GOLLOPS STAR

The board game. Mission Book, Volume 1: Base Set, print-friendly edition. Rules 0.22

You need the Rulebook to play. This book tells you how to set up each mission, what its rooms do and how it is won. When a mission disagrees with the Rulebook, follow the mission. Section numbers such as "Rulebook 6.3" point to the Rulebook.

The story so far

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Setting up any mission

1 Distress Signal

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3 Comms Relay

Difficulty

Campaign Mode

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THE STORY SO FAR

Rebelstar is a long-range patrol ship with a small crew and one squad of marines. Captain Marr commands her. Dr Vale runs the science deck and wants to understand everything the squad brings back. Kerrie flies the dropship Nightjar, and Marta in engineering keeps both of them working.

Laser Squad is five conscripts who trained together. Reyes leads from the front. Park, the squad's medic, is his older sister and has not stopped checking his collar seal since training. Chen would rather be first through the hatch than second. Okafor notices what the others miss, and Calder carries the gun nobody else can lift.

They have never seen an alien. That is about to change.

PRELUDE: ADRIFT

Three days out from Mars, Rebelstar picks up a transponder where no ship should be. It is the Kestrel, a supply shuttle from Olympus Station, drifting off its lane with its engines cold. The docking lights are on. Nobody answers.

Captain Marr will not take the ship closer until he knows why. Kerrie brings the Nightjar alongside, and Reyes, Chen and Park go across to bring back the flight recorder.

The airlock cycles. The air inside is breathable. Something has torn the cargo netting down.

This is your first game. It uses three soldiers, five tiles and eleven cards, and takes about half an hour. You do not need to read the Rulebook first: each step tells you which section to read. The Prelude is not part of Campaign Mode. Nothing is kept and nobody is promoted.

P.1 What you need

- **Tiles (5):** the Airlock; one Straight corridor with a vent; one T junction without a vent; the Stores with a vent, which is the Kestrel's cargo hold; one Operations without a vent, which is the flight deck.
- **Soldiers (3):** Reyes, Chen and Park, with their character cards, skill cards and starting items (Rulebook section 4).
- **Aliens:** 5 Thralls.
- **Cards (11):** 1 Thrall ×3, 2 Thralls, Medkit, Exposed Wiring, Frag Grenade, Laser Scope, Shock Baton, Smoke Grenade, Pistol.
- **Markers:** RECORDER, two SEALED, HP tokens, the mission clock.
- Five dice.

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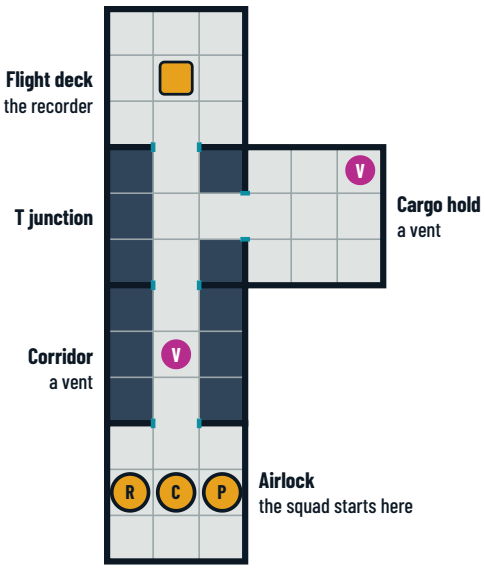
P.2 Set-up

1. Put the Airlock near you with its NORTH arrow pointing away. Put SEALED markers on its east and west exits: they are the docking clamps. Put Reyes, Chen and Park on their named spaces.
2. Stack the other four tiles face down, in this order from the top: corridor, T junction, flight deck, cargo hold.
3. **Do not shuffle the cards.** Stack them face down in this order from the top: 1 Thrall, Medkit, Exposed Wiring, 2 Thralls, Frag Grenade, Laser Scope, Shock Baton, 1 Thrall, Smoke Grenade, 1 Thrall, Pistol.
4. Place the top tile, the corridor, at the Airlock's north exit. It has a vent, so put the top card face down beside it without looking.
5. Put the CLOCK marker on 8.



This is the map you will build. Only the Airlock and the corridor are on the table at the start.

P.3 Round 1: moving and first contact

Read Rulebook 5 (A round) and 6.1 (Move).

