

Aquila Rift Pirate Captain Briefing

Background

In the distant future, humanity has invented a faster-than-light (FTL) drive that requires a gate network to stabilise wormholes. The Cosmocracy that rules over human space is weak, and in Aquila Rift the colonies have been left largely to fend for themselves. The main export from the Aquila Rift sector is *unobtanium* from the robot mines of the Bane Star. Merchant ships bring vital life support supplies to the colonies, but make their real profits from shipping the *unobtanium* back home to Sol. The Crescent Stars, an independent stellar power – has won free of the Cosmocracy after a long war involving privateers. Now the privateers are unemployed, and have turned their hands to piracy. Aquila Rift is now a chaotic and violent sector, and the Space Patrol is attempting to restore law and order.

Objectives

You want to gain Plunder by hunting merchant ships. Above all else, you have no desire to do an honest day's work again if you can possibly help it

Some Committee missions will also generate opportunities to gain Plunder, or to upgrade your ship. The Black Market Committee definitely has options that will be attractive to you.

Your extended family includes people who are pirates and colony governors. You should work with them to try and find the MacGuffin Stone, or some of the ships lost by the Cosmocracy in the war with the Crescent Stars.

You also want to gain eternal fame by being elected as *Black Eagle of Aquila Rift* at the end of the game. This will require you to gain infamy (represented by Bounty score) through Committee actions, and the support of other Pirate Captains.

Threats

The Space Patrol are out to get you, and the Smuggling Bases that supply and repair your ship. You want to avoid them if at all possible.

Other pirates are also a threat to you, “no honour among thieves” and all that, but you may be able to work together from time to time.

Assets

You start with a Pirate ship. Its advantage is that it has better endurance than the Patrol ships, so that you do not need to return to bases as often for fuel and to cool down your hull. You can get more specialised ships from Committees.

All Pirates can move along Blue wormhole routes. Patrol and Governor players cannot do this!