & Boarding)

Once a target has been found, it's time for battle! This phase has two parts: **Ship-to-Ship Combat** and **Boarding**.

### Ship-to-Ship Combat

Before boarding, the two ships must engage in a chaotic firefight! The GM determines the opposing ship's stats and describes the battle, then each side takes turns attacking.

- Each ship has **Hull (Health)**, **Cannons (Attack)**, **Speed (Evasion)**, and **Trickery (Deception)**.
- The attacking ship rolls 2d6 + Cannons, trying to match or exceed the opponent's Hull Integrity.
- The defending ship may counter with **Speed** (to evade) or **Trickery** (to outmaneuver) by rolling 2d6 + their chosen stat. If they roll higher than the attack roll, the attack is avoided.
- Successful attacks deal **1-3 damage** based on the difference in rolls.
- Once a ship reaches 5 or fewer Hull, it is vulnerable to being boarded!

### Boarding Combat

If the enemy ship is vulnerable, goblins may leap aboard for melee combat! At this point, each goblin fights enemy crew members one-on-one.

- Enemy crew members have a **Difficulty Score (DS)** based on their strength:
    - **Weak Crew:** DS 8
    - **Well-Trained Fighters:** DS 10
    - **Elite Captain & Officers:** DS 12
  - Each goblin rolls 2d6 + their relevant stat (**Strength, Cunning, or Marksmanship**). Success means damage is dealt to the enemy's DS, while failure results in lost Morale.
  - If the DS reaches 0, the ship is fully subdued, and the goblins win!
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## 3. Plunder! (Loot & Repair Phase)

After a successful raid, the goblins collect their loot and upgrade their ship. Each goblin rolls a Loot Die (based on ship size):

- Small Ship: d6 Loot each
- Medium Ship: d8 Loot each

- Treasure Galleon: d10 Loot each

Loot can be spent on repairs, upgrades, or bribing local authorities.

Then, the cycle repeats!

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## **Finale: The Legend of the Rusty Cutlass**

After 3, 5, or 8 cycles, the game concludes with one final **Boss Encounter**—a dreaded Space Navy fleet, a rival pirate lord, or a monstrous space leviathan! The goblins must either fight, flee, or trick their way to ultimate victory.

Survive, and your exploits will become legend across the stars!

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## **Long Live the Pirate Goblins!**