Every soldier has 4 AP. Reyes is the squad leader, so he goes first.

1. **Reyes Moves** (2 AP) north into the first space of the corridor. He has entered a new tile, so turn over its card: **1 Thrall.** *Read 7.1 and 7.3.* Put a Thrall on the corridor space furthest from him.
2. Entering a tile also explores it. *Read 6.2.* Place the next tile, the T junction, at the corridor's far end, turned so that one exit connects. It has no vent, so draw its card and resolve it at once: a **Medkit**, which lies on that tile.
3. **Reyes shoots.** *Read 8.1 to 8.4.* He takes Combat Stance (1 AP), then fires his pistol (1 AP). His accuracy is ACC 1 + pistol 1 + stance 1 = 3, so he rolls three dice. Each 5 or 6 is a hit. For a hit he rolls a die for damage and takes off the Thrall's armour of 1. A Thrall has 5 HP.
4. **Chen charges.** *Read section 9.* She Moves (2 AP) up the corridor. Her last step puts her next to the Thrall, so she is engaged and her Move ends. She swings her Plasma Axe (2 AP): Strength 1 + axe 1 = 2 dice, and a hit does D6+3, plus 2 for her Deadly Strike. The axe's Penetration takes the Thrall's 1 armour down to 0.
5. **Park** Moves up behind them. If the Thrall is still alive she can fire her shotgun past her friends: figures never block a shot. *Read 8.3 before she does.* A miss that shows a 1 could hit Chen.
6. **Alien phase.** *Read section 11.* If the Thrall is alive it attacks the soldier it is engaged with.
7. **Clock.** Move the CLOCK marker from 8 to 7.

P.4 Round 2: items and the next rooms

1. A soldier Moves onto the T junction. Entering it explores it, clockwise from north. First place the flight deck to the north. It has no vent, so its card is turned over at once: **Exposed Wiring**, a hazard. *Read 7.2.* It lies on that tile. Then place the cargo hold to the east, with a face-down card at its vent.
2. The flight deck's other two exits lead nowhere. Put a SEALED marker on each: that is the hull.
3. A soldier on the T junction picks up the Medkit (1 AP). *Read 10.1 and 10.3.*
4. If anyone is hurt, Park can use her own medkit (2 AP). Her Field Medic skill makes it heal 5 HP. *Read 10.5.*

P.5 Round 3: the cargo hold

Read section 12 (Combat Stance and Overwatch).

1. Before anyone goes in, put **Reyes on Overwatch** (1 AP with a pistol) on the T junction, where he can see through the cargo hold's doorway.
2. **Chen enters the cargo hold.** Its card turns over: **2 Thralls.** Place them as far from her as you can.
3. In the alien phase the Thralls come for the nearest soldier. When one steps into a space Reyes can see, he fires his Overwatch shot.
4. If a soldier drops to 0 HP they are downed, not dead. *Read section 13.* Park can revive them.

P.6 Round 4: searching the hold

Read 6.3 (Room actions).

With no alien on the tile or in its vent, a soldier in the cargo hold may spend 2 AP on its room action: draw 3 encounter cards and keep one item. You will draw a Frag

Grenade, a Laser Scope and a Shock Baton. Choose one. *Read 8.7 and 8.8 to see what they do.*

P.7 Round 5: the flight recorder

1. A soldier enters the flight deck and rolls a die for the hazard. On a 1 or 2 they touch a live wire and lose 2 HP.
2. On the centre space, spend 2 AP to take the flight recorder. Put the RECORDER marker on that soldier's card. It is carried like an item.
3. **Final Wave.** *Read Rulebook 14.4.* Both vents wake. Start with whichever is nearer, and draw a card for each. An alien card puts those aliens at that vent. Any other card is discarded.

P.8 Getting out

Read 9.4 (Disengage).

Fight back to the Airlock. A soldier on the Airlock who is not engaged may extract for 0 AP during their activation: take the figure off the board.

What happened	Result
All three soldiers extract, one of them carrying the recorder	**Victory**
The recorder is extracted but someone is left behind	**Partial victory**
Anything else	**Defeat**

If the cards come out in a different order because you did things differently, play on. That is the game working.

