

# Unholy Birth

Dabbling in magic is never an exact science. Every time a mage peers through the Rent in the Sky to draw eldritch energies from beyond, there's a chance that the spell will do something else entirely, even when performed perfectly. An unlucky mage has met their end, conjuring through a beast from beyond the stars. While familiar-looking to the ancient Rashaar, it is definitely not friendly. Stopping the beast is of utmost importance, but a being from another reality might not be as easy to kill as a mere mortal...

The Starspawn is a formidable enemy, and not least because of its ATTACK of 6! Killing the Starspawn will likely result in it coming back to life again, often in the worst possible location for your gang. You can even have a third player controlling the Starspawn for the utmost carnage.

## Gangs

- 2 players, 150 Ducats each.

## Setup

- 3'x3' board.
- Starspawn is deployed in the very centre of the board, shown in green.

## Primary Objective

- Each time a gang kills the Starspawn (even if it comes back to life) it scores 3 Victory Points.

## Agendas

- 3 scoring 1 Victory Point each.
- Cycle, Secondary.

## Special Rules

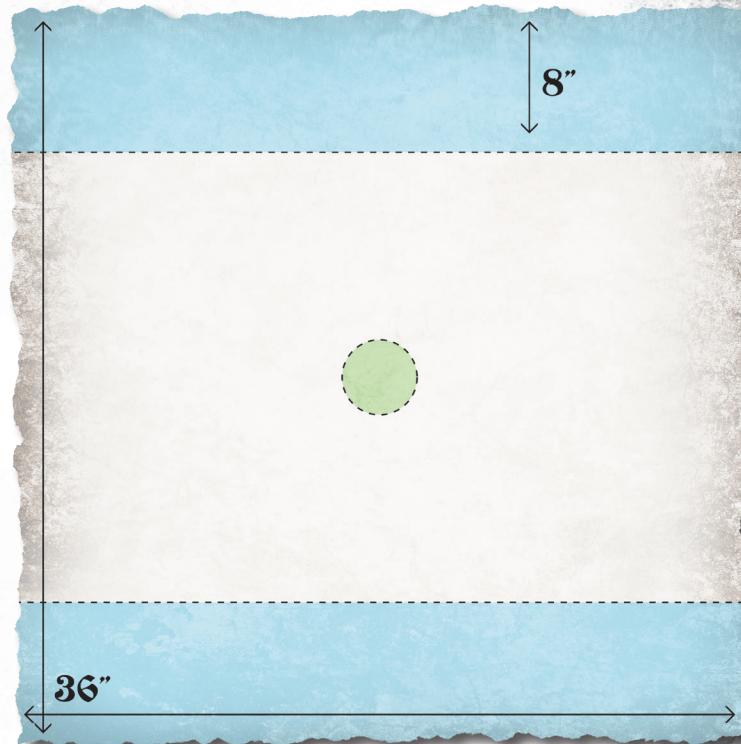
- At the end of each round, the player that activated the last character then activates the Starspawn. The Starspawn counts as a character in their own gang.

## Deployment Zones

- Up to 8" away from opposite board edges, shown in blue.

## Duration

- 7 rounds.



<b>Actions</b>	<b>2</b>	<b>Life</b>	<b>10</b>	<b>Will</b>	<b>2</b>
<b>Size</b>	<b>40</b>	<b>Ducats</b>	<b>0</b>		
<b>MOVE</b>	<b>4</b>	<b>DEXTERITY</b>	<b>4</b>	<b>ATTACK</b>	<b>6</b>
<b>PROTECTION</b>	<b>6</b>	<b>MIND</b>	<b>6</b>		
<b>Weapon</b>	<b>Range</b>	<b>Evasion</b>	<b>Damage</b>	<b>Penetration</b>	<b>Abilities</b>
Fanged Tentacles	2"	-	+1	-	Aquatic, Stun

**Character Abilities**

- Berserk
- Brawler (2)
- Fear (-2)
- Vampiric Attack (2)

**Cross Dimensional**  
Whenever this character is killed, place it to the side. At the end of the round, the player that has the Initiative rolls a dice. If the result is equal to or above the current round number, the player places the Starspawn back on the board as a new character. It can be placed anywhere out of base contact.

**Thirsty**  
Any time a character makes a successful Cast Spell action, after resolving the spell, roll a dice. On a 7+ the opposing player removes the Star Spawn from the game and places it in base contact with the character, causing an Attack of Opportunity.