



STARGRAVE

# DEAD OR ALIVE

BOUNTY HUNTING  
SOLO SCENARIO GENERATOR

JOSEPH A. McCULLOUGH



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# INTRODUCTION

Welcome to *Stargrave: Dead or Alive*, a free supplement that gives you the tools to create and run specific solo adventures for *Stargrave: Science Fiction Wargames in the Ravaged Galaxy!* With this booklet, your independent crew can travel the galaxy, hunting for outlaws and criminals with prices on their heads. Your crew might want to see justice done, have a personal score to settle, or maybe they are just in it for the money. Whatever the reason, they will face some tough fights against a rogues' gallery of unique desperadoes.

More than any supplement I have ever written, perhaps, this one needs a bit of an introduction as its history is somewhat convoluted. When I began work on *Stargrave* back in 2019, I focused on creating an opened-ended, narrative-driven science-fiction wargame that was balanced for friendly competitive play. I knew at some point I would work on rules to play the game solo or co-operatively, but my priority was to make it a fun game that could be played against friends. In fact, I had already started tinkering with solo play for the game's first supplement, *Quarantine 37*, and had made plans for a full solo/co-operative campaign for the third supplement, *Hope Eternal*.

Then, irony of ironies, the whole country (along with many others) went into quarantine – or lockdown, at least. Suddenly, unless you were lucky enough to live with another gamer, solo wargaming became one of the few options available. As lockdown stretched on, it became increasingly likely that it would still be in place at *Stargrave's* launch so I started to think about what I could do to make *Stargrave* fun to play, even for those who are stuck on their own. After a lengthy discussion with Phil Smith, Head of Osprey Games, the idea for *Dead or Alive* was born.

*Dead or Alive* includes some brief and easy rules for converting the game to solo play as well as a system for creating solo scenarios to use those rules. Essentially, whenever you want to get in a game, but have no opponent, you can roll up a random scenario. Each scenario contains a 'Mark' – a unique villain to hunt – and their gang. They will also have specific settings, which may present some special rules, including whether you should roll on the Random Encounter or Unwanted Attention tables. They may also include some special complications to make the scenarios more challenging and more memorable. With different combinations of Marks, settings, and complications, you should be able to play a bunch of different scenarios with each one feeling unique. Once you have a few games under your belt, it should also be pretty easy to create your own Marks and settings for further adventures.

It is worth noting that these rules were created to play these specific scenarios, and not to fully change the game to a solo mode. Again, that is something planned for further down the road. At some point, I may take the material here and expand it into a full-length supplement, but that is for a future time when, if we are playing solo, we are doing so by choice instead of by necessity!

Many thanks for giving *Stargrave* a try, and make sure to join us online at the *Stargrave* Facebook page and tell us about your solo adventures. Also, if you want to follow me and my continued writing and hobby activities, you can find me at my blog: **[therenaissancetroll.blogspot.com](http://therenaissancetroll.blogspot.com)**.

Joseph A. McCullough  
Kent, England, 2021



# GOING SOLO

Presented below is a quick set of guidelines for modifying the basic *Stargrave* rules to use with the solo scenarios created with this booklet. They are not designed to be exhaustive, and there will be a few instances where players will have to make decisions for the 'bad guys' based on what is either most logical or most fun. That is the great thing about solo play, though – since you have no opponent, you can always err on the side of 'fun' instead of on the side of what is 'fair'. Solo play thrives on building your own narratives, and if you must bend a rule here or there to do it, go for it!

## BUILDING A CREW

When starting off on a solo campaign, you should build a crew following the normal rules presented in the main rulebook. Just be aware that because you won't have a thinking opponent in the scenarios you construct with this booklet, certain powers may be less useful. 'Cancel Power', for example, is much less likely to get used in these scenarios since you won't be facing an enemy captain and first mate in the same way.

Narratively, it is much more interesting to focus on what your crew can do – their strengths or specialities – than it is to worry about what your opponent might do, and this tends to work out better in game terms as well.