P.9 After the mission

The last entry is forty seconds long. A pilot's voice, very calm, gives the Kestrel's heading and says she is leaving Olympus without clearance. Behind her, someone is hammering on the cockpit door. Then the recording ends.

An hour later the distress signal from Olympus Station reaches Rebelstar.

You now know most of the game. Before Mission 1, read Rulebook sections 4, 10 and 14, and use all five soldiers.

SETTING UP ANY MISSION

1. Take the **common tiles**: the airlock and the 18 corridors. (Mission 3 is fought on open ground and does not use them.)
2. Take the **common deck**, 44 cards:

Cards	Number
Thralls: 4 cards of one, 4 of two, 2 of three	10
Warriors: 5 cards of one, 3 of two	8
Razorhounds: 3 cards of one, 3 of two, 1 of three	7
Items: Shoulder Torch, Shoulder Scanner, Medkit ×2, Pistol, Shock Baton ×2, Laser Scope ×2, Bayonet ×2, Spectre V2 Sentinel, Exo-Plate, Frag Grenade ×4, Smoke Grenade ×2	19

   The third Smoke Grenade card is not in the deck at the start: Reyes carries it (Rulebook section 4).
3. Add the mission's own room tiles (tag M1, M2 and so on) and its own cards (a badge with the mission number). Leave every other mission's tiles and cards in the box.
4. **Choose a difficulty:** Easy, Medium or Hard (see Difficulty, after Mission 3). Medium is the mission as written.
5. **Draw the objective.** Shuffle the mission's four objective cards and draw one, face up. For your first game of a mission, take its first card without drawing. The mission's own sections describe that first objective; "Other objectives" at the end of each mission explains the other three. Every card carries a code, such as 1B, and the same code heads that objective's rules.
6. Build the tile stack and shuffle the encounter deck as the mission says, then follow Rulebook section 4.

Every mission's room actions follow Rulebook 6.3, and its hazards follow Rulebook 7.2.

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1 MISSION 1: DISTRESS SIGNAL

The distress call from Olympus Station has been repeating for hours. At first it followed procedure: station identification, orbital position, a request for immediate help. Then the message began to break apart. Someone tried to explain what was happening. Now nobody answers.

Aboard Rebelstar, Laser Squad prepares to board. The station's log stopped twelve hours ago. Recovering it may be the only way to learn what happened to the crew.

The airlock opens onto an empty passage.

Threat level: Low. **Clock:** 20 rounds.

1.1 Objective

Objective 1A: The Station Log. Find Core Control, download the station log, and extract the squad. Core Control is the mission's objective tile.

1.2 Setup

Tiles. You need the 19 common tiles (the airlock and 18 corridors) and the 14 Mission 1 tiles. Leave the Mission 2 tiles in the box.

Tile stack. Set the airlock and the objective tile, Core Control, aside. Shuffle the extraction tile in with the 18 corridors and the 12 rooms. Deal 15 tiles face down into a pile. Shuffle the objective tile into the tiles that are left, then put the pile of 15 on top.

Encounter deck. Shuffle the common deck together with the 18 Mission 1 cards, for 62 cards:

Cards	Number
Thralls: 4 cards of one, 4 of two, 2 of three	10
Warriors: 5 cards of one, 3 of two	8
Razorhounds: 3 cards of one, 3 of two, 1 of three	7
Items: Shoulder Torch, Shoulder Scanner, Medkit ×2, Pistol, Shock Baton ×2, Laser Scope ×2, Bayonet ×2, Spectre V2 Sentinel, Exo-Plate, Frag Grenade ×4, Smoke Grenade ×2	19
Mission 1 events and side missions: Weapon Jam ×2, Dust in the Contacts, Reserve Oxygen, Orbital Decay, Two Keys A, Two Keys B, Gravity Stabiliser, Hold the Relay, Lost Transmission	10
Mission 1 hazards: Exposed Wiring ×2, Oil Spill ×2, Falling Debris ×2, Thin Air ×2	8

The first four rows are the common deck.

Mission 1 hazards

Card	On a 1 or 2
Exposed Wiring	You touch a live wire. Lose 2 HP.
Oil Spill	You slip on lubricant. Your Move ends, and you lose 1 AP if you have any left.
Falling Debris	A ceiling panel comes down. Your Move ends and you lose 1 HP.
Thin Air	The compartment has lost pressure. Lose 2 AP, or all you have left if that is less.

