OSPREY GAMES

STARGRAVE

FAQ, ERRATA & DESIGNER NOTES

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GENERAL

- **Pre-measuring** – You may pre-measure.

ASSEMBLING A CREW

CAPTAINS

- Captain Levels (p.22 & p.75) – Captains start at level 15, but do not need 'levelling up'. These 15 levels and all improvements are already taken into account in the initial captain creation rules.

GEAR

- **Equipment** (p.29) – Decks, Filter Masks, Medic Kits, and Picks each take up one gear slot.
- **Unarmed** (p.30) – A figure is Unarmed if they have no melee weapon (knife or hand weapon – ranged weapons do not count). A figure will always use a melee weapon if they are equipped with one. The Unarmed status only applies when actively engaged in melee combat – an unarmed figure does not suffer the -2F when defending against shooting (even if they are in combat when being shot at).
- **Knives** (p.30) – The first knife carried by a captain or first mate does not take up any gear slots. Additional knives do. If a soldier is not equipped with a knife as part of their standard gear, then they do not have one and may not take one.
- **Grenades** (p.31) – If a captain or first mate takes grenades, they carry both types. This takes up a single gear slot.
- **Combat Armour** (p.33) – The items built into combat armour can be upgraded and replaced following the usual rules for gear (e.g. an Armoured Trooper's built-in pistol could be replaced by an advanced pistol, but that would use up their one item slot).

THE RULES

ACTIVATION

- **Group Activation** (p.40) – This is a special type of activation, wherein a captain or first mate and any soldiers activating with them coordinate their movement to gain an advantage (as noted in the final paragraph on p.40). It is NOT compulsory when activating more than one figure in a phase:
  - *Standard Activation:* Complete all actions with one activated figure before moving to the next.
  - *Group Activation:* Move all activating figures, then perform the second action for each one in turn.

MOVEMENT

- **Obstructions** (p.44)
  - Friendly figures may not be moved through.
  - Figures may climb horizontally, as well as up or down, using the same rules.

SHOOTING

- **Line of Sight** (p.55) – Figures count as intervening terrain unless the shooter is in base contact with them (as with cover).
- **Modifiers to Shooting** (p.56)
  - As clarified on p.59, a stunned figure receives a +2 bonus to Fight Rolls against shooting attacks as it is "devoting all its effort to maximizing its use of cover".
  - If the target is in contact with soft cover that covers less than half of its body, apply the Intervening Terrain modifier of +1.
- **Shooting Into Combat** (p.57) – As this targets the combat itself, not the individuals involved, it is possible to hit a model with Camouflage (p.106), the 'Chameleon' attribute (p.154) or that might not otherwise be normally targeted.
- **Shooting With a Flamethrower** (p.57) – Flamethrowers may be fired into or through smoke.
- **Throwing and Firing Grenades** (p.58) – Grenades may be thrown or fired into or through smoke.

DAMAGE

- **Stun** (p.59)
  - Figures are only stunned by shooting attacks – not in melee combat (the "I ain't got time to bleed…" rule!).
  - A stunned figure's one action does not have to be movement. It may perform any action normally permitted.
  - A figure that is both stunned AND wounded (p.60) still gets one action (wounded reduces it to one base action, while stunned limits it to a maximum of one action).

COLLECTING LOOT TOKENS

- **Data-loot Tokens** (p.64) – Unlocking a data-loot token counts as a figure's one non-movement action so it may not pick up the token in the same activation as it unlocked it (unless it has three actions for some reason).

CREATURE ACTIONS

- **Step 2** (p.65) – If a creature has a missile weapon and there is a crew member in line of sight but NOT within range, move to the second part of this step as if the creature was not armed with a missile weapon.

CAMPAIGNS

INJURY AND DEATH

- **Badly Wounded** (p.68) – Figures starting a game at half their normal Health as a result of being badly wounded may be healed (e.g. by the Heal power, p.111) during the game as normal. This still may not take them over their usual starting Health.

POWERS

- **Line of Sight Powers** (p.103) – A figure will always have line of sight to a figure with which it is in combat. So, for example, Concealed Firearm (p.107) or Dark Energy (p.109) could be used in combat even if in smoke.
- **Out of Game Powers** (p.104) – A figure may attempt to activate all their Out of Game powers between games. They may only attempt each power once, however.
- **Break Lock** (p.106) – This power just unlocks the loot – it does not allow the token to be picked up for free.
- **Bribe** (p.106) – Use of this power in response to a grenade cancels the whole attack, regardless of how many models would have been caught in its blast.
- **Drone** (p.109)
  ○ Drones may pick up loot tokens.
  ○ As Self Only powers (p.104) "only affect the figure that activated them" and do not require line of sight, they may not be activated through a drone.
- **Holographic Wall** (p.111) – This wall must be straight.
- **Lift** (p.111) – If a figure uses Lift on itself, its action ends as soon as the Lift is completed – this means that a Power Move may only be used before the Lift.
- **Remote Firing** (p.113) – This Shooting attack uses the robot as the origin point but otherwise ignores its Shoot stat and the type of weapon it carries.
- **Re-wire Robot** (p.115) – While this power can affect a drone, the enhancements it provides are not permanent when using an improved drone (p.86).

- **Target Lock** (p.115) – A figure must be armed with grenades or a grenade launcher to be the source of the Target Lock attack.
- **Toxic Claws** (p.116) & **Void Blade** (p.116) – These powers can stack, provided the Toxic Claws are activated first so that there is a hand weapon for Void Blade to affect.
- **Toxic Secretion** (p.116) – This power does not apply to attacks that use a template, including grenades, flamethrowers, and any power attacks that use a template.
- **Wall of Force** (p.116) – This wall must be straight.

BESTIARY

- **Mindgripper** (p.146) – Armour 18 is correct. In this case, it is more representative of the size and speed of the creature than it is its physical armour. It should not have the 'Animal' attribute as it is a sentient alien.
- **Sentrabot** (p.150) – These robots have very basic programming – they follow the standard Creature Actions process (p.64) and do not fire unless with the 'Surprise Shot' attribute (p.159).
- **Warp Hound** (p.162) – It should not have the 'Animal' attribute as it is a sentient alien.

ERRATA

- **Robot Antenna** (p.90) – "Robot Firing power" should read "Remote Firing power".
- **Drones** (p.144) should have the 'Robot' attribute (p.158).
- **Warbots** (p.152) should be armed with an indestructible carbine.

DESIGNER NOTES

- **Loot Placement** (p.38) – The loot placement rules for a standard game have been designed to promote maximum carnage, by placing all tokens near the centre of the table. For a slightly gentler version of the game, I would suggest allowing players to place one loot token on their own side of the table, at least 12" from their starting table edge. This should increase the likelihood of crews making it out with at least one loot token.
- **Toxic Secretion** (p.116) – Personally, I think having a toxic grenade or flamethrower-style attack is a pretty cool idea. This has not, however, been tested and would, I suspect, be too powerful.