## THE TURN

The biggest difference when playing solo, compared to playing competitively, is a change in the turn sequence. Solo games use the new turn sequence below:

1. Captain Phase
2. Gang Phase
3. First Mate Phase
4. Soldier Phase
5. Creature Phase

The only major difference between this and the standard rules is the inclusion of Gang Phase, in which the Mark and all gang members will activate. By having the Gang Phase come just after the Captain Phase, it makes the gang more dangerous and forces the player to think carefully about how they move their figures, especially when moving soldiers away from the captain. Uncontrolled creatures who are not part of the gang still activate in the Creature Phase.



## GANG PHASE

In the Gang Phase, the player should activate each gang member, one by one. For the most part, the order of activation is not important, with one exception. The Mark should always be activated **last** in the phase. At first, this might seem counterintuitive, but as you play the scenarios, you will come to see that going later in the phase tends to keep the Mark safer.

## CREATURE ACTIONS (DEAD OR ALIVE VARIANT)

The biggest challenge in solo gaming is striking a balance between simplicity and detail in the rules that control the enemies!

Marks in *Dead or Alive* have individual action priority lists, making them a bit smarter and a bit more dangerous than run-of-the-mill gang members or creatures. The primary motivation of each Mark (in most cases) is to escape the bounty hunters that have come for them. So, after a specific number of turns, they will attempt to flee the table. With only a limited time to capture or kill the Mark, tension should be kept high!

For all other creatures, be they gang members, random encounters, or pirates, a new Creature Action Priority List is presented below. This is slightly more complicated than the one found in the main rulebook, but should not, once a few scenarios have been played, need consulting too regularly.

Finally, there are times when the player should ignore the rules for creature actions entirely – for the Mark, the gang, and/or other creatures – and just choose their actions based on what makes sense in a given situation or what makes for a more fun and interesting game.



# CREATURE ACTION PRIORITY LIST

When activating a creature other than the Mark, run through the steps below for each of its actions, as situations may change between them (e.g. a gang member may be moving towards one target with a movement action when a second, closer target becomes visible and thus becomes the target of its second action).

1. IS THE CREATURE IN COMBAT?	
Yes	No
If it will use its action to fight. If it wins the combat, it will choose to stay in combat. If a creature is in combat with more than one opponent, it will attack the one with the lowest current Health.	Proceed to Step 2.
2. IS THE MARK IN LINE OF SIGHT AND IN COMBAT?	
Yes	No
If the creature is a gang member, it will move towards the Mark, moving into combat with the Mark's opponent if possible. If the creature is not a gang member, proceed to Step 3.	Proceed to Step 3.
3. IS THERE A CREWMEMBER IN LINE OF SIGHT?	
Yes	No
If the creature is armed with a missile weapon, and there is a crewmember within range, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible crewmember, climbing obstacles as necessary.	Proceed to Step 4.
4. IS THIS THE CREATURE'S FIRST ACTION, DOES IT HAVE A MISSILE WEAPON, AND CAN IT BRING A CREWMEMBER INTO LINE OF SIGHT WITH ONE MOVE?	
Yes	No
Make the shortest move possible to bring a crewmember into line of sight. The creature's second action should be to take a shot at the closest eligible target (per Step 3).	Proceed to Step 5.
5. TARGET POINT OR RANDOM MOVEMENT	
If the scenario (or setting) has a Target Point, the creature will make one move towards the Target Point. If there is no Target Point, the creature will move in a random direction. Determine a random direction and move the creature its full Move distance in that direction. If the creature moves into a wall or other obstacle (including the edge of the table – creatures will never leave the table due to random movement), halt its movement at that point. Note that a creature will not make two random moves or two moves towards the Target Point in the same activation. If a second such move is the only viable option for a creature's second action, it does not move, instead remaining in position and ending its activation.	



# ENDING THE GAME

The scenarios generated by the system presented here only end when the player has no more figures on the table. What this means in practice is that a player must always extract their team from the table. So, even if the Mark has escaped, and there are no loot counters left, the crew must still make it off a table edge, potentially under fire or being chased by creatures. There are no quick, easy escapes in solo play!