Mission 1 rooms

Room	Number	AP	Action
Medical Bay	2	2	Heal 4 HP.
Operations	2	2	Look at any face-down encounter card. Leave it or discard it.
Stores	2	2	Draw 3 encounter cards. Keep one item. Discard the rest.
Maintenance Bay	2	4	Seal any vent. Discard its face-down card.
Armoury	2	2	Take one item from the discard pile.
Transit Hub	2	2	Move to an empty space on any other Transit Hub or the Airlock.

Core Control and the extraction tile have no room action.

1.3 Core Control

When no alien is on Core Control or in its vent, a soldier on the tile's centre space may spend 2 AP to download the station log. Place the CORE DOWNLOADED marker.

If Lost Transmission has been drawn, its task must be completed first. Where that card says "relay locks", it means Core Control cannot be used.

1.4 Final Wave

As soon as the log is downloaded, resolve a Final Wave (Rulebook 14.4), starting with the vents nearest Core Control.

1.5 Extraction

After the log is downloaded, a soldier on the extraction tile who is not engaged may extract during their activation, for 0 AP. Remove the figure. An extracted soldier takes no further part in the mission.

Before the log is downloaded, the extraction tile is an ordinary room.

1.6 How the mission ends

Use the standard mission results (Rulebook 14.5).

1.7 Other objectives

If you drew one of these, it replaces 1.1 and 1.3 to 1.5. Everything else in Mission 1 stays the same. Each

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objective's code is printed on its card.

Objective 1B: Scuttle Olympus. *"If we cannot hold the station, nobody gets to keep it. Set the charges and get clear."*

- The reactor is run from Core Control. With no alien on that tile, a soldier on it may spend 2 AP to set a charge: place a CHARGE marker. Two charges are needed, set by two different soldiers in the same round.
- When the second charge is set there is no Final Wave. If the clock is above 6, set it to 6. At the start of each alien phase from then on, turn over the face-down vent card nearest any soldier and resolve it.
- Extract at the extraction tile (1.5). When the clock reaches 0 the station is destroyed and anyone still aboard is lost.

Objective 1C: Commander Renner. *"Renner is alive in there. Bring him home and he can tell us himself."*

- When Core Control is found, place the SURVIVOR token on its centre space. Renner has 4 HP and no armour. He does not act or fight, and cannot be healed above 4 HP. Aliens treat him as a soldier.
- A soldier who starts a Move next to Renner may bring him along: after the Move, place him on an empty space next to that soldier.
- The first time a soldier ends a step next to Renner, resolve a Final Wave (Rulebook 14.4), starting with the vents nearest Core Control.
- Renner extracts like a soldier, when a soldier next to him extracts or on a later activation of any soldier next to him. If Renner extracts, use the standard results for the soldiers. If he dies, the best result is a partial victory.

Objective 1D: The Last Car. *"Olympus's quartermaster put a sealed case from Brennan's lab on a transit car and set it running in a loop. Stop the car. Get the case."*

- **Step 1.** The transit system is run from Core Control. With no alien on that tile, a soldier on its centre space spends 2 AP to shut the system down. From then on the Transit Hub room action cannot be used.
- **Step 2.** A soldier on the centre space of any Transit Hub, with no alien on that tile, spends 2 AP to call the lift and open the car. If no Transit Hub has been placed, the Airlock's centre space is used instead. Give that soldier the CASE marker: it is carried like an item.
- When the car is opened, draw 1 encounter card. Aliens on it were in the car, and are placed on that tile. Discard any other card. Then resolve a Final Wave, starting with the vents nearest that tile.
- The case must be carried off at the extraction tile (1.5). Without it, the best result is a partial victory.

1.8 Debrief

If the squad came home. *"Everyone we sent to Olympus came back. Medical is still assessing them." Captain Marr does not smile, but he reads the list of names twice.*

If it did not. *Marr enters the names in the casualty record himself. Then he asks for the next briefing to be sent to the squad's terminals. "You don't have to stand for it."*

2 MISSION 2: LAB RECON

Olympus Station is still standing, but its relay is dead. Hours after the squad's extraction, a second distress signal reaches Rebelstar, this time from the Martian surface: Dr Brennan's hydroponics research lab, near Jezero Crater. With the orbital relay offline, nobody else is coming.

