

Star Army Privateer Program

In [YE 30](#), Senator [Maysaki Yuumei](#) submitted a proposal to require the [Nataria Fleet Depot](#) at [Nataria](#) to give their surplus ships to civilians for privateering. Although this proposal was voted down, [Hanako](#) consulted the Fleet Depot to create a version of this program that would fit within Star Army Guidelines.

With the [Second Mishhuvurthyr War](#) long over, the privateer program was finally closed in [YE 37](#) due to lack of participation.

Rules and Restrictions

1. Starship captains must be independent to be considered privateers. This means they must not work for an external organization (such as a corporation or planetary government).
2. A privateer captain is allowed to control only one vessel at a time (but can own more than one).
3. Privateer captains must obey orders of [Star Army of Yamatai](#) officers ranked [Taisa](#) and above.

Benefits

1. Privateers are authorized by the [Yamatai Star Empire](#) to engage and capture or destroy any ship, station, or base of the [Enemies of Yamatai](#).
2. Privateers have special permission to possess and use cloaking devices.
3. Privateers get to keep their ships after the war.

Ships Available for Free

Contact [Wes](#) for details.

- [Ayame-class Cruiser \(Privateer Variant\)](#)
- [Yui-class Scout \(Privateer Variant\)](#)

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