# POST-GAME

The post-game sequence follows the same rules as presented in the main rulebook, except that if the player manages to reduce the Mark to 0 Health, they receive the bounty listed in the Mark's description. The player should also use the following Experience Points chart instead of the one in the main rulebook.

**DEAD OR ALIVE EXPERIENCE TABLE**

EXPERIENCE	ACHIEVEMENT
+30	For each game played with the crew.
+30	If the crew had at least one figure reduced to 0 Health during the game.
+20	For each loot token unlocked by a member of the crew.
+10	For each power successfully activated* by the captain or first mate (to a maximum of +100).
+5	For each gang member reduced to 0 Health
+5	For each uncontrolled creature reduced to 0 Health (to a maximum of +20).**
+40	If the Mark is reduced to 0 Health.

\* Does not apply if that power results in the unlocking of a loot token (although experience points for unlocking the loot token do apply).

\*\* Does not apply to creatures that have a specific experience reward given in the scenario.

# THE REST OF THE RULES

Everything else that a player will need can be found within the specifics of the scenario generated.



# CREATING SCENARIOS

To create a *Dead or Alive* scenario, the player must roll to randomly determine the **setting**, the **gang**, the **complications**, and the **Mark**. Each of these rolls will help the player set up the table and understand the challenge presented for their crew. Each element is fully explained in its own section below.

## THE SETTING

First, roll for the setting. This is the physical location in which the scenario takes place and describes how the table should be set up. Every scenario takes place on a 2.5 x 2.5' table and contains three 'notable features', numbered 1-3 (NF1, NF2, NF3). The notable features are the most important terrain in the game and help control how the enemy figures are set up, how they move, and can factor into a scenario's complications.

While the settings are specific, players should feel free to modify them to match their own terrain collections. For example, if you roll 'jungle', but your terrain collection only includes temperate trees, feel free to change the setting to a forest. As long as the terrain is set up largely as described, the specifics of most of that terrain isn't hugely important. In most cases, a bunker, a ruined farmhouse, and a mound of large rocks, will serve much the same purpose.

To determine the setting, roll one die on the Setting Table and check the corresponding entry below.

DEAD OR ALIVE SETTING TABLE	
DIE ROLL	RESULT
1-4	Jungle
5-8	Starport
9-12	Swamp Town
13-16	Abandoned Mine
17-20	Crystal Forest



# JUNGLE

You have tracked your quarry deep into a steaming jungle. Select one table edge to be the crew entry edge. In the centre of the table, place a small temple (NF1), approximately 6 x 6". In one corner opposite the entry edge, place a pillar, totem, or standing stone (NF2). It should be about 3" in from the corner. Place a similar pillar (NF3) in the other corner opposite the entry edge. The rest of the table should contain numerous trees and areas of thick undergrowth. Place a physical-loot token next to NF2 and NF3.

The jungle is teeming with life. At the end of each turn, roll on the Random Encounter table (Rulebook, p.140). Place these creatures at random points along the edge of the table.

The Target Point for this scenario is the nearest crewmember.

## Options

To make the scenario even more challenging, consider adding in some deadly plants, represented by random, low-level, but poisonous attacks on crewmembers. Alternatively, perhaps the temple contains some ancient guardians that come alive – at the end of each turn, roll a die and add the turn number; the guardians awaken on a result of 18+.

# STARPORT

Your quarry is trying to steal a ship to get off-planet. You have finally run them down in a small starport. Select one table edge to be the crew entry edge. Place five large pieces of terrain – small spaceships or buildings are ideal – so that they form a rough 'X' on the table. The piece in the centre of the table is NF1, while the two that are furthest from the crew entry edge are NF2 and NF3. The rest of the table should have a bit of scattered terrain – small vehicles, cargo, random machinery, etc. Add a repairbot (Rulebook, p.149) next to NF1 if desired. Place loot tokens adjacent to NF1 and NF2. Roll randomly for each one to see if it is physical- or data-loot.

There isn't much in the way of local law enforcement on the planet, and the pirate fleets are far away at present. However, roll for Unwanted Attention (Rulebook, p.141) during the scenario. If the result calls for new figures, place them adjacent to one of the five main pieces of terrain on the table, determined randomly. For rules purposes, these figures count as gang members.