Command wants Brennan's research files. If his work is connected to the attack on Olympus, the answer is in the lab's data core. Sensors show multiple life signs inside, some of them fast and four-legged.

The dropship sets down outside the lab's airlock. The lab is in lockdown.

Threat level: Moderate. **Clock:** 22 rounds.

2.1 Objective

Objective 2A: Brennan's Files. Lift the lockdown, download Brennan's research files from the data core in the Hydroponics Lab, and get the squad back to the dropship.

2.2 Setup

Tiles. You need the 19 common tiles (the airlock and 18 corridors) and the 14 Mission 2 tiles. Leave the Mission 1 tiles in the box.

Tile stack.

1. Set aside the airlock, the Security Room and the Hydroponics Lab. Shuffle the other 30 tiles: 18 corridors and 12 rooms.
2. Deal 10 tiles face down. This is the top pile.
3. Deal 14 more tiles face down. Shuffle the Security Room and the Hydroponics Lab into them. This is the bottom pile.
4. Put the top pile on the bottom pile. Return the 8 tiles that are left to the box without looking.

The stack has 26 tiles. The lab and the Security Room can come out in either order.

Encounter deck. Shuffle the common deck together with all 28 Mission 2 cards, for 72 cards:

Cards	Number
Thralls: 4 cards of one, 4 of two, 2 of three	10
Warriors: 5 cards of one, 3 of two	8
Razorhounds: 5 cards of one, 3 of two, 1 of three	9
Items: Shoulder Torch, Shoulder Scanner ×2, Medkit ×2, Pistol, Shock Baton ×2, Vibroblade, Laser Scope ×2, Bayonet ×2, Armour-Piercing Rounds ×2, Explosive Rounds ×2, Accelerator Barrel ×2, Spectre V2 Sentinel, Exo-Plate, Frag Grenade ×4, Smoke Grenade ×2	27
Mission 2 events and side mission: Sprinkler Burst ×2, Grow Lights Fail, Menderroot Nectar ×2, Sparkvine Nectar, Emergency Shutters, Dust Storm, Clear Skies, Brennan's Keycard	10
Mission 2 hazards: Chemical Leak ×2, Nutrient Spill ×2, Strangler Vine ×2, Martian Knotweed ×2	8

The first four rows are the common deck, plus the Mission 2 gear and Razorhounds. The fittings are explained in Rulebook 8.7, and the Vibroblade is in the weapons table (Rulebook 8.5). The events and hazards are:

Mission 2 event	Effect
Sprinkler Burst	Put the card on the tile. Nobody can shoot into this tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.
Grow Lights Fail	Until the end of this round, every soldier shoots at –1 accuracy.
Menderroot Nectar	The soldier who found this tile heals 3 HP, up to their maximum.
Sparkvine Nectar	The soldier who found this tile gains 2 AP for this activation. If it is not their activation, nothing happens.
Emergency Shutters	Seal the nearest vent that has not been sealed and has no aliens waiting in it. Discard its face-down card. If there is none, nothing happens.
Dust Storm	Remove 1 remaining round.
Clear Skies	Add 1 remaining round.
Brennan's Keycard	Side mission, optional. Keep this card; it can be traded like an item. Its holder may lift the lockdown for 2 AP from the tile joined to the Hydroponics Lab's door, as if they were in the Security Room. No alien may be on that tile.

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Mission 2 hazard	On a 1 or 2
Chemical Leak	Caustic fertiliser sprays from a split pipe. Lose 2 HP.
Nutrient Spill	You slip on growth gel. Your Move ends, and you lose 1 AP if you have any left.
Strangler Vine	A vine catches your leg. Your Move ends and you lose 1 HP.
Martian Knotweed	Thick red weed has overgrown the floor and you have to fight through it. Lose 2 AP, or all you have left if that is less.

Mission 2 rooms

Room	Number	AP	Action
Menderroot Greenhouse	2	2	Heal 4 HP.
Sparkvine Greenhouse	2	1	Gain 3 AP.
Research Office	2	2	Look at the top 3 tiles of the stack. Put them back in any order.
Cargo Lift	2	2	Move to an empty space on any other Cargo Lift or the Airlock.
Pump Room	2	4	Seal any vent. Discard its face-down card.
Equipment Bay	2	2	Draw 3 encounter cards. Keep one item. Discard the rest.
Security Room	1	2	Lift the lockdown (2.3).

