

Smagg's Stargrave Scenarios

The goal of these scenarios is to provide an alternative list to the one presented in the Stargrave rulebook. Ones that are written around **Goals** rather than **Setting**. This way the players should only be concerned with having Loot Tokens and Creature models on hand rather than specific terrain pieces and it should make it easier to roll for a random scenario. It should also allow for more creativity in table building rather than being restricted by the requirements in the book. At the same time my goal is to not lose the narrative bent of the game.

1. Big Bounty

There's a big reward for the head of a local Space Pirate Captain. But he won't give it up easily. And neither will anyone else carrying it.

Pieces required:

- Pirate Captain: 1
- Pirate Shock Troops: 2 + 1 for every player; additional for the random creatures table
- Bounty Hunters: 1 + 1 for every player
- Pirate Troopers
- Ruffians
- Loot tokens: 4

Set-Up

The Pirate Captain is set in the center of the table, with Pirate Shock Troops surrounding him at 2" distance. Loot tokens are set up in an X pattern around the Captain, 8" away from him. Any doors on the table start locked (Will Roll TN14 to open, Picks provide +6 bonus).

On turn 3 the Bounty Hunters arrive from a table edge or corner unused by a player. If all edges/corners are used by players the Bounty Hunters do not appear, scared away by the competition.

Goals

- Killing the Pirate Captain: +15XP
- Retreating with Pirate Captain's body: +25XP, 300Cr
- Disarming a physical Loot Token: +10XP
- Killing a Bounty Hunter: +10XP
- All Loot tokens in the scenario are Physical Loot Tokens with standard rewards
- Standard Experience rewards also apply

Special rules

The Pirate Captain and his Shock Troops bodyguards **do not move as per standard Creature rules**. Instead they remain in place. If the Pirate Captain is killed and some bodyguards are still alive they resort to standard Creature rules. The Pirate Captain **always** fires his Rapid-fire at a single target with +2 Damage, going for single target overkill rather than spread fire. If attacked in Close Combat, the Pirate Captain uses a Close Combat weapon. When the Pirate Captain is killed, treat his body like an unlocked Physical Loot Token.

The Bounty Hunters **treat any Pirate Troopers or Ruffians as well as players' Soldiers as enemies**. They go straight for the Pirate Captain and attempt to kill him and/or retreat with his body as a player controlled Soldier would. **They ignore Loot tokens**.

All the Loot Tokens are booby trapped until unlocked. A failed unlocking roll on a Loot Token results in a fragmentation grenade explosion centered on the token. After the explosion the Loot is unlocked and may be picked up by any survivor.

The scenario uses Unwanted Attention random creatures table, with following changes:

- Add +4 to the roll result in addition to turn number roll (so at the end of turn 1 add 5, at the end of turn 2 add 6 and so on)
- Result of 20 should be replaced with 1 Pirate Trooper/1 Ruffian

The Pirate Captain uses the following statblock:

Move	Fight	Shoot	Armour	Will	Health	Notes
6	+5	+4	13	+3	16	Rapid-fire, Close combat weapon, Combat Armour

The game ends when Pirate Captain's body leaves the table, with any remaining loot tokens considered lost.

2. Cargo Cult

This religious artifact is too valuable to be wasted on religion.

Pieces required:

- Primitives
- Ruffians (optional): 4
- Standard loot tokens

Set-Up

Loot is distributed normally, with one Loot Token in the middle and the rest distributed as in a standard game.

4 Primitives or Ruffians are placed 2" away from the central token. One Primitive is placed 1" away from any other Loot Token, towards the center of the table.

The central token may be placed on an elevated podium or an altar.

Goals

- Retreating with the central Loot Token: +25XP
- The central Loot Token is **always Physical Loot (Alien Artefact) and is Unlocked from the start**
- Standard Experience rewards also apply

Special rules

Players may choose if they want the cultists to be all Primitives or mixed with Ruffians. In the latter case the ones near the Artefact are Ruffians. All Creatures in this scenario act normally until a Soldier gets within 6" of the Artefact. At this point **the Creatures will prioritize any Soldier closest to or carrying the Artefact as their target.**

Random encounter table for this scenario:

1-5	1 Primitive
6-10	2 Primitives

11-15	2 Primitives/1 Primitive
16-20	2 Primitives/2 Primitives

The game ends when the Artefact leaves the table, with any remaining loot tokens considered lost.

3. Crossfire

When you were getting ready to fight over the scattered valuables with competing crews, the locals decided it was a good place to settle their own issues as well.

Pieces required:

- Primitives
- Ruffians
- Ferrox
- Standard Loot Tokens

Set-Up

Loot is distributed as in a standard game.

After deploying the crews place 2 Ruffians +1 for every player at one corner of the table and same number of Primitives on the other, with one Ferrox on the Primitive side.

Goals

- Letting any Creature reach the opposite corner: +10XP
- Standard Experience rewards also apply

Special rules

The Ruffians target the Primitives and their tamed Ferrox and vice versa. **If a Creature would have to choose between targeting a Soldier or an enemy Creature, it prioritizes the Creature.** Instead of moving in random directions, Creatures attempt to cross the table to make to the opposite corner, using the shortest route possible. Any Creature that manages to reach the opposite corner stays there until killed. **Corner is considered reached if a Creature is within 4" of the table corner.**

Random encounter table for this scenario:

1-5	1 Ruffian/1 Primitive
6-10	2 Ruffians /2 Primitives
11-15	3 Ruffians / 3 Primitives
16-20	3 Ruffians /2 Primitives, Ferrox

The game ends when all Loot Tokens leave the table.

4. Gas Chamber

It may be hazardous to breathe, but where there's risk there's reward.

Pieces required:

- Standard loot tokens
- Sentrabots: same as number of players

Set-Up

Divide the table in three parts, along the player's starting edges. **The middle part of the table is the Gas Zone. Loot tokens may only be set up in the Gas Zone.** E.g. on a standard 3' x 3' table the zone will be 3' wide and 12" thick, 6" from the middle line.

Place Sentrabots on the opposite sides of the central loot token, 4" from each other, facing opposite directions (towards the sides of the table within Gas Zone). If there's more than 2, place other ones 4" from the closest one, facing the opposite direction.

Goals:

- Standard game goals

Special rules

At the end of each turn any Soldier within the Gas Zone is hit with a +2 Toxic attack, ignoring Armour (Armour treated as 9). If damaged, the Soldier is Poisoned. Any Robot Soldier or one equipped with a Filter Mask needs not to roll.

The Sentrabots move alongside the Gas Zone until they reach the Table Edge. When they do they turn around and attempt to reach the opposite side. They do not move in any other way, but they stop if they still have Soldiers in range.

This scenario does not use random Creatures.

The game ends when all Loot Tokens leave the table.