The Target Point for this setting is the nearest crewmember.

## Options

For more complexity, introduce the possibility of one of the spaceships taking off, following the same rules as seen in 'The Starport Raid!' scenario found in the main rulebook (p.130). Or the crew might risk triggering the automatic defences of one of the ships, using rules similar to those in the 'Salvage Crew' scenario in the main rulebook (p.121).



## SWAMP TOWN

Your quarry has apparently gone to ground in a bandit camp, deep in a swamp. Although it has taken a lot of effort, your crew has finally made it through the dangerous terrain and found the hideout – a shantytown of shacks and platforms built on small islands in the mire. Select one table edge to be the crew entry edge. Place one building (NF1) in the centre of the opposite edge. Place two additional buildings (NF2 and NF3) 3” in from the side table edges, about 16” away from the crew entry edge. Place loot tokens in or adjacent to NF2 and NF3. Roll randomly for each one to see if it is physical- or data-loot. Most of the rest of the table should be small islands surrounded by swampy water, connected by a network of bridges. Add in lots of trees and rocks to make the whole table feel crowded.

The water is not deep but counts as rough ground.

The camp is filled with bandits. Roll for Unwanted Attention (Rulebook, p.141) as per the normal rules every turn, adding +3 to the result. There are, however, no bounty hunters or shock troopers among the bandits, so if the result calls for either of these, replace them with ruffians. For rules purposes, these figures count as gang members.

The Target Point for this scenario is the nearest crewmember.

### Options

To make the scenario more challenging, treat all the water as deep water, which will make it much more dangerous to fall or get knocked off a bridge. Also, there could be ‘things’ in the water – for example, the first time in the scenario that you roll a 25+ on the Unwanted Attention table, instead of adding more bandits, add a sewer-dragon (Rulebook, p.151) at a random point on the table.

## ABANDONED MINE

Although your quarry escaped you in town, you tracked them to an abandoned mine complex, far out in the wastes. You’re pretty sure the nearby pirates know of your presence, so you are going to have to move fast!

Choose one corner of the table to be the crew entry point. The player may deploy all members of their crew within 6” of this corner. 18” from the crew entry point to the opposite corner, place an old mining tower (NF1) of some sort. Place two shacks (NF2 and NF3) on the table edges not adjacent to the crew entry point. Each shack should be about 6” along the table edge from the table corner opposite the crew entry point. Place loot tokens in or adjacent to NF2 and NF3. Roll randomly for each one to see if it is physical- or data-loot. The rest of the table should contain old, rusted machinery, broken vehicles, collapsed buildings, and other mining implements.

The pirates are on the look-out for the crew, so roll on the Unwanted Attention table each turn as per the normal rules (Rulebook, p.141), adding +2 to the result. For rules purposes, these figures count as gang members.

The Target Point for this scenario is the nearest crewmember.



## Options

Include the chance of a sandstorm, say when a natural 1 or 2 is rolled on the Unwanted Attention table, which reduces visibility to 6". Perhaps the sand and dust is causing weapons to malfunction – jams occur on rolls of 1–3, instead of just 1.

## CRYSTAL FOREST

For unknown reasons, your quarry has come to a twilight world, dominated by strange crystal forests. While there is little chance of the pirates bothering you here, who knows what lurks in the shadows...?

Choose one corner of the table to be the player entry point. The player may deploy all members of their crew within 6" of this corner. Place a giant crystal structure (NF1) 2" in from the opposite corner. Place two other large crystal structures (NF2 and NF3) each 8" away from the first, and from each other, to form a rough equilateral triangle on the table. Place a data-loot token adjacent to NF2 and NF3. The rest of the table should be crowded with smaller crystalline structures, rocks, or both.

Due to the poor light, all Shooting attacks are at -1 for the duration of the game.

At the end of each turn, roll one die. On an 11+, immediately roll on the Random Encounter table (Rulebook, p.140). Place these creatures at random points along the edge of the table.