Research Office. Only the soldier's player looks at the tiles, then tells the others as much as they like.

The Hydroponics Lab and the Security Room each have two vents (Rulebook 7.1).

2.3 The lockdown

The Hydroponics Lab has one exit, and its door starts LOCKED (Rulebook section 3).

The Security Room holds the lockdown override. Its room action is: **2 AP: Lift the lockdown.** Place the LOCKDOWN LIFTED marker on the Hydroponics Lab, or beside the stack if the lab has not been found yet. From then on the lab door is an ordinary exit. A soldier holding Brennan's Keycard can do the same from outside the lab door (see the card).

If the lab is found first, its two encounter cards stay face down behind the locked door. A soldier with a Shoulder Scanner on a tile that shares an edge with the lab may still scan one of them. Aliens revealed inside a locked lab cannot leave it until the door is unlocked.

Never a dead end. In this mission, the rule in Rulebook 6.2 applies until both the Security Room and the Hydroponics Lab have been placed. If no tile in the stack will do, find the Security Room in the stack and place it there. If it has already been placed, use the Hydroponics Lab instead. Then shuffle the bottom pile again.

2.4 The data core

When no alien is on the Hydroponics Lab tile or in either of its vents, a soldier on the lab's centre space may spend 2 AP to download the research files. Place the CORE DOWNLOADED marker.

2.5 Final Wave

As soon as the files are downloaded, resolve a Final Wave (Rulebook 14.4), starting with the vents nearest the Hydroponics Lab. The lab's own two vents are included.

2.6 Extraction

After the files are downloaded, a soldier on the airlock tile who is not engaged may extract during their activation, for 0 AP. Remove the figure.

A Cargo Lift's action can take a soldier straight to the airlock.

2.7 How the mission ends

Use the standard mission results (Rulebook 14.5).

2.8 Other objectives

If you drew one of these, it replaces 2.1 and 2.4 to 2.5. The lockdown (2.3) and extraction (2.6) are unchanged unless the objective says so. Each objective's code is printed on its card.

Objective 2B: Field Samples. *"Dr Vale wants living plants, not pictures of them. Three samples, three different rooms."*

- In a greenhouse room, a soldier may spend 2 AP to take a sample in place of the room action. Give them a SAMPLE marker. Only one sample can come from each greenhouse tile, and three are needed. There are four greenhouse tiles.
- A sample is carried like an item. It does not slow its carrier.
- Each time a sample is taken, turn over the nearest face-down vent card and resolve it.
- There is no Final Wave, and the Hydroponics Lab and the lockdown are not needed. A sample is safe when its carrier extracts. **Three safe: victory**, if every soldier extracts. **Two safe: partial victory.** Fewer: defeat.

Objective 2C: Burn the Nest. *"Whatever came out of that lab is still breeding in it. Burn it out."*

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- Lift the lockdown as usual (2.3). When the Hydroponics Lab's door is unlocked, place the NEST marker on the lab's centre space and Warriors on the tile, as near the nest as possible: **2 Warriors on Easy and Medium, 3 on Hard.** The lab's two vent cards stay where they are.
- The nest is destroyed by a Frag Grenade thrown onto the lab tile, or by two different soldiers each spending 2 AP while next to it. Remove the marker.
- When the nest is destroyed, resolve a Final Wave, starting with the lab's own vents. Extract at the airlock.

Objective 2D: The Gardener. *"Brennan kept his files off the network. They are in the memory of his service robot, and it is still doing its rounds."*

- Place the GARDENER token on the centre space of the first greenhouse room that is placed.
- At the end of each alien phase the Gardener rolls to the centre space of the next tile, towards the nearest open exit that leads to an empty position. If it is already on a tile with such an exit, it goes through it and explores: place the tile and draw its cards as if a soldier had entered (Rulebook 6.2), with the squad leader as the finder. When there are no open exits left, it stays where it is.
- Aliens ignore the Gardener, and it does not set off hazards.
- A soldier next to the Gardener may spend 2 AP to switch it off. It is then carried like an item. The carrier has –1 Speed unless their Strength is 2 or more.
- When it is switched off, resolve a Final Wave, starting with the vents nearest that tile. It must be carried off at the airlock. The Hydroponics Lab and the lockdown are not needed.