The Target Point for this scenario is the nearest crewmember.

## Options

The crystals themselves could be dangerous. For example, at the end of each turn, one of the smaller crystalline structures (i.e. not the notable features) fires a bolt of violet energy at the nearest figure, making a +2 Shooting attack. Alternatively, at the end of each turn, one of these smaller crystalline structures could explode after being struck by gunfire, causing a +4 Shooting attack against every figure within 4".



# THE GANG

After you have arranged all the terrain and loot tokens on the table, but before you place your own crew, you need to roll for the enemy gang. These are the soldiers, minions, bodyguards, and others who work for the Mark, and who will fight to protect them.

To determine the gang members, roll once on the Gang Table below. This generates a list of enemy soldiers, broken down by the notable features on the table. Each of the listed soldiers should be placed in, adjacent to, or within 2" of their associated notable feature. Although the exact placement of these soldiers is left up to the player, they should be placed out of line of sight of the player's starting edge and in cover if possible. Otherwise, they should be placed in or behind terrain that provides cover from the player's starting edge. Use a bit of common sense here to give the 'bad guys' plausible positions and to make for a more fun, interesting, and challenging game.

**DEAD OR ALIVE GANG TABLE**

DIE ROLL	RESULT		
	NF1	NF2	NF3
1-4	Gunner Trooper Recruit	Sniper 2 Sentries	Burner Pathfinder Recruit
5-8	Burner 2 Troopers Guard Dog	Grenadier Guard Dog	Armoured Trooper Sentry
9-12	Armoured Trooper Trooper	2 Commandos Recruit	Grenadier 2 Recruits
13-16	Burner Trooper Recruit	Armoured Trooper Recruit	Pathfinder 2 Recruits
17-20	3 Sentries Recruit	Grenadier Recruit	2 Snipers Trooper



# THE COMPLICATIONS

Experienced hunters have learned the hard way that jobs are rarely straightforward. There is always some issue, some complicating factor, that presents unexpected difficulties. To bring a little more of that challenge to the game, players may roll on the Complications Table below. Complications are not necessary, of course, and it might be wise to skip this section for the first game or two while learning the rules.

**DEAD OR ALIVE COMPLICATIONS TABLE**

DIE ROLL	RESULT
1-4	Physical Proof Required
5-8	Hostage
9-12	Difficult Identification
13-16	Proximity Mines
17-20	Robot Network

## PHYSICAL PROOF REQUIRED

For whatever reason, the crew must have physical proof to collect the bounty on the Mark. This proof could take a variety of forms – a biometric tissue sample taken from the corpse, a distinguishing item or weapon, or even the Mark's head(s)!

If the Mark is reduced to 0 Health during the game, do not remove the figure from the table – lay it on its side instead. To get the evidence necessary to claim the bounty, a crewmember must spend an action while adjacent to the figure. This action can replace the mandatory movement action but cannot be performed if the figure is in combat. Multiple figures can acquire this evidence. A figure that has acquired the proof must exit the table to secure it. Only then can the bounty be claimed.

## HOSTAGE

The Mark's gang has taken a hostage and the crew cannot claim the full bounty unless this hostage is also rescued.

Place a hostage figure in or behind a random notable feature in the scenario. The hostage is bound at the start of the scenario and cannot move until unlocked following the rules for physical-loot tokens. Once unlocked, treat the hostage as a member of your crew, using the stats below. No figure may shoot at the hostage, but they can still be caught in the blast radius of grenades or flamer templates.



If the hostage makes it off the table, the crew may claim an extra 150cr. If the hostage is killed or not rescued, however, any bounty for the scenario is halved.

HOSTAGE						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
6	+0	+0	9	+2	10	Unarmed

## DIFFICULT IDENTIFICATION

Perhaps the gang always operates in masks and helmets, or maybe the loyal gang members have undergone surgery to resemble their leader. Whatever the reason, picking out the Mark from the rest of the gang is a challenge...

Whenever the Mark is reduced to 0 Health during the game, roll a die. On a 1–8, the crew has taken down the wrong target. Switch the Mark with the closest gang member that is still standing. The Mark returns to 6 Health while the gang member is reduced to 0 Health. If there are no other gang members still on the table, no roll is necessary – the crew has found the target.