2.9 Debrief

If the squad came home. *"Everyone we sent to the lab is back aboard. Let's keep the next report that simple." In the science bay, Dr Vale has already stopped listening.*

If it did not. *"The lab's losses are recorded. Their names go to Earth with the files." Marr signs the report and sends the route for the next drop.*

3 MISSION 3: COMMS RELAY

Brennan's files are aboard, and they cannot wait for Rebelstar to limp home. The only transmitter left in reach is the surface comms relay on the western ridge above Jezero. Restore the uplink and the files go out tonight.

A dust storm is rolling across the crater. Kerrie can put the Nightjar down on the east ridge and hold it there, but not for long. Visibility is a few metres. Something is moving in the dust.

Threat level: High. **Clock:** 10 rounds. The horde starts when the clock runs out or when the uplink is restored, whichever comes first (3.9). The mission does not end when the clock runs out.

3.1 Objective

Objective 3A: Restore the Uplink. Cross the open ground, restore the uplink at the Relay Station, and get the squad back to the Dropship Platform before the horde overwhelms it.

3.2 What is different in this mission

- **No corridors, no airlock, no tile stack.** The map is 24 surface tiles laid out at the start in a grid, face down. The dust storm hides them.
- **Open ground.** Surface tiles have no walls round them, and shots can run in any direction (3.4, 3.6).
- **Encounters come from burrows and contact tiles only** (3.5). Most tiles have no encounter card.
- **The storm limits shooting to 2 tiles** (3.6).
- **Structures** take the place of rooms. Their actions follow Rulebook 6.3.
- **An Elite guards the relay** (3.8).
- **The clock does not end the mission.** The horde starts when the clock runs out, or the moment the uplink is restored, whichever comes first, and it does not stop (3.9). There is no Final Wave.

3.3 Setup

Tiles. You need the 24 Mission 3 tiles. Leave the corridors, the airlock and every other mission's rooms in the box.

The grid. The board is 6 tiles wide and 4 tiles deep. North is the far side of the table; west is to the left.

1. Put the **Dropship Platform** face up in the south-east corner. Put the five soldiers on it.
2. Shuffle the **Relay Station** with three other tiles, without looking at their faces, and lay these four face down as the west column. The relay is somewhere on the western ridge.

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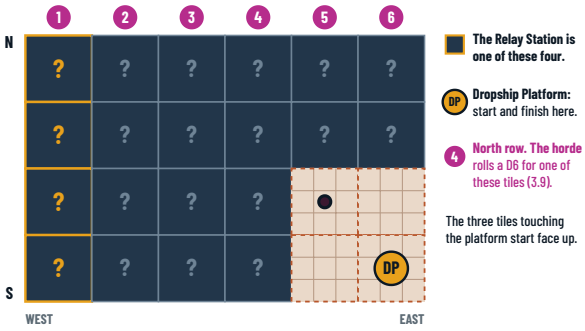
3. Shuffle the remaining 19 tiles and lay them face down in the other 19 positions.
4. Turn over the three tiles that touch the Dropship Platform, including the diagonal one (3.4). The squad leader counts as the soldier who found them.



Encounter deck. Shuffle the common deck together with the 28 Mission 3 cards (3.12), for 72 cards:

Cards	Number
Thralls: 4 cards of one, 4 of two, 2 of three, 1 of four	11
Warriors: 7 cards of one, 3 of two, 2 of three	12
Razorhounds: 3 cards of one, 3 of two, 1 of three	7
Items: Shoulder Torch, Shoulder Scanner, Medkit ×2, Pistol, Shock Baton ×2, Rifle ×2, Vibroblade, Laser Scope ×2, Bayonet ×2, Spectre V2 Sentinel, Exo-Plate, Ceraweave Suit, Shield Generator, Frag Grenade ×4, Smoke Grenade ×2	24
Mission 3 events and side mission: Dust Devil ×2, Whiteout, Static Surge, Tremor, Buried Cache, Nightjar Flyover, Storm Front, Break in the Storm, DNA Sample	10
Mission 3 hazards: Loose Scree ×2, Sinkhole ×2, Suit Breach ×2, Dust Blind ×2	8

That is 30 alien cards in 72, including the only "3 Warriors" and "4 Thralls" cards in the base set. The Elite and the horde are on top of those.