## PROXIMITY MINES

The gang has planted small mines all over the area. These munitions scan the surroundings, detonating if an unrecognized being is identified.

At the start of each turn, randomly select one crewmember to trigger a mine. This figure automatically suffers a +1 Shooting attack. This continues for the first six turns of the game, after which all the mines have detonated.

## ROBOT NETWORK

The whole gang is made up of robots that have been extensively networked and programmed for small-unit tactics.

Add the 'Robot' attribute to every gang member and the Mark. Every gang member receives +1 Fight when at least one other gang member (or the Mark) is within 2".

The Mark's bounty is increased by 50cr.



# THE MARK

The focus of these scenarios is the 'Mark' – the unique character that the crew is trying to take down. After everything else is set up, roll on the Mark Table to identify the target! The Mark is then placed in or behind a randomly determined notable feature on the table.

To increase the narrative drive of your games, it can be fun to integrate a Mark's backstory into that of your own crew. Perhaps they once stole your spaceship, killed a friend, or are even your former first mate or captain...

While it is probably most interesting to treat each Mark as a unique, one-off encounter, rerolling any repeated results, it might be fun to go after the same Mark again – different settings, gangs, and complications will make for different scenarios, even if the Mark is the same. Narratively, this is easily justified if the Mark previously escaped, but, if they did not, there are always jailbreaks, clones, vengeful family members, and so on to explain the situation!

Once you have killed or captured all the Marks here, create some of your own! The Ravaged Galaxy is filled with criminals and villains – and people willing to pay to bring them down. Use the rules and stats presented here as a starting point and go for it!

**DEAD OR ALIVE MARK TABLE**

DIE ROLL	RESULT
1–4	Crystophon Marrs
5–8	Tamix Phage
9–12	Dogorin the Soulshark
13–16	Pondo-Pondo
17–20	Collen Preks



# CRYSTOPHON MARRS

Crystophon Marrs is a younger member of the notorious Marrs clan, famous for high-profile kidnappings and blackmail. For unknown reasons, the family expelled Crystophon, and she became a free agent. In the years since, she has carried on the family tradition, snatching the loved ones of influential families and holding them for ransom.

## Displacement Field

One reason that Crystophon has been so difficult to stop – and even more difficult to kill – is that she has obtained a rare displacement field. This piece of technology can detect incoming fire and phase her out of reality until the danger has passed. Whenever a figure makes a Shooting attack against Crystophon, the shot will miss automatically (regardless of any other factors) if the result shown on the die (i.e. before any modifiers are applied) is an odd number. The displacement field confers no benefits in hand-to-hand combat.

CRYSTOPHON MARRS						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
6	+4	+4	11	+6	14	Indestructible Carbine, Pistol, Hand Weapon, Heavy Armour, Bounty (300cr), Displacement Field

CRYSTOPHON MARRS ACTION PRIORITY LIST	
<b>1. IS CRYSTOPHON IN COMBAT?</b>	
<b>Yes</b>	<b>No</b>
She will use her action to fight. If she wins the combat, she will push back her opponent.	Proceed to Step 2.
<b>2. IS THIS CRYSTOPHON'S FIRST ACTION?</b>	
<b>Yes</b>	<b>No</b>
She will move towards the next notable feature in sequence, starting from the one at which she deployed (i.e. if she deployed at NF1, the sequence would run NF2, NF3, NF1; deployed at NF2, it runs NF3, NF1, NF2; deployed at NF3, it runs NF1, NF2, NF3), ending her movement once she moves into contact with it. Once she has completed the sequence and moved back into contact with the notable feature at which she deployed, she will use this action to move towards the nearest table edge, exiting if possible.	Proceed to Step 3.
<b>3. IS THERE A CREWMEMBER IN LINE OF SIGHT?</b>	
<b>Yes</b>	<b>No</b>
Crystophon will make a Shooting attack at the closest eligible target, prioritising her carbine over her pistol.	Crystophon remains where she is and her activation ends.



# TAMIX PHAGE

Mercenary and murderer, Tamix Phage has cut a bloody swathe through her sector of the galaxy, leaving a trail of bodies a parsec long. Her career has seen her make many enemies, more than a few of whom would pay a great deal to see her dead. Much of Phage's success comes from the suit of semi-sentient alien battle armour she wears. This suit has built-in weapon systems than can independently target and attack multiple enemies, making her a dangerous woman to approach... even when you think she can't see you coming.

## Snap-shot

Whenever a figure activates within line of sight of Phage or moves into her line of sight during their activation, Phage immediately interrupts that activation and makes a +1 Shooting attack against the figure. Once this attack has been resolved and any effects (stunned, wounded, etc.) applied, the figure may continue its activation if it is able. There is no limit to the number of these 'snap shots' Phage may make per turn, but each figure may only be attacked in this way once per turn.

TAMIX PHAGE						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
6	+4	+3	14	+3	14	Indestructible Carbine, Combat Armour, Bounty (350cr), Snap-shot

TAMIX PHAGE ACTION PRIORITY LIST	
<b>1. IS PHAGE IN COMBAT?</b>	
<b>Yes</b>	<b>No</b>
She will use her action to fight. If she wins the combat, she will push back her opponent.	Proceed to Step 2.
<b>2. IS PHAGE'S CURRENT HEALTH 7 OR LESS?</b>	
<b>Yes</b>	<b>No</b>
Phage will move towards the closest table edge, exiting if possible.	If this is Phage's first action, she will move towards the closest loot token that is more than 3" away from her (i.e. don't count loot tokens within 3" for the purposes of determining which is closest). If there are no loot tokens left on the table, she will make a random move instead. Otherwise, proceed to Step 3.
<b>3. IS THERE A CREWMEMBER IN LINE OF SIGHT?</b>	
<b>Yes</b>	<b>No</b>
Phage will make a Shooting attack at the closest eligible target, prioritising her carbine over her combat armour's built-in pistol.	Phage remains where she is and her activation ends.



# DOGORIN THE SOULSHARK

Hidden beneath dark robes, the mystic known as Dogorin is rarely seen but greatly feared. Most of his crimes involve the theft of ancient artefacts, usually by direct and violent means. Indeed, such is the delight that Dogorin seems to take in using his powers to inflict pain that he has earned the nickname of 'the Soulshark'.

DOGORIN THE SOULSHARK						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
6	+4	+2	11	+8	16	Hand Weapon, Pistol, Bounty (250cr), Dark Energy, Psionic Fire, Regenerate

DOGORIN THE SOULSHARK ACTION PRIORITY LIST	
<b>1. IS DOGORIN IN COMBAT?</b>	
<b>Yes</b>	<b>No</b>
He will use his action to fight. If he wins the combat, he will push back his opponent.	Proceed to Step 2.
<b>2. IS DOGORIN'S CURRENT HEALTH 8 OR LESS?</b>	
<b>Yes</b>	<b>No</b>
Dogorin will move towards the closest table edge, exiting if possible.	If this is Dogorin's first action, he will move towards the Target Point. Otherwise, proceed to Step 3.
<b>3. IS THERE A CREWMEMBER IN LINE OF SIGHT AND WITHIN 12"?</b>	
<b>Yes</b>	<b>No</b>
If the nearest eligible target is within 8", Dogorin uses his Psionic Fire, attacking as many targets as possible. If the nearest eligible target is more than 8" away (but still within 12"), Dogorin will use his Dark Energy against that target. Note that Dogorin neither rolls nor suffers Strain when using his powers.	Dogorin will use his Regenerate power to regain as much lost Health as possible. Note that Dogorin neither rolls nor suffers Strain when using his powers.



# PONDO-PONDO

A rare, possibly even unique, alien lifeform, the being known as Pondo-Pondo is a powerful psionicist and either completely amoral or possessed of an unfathomable alien morality. He is generally encountered in the company of those in thrall to his will.

## Hypnotic Suggestion

Pondo-Pondo uses his psionic abilities as a shield, projecting a powerful suggestion that he is an ally and should not be harmed. Any figure that wishes to either move into combat with or make a Shooting attack against Pondo-Pondo must first pass a Will Roll (TN14). If the roll is failed, the figure loses the action.

## Hypnotic Force

Pondo-Pondo can also use his powers to attack the minds of opponents. This mental attack has unlimited range but requires line of sight to the target. This is a +4 attack, with the target using its Will Stat instead of if its Fight Stat for its Combat Roll. All figures are treated as Armour 10 when determining damage from this attack.

PONDO-PONDO						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
5	+4	+1	11	+10	16	Bounty (300cr), Hypnotic Suggestion, Hypnotic Force, Levitate, Natural Weapons (never counts as unarmed)

PONDO-PONDO ACTION PRIORITY LIST	
<b>1. IS PONDO-PONDO IN COMBAT?</b>	
<b>Yes</b>	<b>No</b>
Pondo-Pondo will use his action to fight. If he wins the combat, he will push back his opponent.	Proceed to Step 2.
<b>2. IS IT TURN 7 OR LATER?</b>	
<b>Yes</b>	<b>No</b>
Pondo-Pondo will move towards the closest table edge, exiting if possible.	If this is Pondo-Pondo's first action, he will make one random move, stopping immediately if he reaches cover. Otherwise, proceed to Step 3.
<b>3. IS THERE A CREWMEMBER IN LINE OF SIGHT?</b>	
<b>Yes</b>	<b>No</b>
Pondo-Pondo will use his Hypnotic Force attack against the closest eligible target.	Pondo-Pondo makes a random move.



# COLLEN PREKS

Collen Preks is a cyborg, bandit, raider, and slaver. His raids are infamous, and the disappearances of many small, isolated settlements have been laid at his door. So detested is he that even some of the pirate fleets have placed a bounty on his head. With his reinforced bone structure, advanced pain-inhibitors, and the rapid-fire weapon grafted in place of his lost left arm, however, he is a force to be reckoned with.

COLLEN PREKS						
MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
6	+5	+5	12	+3	14	Indestructible Rapid-Fire, Knife, Heavy Armour, Bounty (300cr), Immune to Critical Hits, Never Stunned, Never Wounded

COLLEN PREKS ACTION PRIORITY LIST	
<b>1. IS PREKS IN COMBAT?</b>	
<b>Yes</b>	<b>No</b>
He will use his action to fight. If he wins the combat, he will push back his opponent.	Proceed to Step 2.
<b>2. IS IT TURN 7 OR LATER?</b>	
<b>Yes</b>	<b>No</b>
Preks will move towards the closest table edge, exiting if possible.	Proceed to Step 3.
<b>3. IS THERE A CREWMEMBER IN LINE OF SIGHT?</b>	
<b>Yes</b>	<b>No</b>
If this is Preks' first action, he will make a Shooting attack at the closest eligible target, prioritising attacking as many targets as possible. If this is his second action, he will make a move towards the closest cover, stopping immediately if he reaches it.	If this is Preks' first action, he will make one move to gain line of sight to a crewmember within 24" (prioritising the closest such target). If this is his second action, or if no line of sight can be gained, he will make a random move, stopping immediately if he reaches cover.



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29 Earlsfort Terrace, Dublin 2, Ireland  
1385 Broadway, 5th Floor, New York, NY 10018, USA  
E-mail: [info@ospreygames.co.uk](mailto:info@ospreygames.co.uk)  
[www.ospreygames.co.uk](http://www.ospreygames.co.uk)

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#### **AUTHOR**

**Joseph A. McCullough** is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies: A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. In addition, his fantasy short stories have appeared in various books and magazines such as *Black Gate*, *Lords of Swords*, and *Adventure Mystery Tales*. He is also the creator of *Frostgrave* and *Frostgrave: Ghost Archipelago*, and co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing Game*. His continued ramblings can be read at: [therenaissancetroll.blogspot.co.uk](http://therenaissancetroll.blogspot.co.uk)

#### **ARTWORK**

Paolo Puggioni (Cover)

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