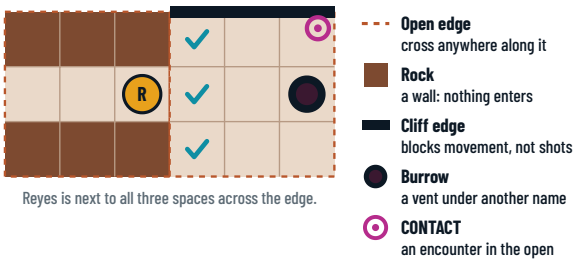
Clock. Set it to 10.

Skip step 6 of Rulebook section 4.

3.4 Open ground

Every Mission 3 tile is a surface tile (Rulebook section 3), and the board is a face-down grid (Rulebook 6.2). In short:

- Figures cross anywhere along a tile edge. Rock spaces block everything. Cliff edges block movement only: shots cross them.
- The **Medical Tent** and the **Habitation Dome** are enclosed structures: in and out through a doorway only.
- When a soldier enters a tile, turn over every face-down tile that touches it, including the diagonal ones.
- **You may turn a tile to face any way you like when it is turned over,** before its cards are drawn and before anything stands on it. Use this to open a Boulder Bend towards the squad, or to point a cliff away from your route. After that the tile stays as it is.
- An enclosed structure on the edge of the board can never have a doorway facing off the board. Turn it so its doorways face inward.



3.5 Encounters on the surface

Turning a tile over does not draw an encounter card unless the tile shows a burrow or the CONTACT symbol (Rulebook 7.1).

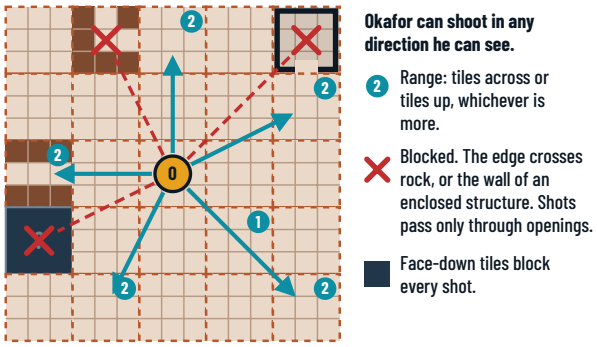
- **A burrow** gets one face-down card, turned over when a soldier enters the tile or scans it.
- **A CONTACT symbol** means draw one card and resolve it at once.

Of the 24 tiles, 8 have burrows and 4 have a CONTACT symbol. The other 12 have no encounter.

3.6 Shooting on the surface

- **One rule everywhere.** Line of sight works on the surface as it does in a station (Rulebook 8.1): lay a straight edge from the centre of your space to the centre of the target's space.
- **Range** is counted in tiles. A tile touching yours at a corner is 1 away; a tile two across and one up is 2 away.
- **What blocks a shot.** Rock spaces, the walls of the Medical Tent and the Habitation Dome, the rim of a Crater, a face-down tile, and a tile with a Dust Devil or smoke on it. An edge that only touches the corner of a rock space or the end of a wall is not blocked.
- **Openings.** Shots pass along the open spaces of a Boulder Gully or Boulder Bend, through the gap in the middle of each edge of a Crater, and through a doorway of the Medical Tent or Habitation Dome.
- **Craters** work like a room with four exits: from outside you see in only through a gap, and from inside you see out only through a gap. A Crater's rim does not affect movement.
- **The dust storm.** Nobody can shoot or throw further than **2 tiles**, whatever their weapon's range. This applies to aliens too.

- A weapon fitted with a **Laser Scope** can shoot 3 tiles in the storm, if its own range reaches that far.
- Face-down tiles block every shot. Cliff edges do not block shots.



3.7 Structures

Tile	Number	AP	Action printed on the tile
Relay Station (objective)	1	2	Restore the uplink (3.8).
Dropship Platform	1		No action. The squad starts and extracts here.
Medical Tent (enclosed, doorways on two adjoining sides)	1	2	Heal 4 HP.
Habitation Dome (enclosed, one doorway)	1	2	Lock the hatch. No alien may enter this tile until the start of the next round.
Crate Stack	2	2	Draw 3 encounter cards. Keep one item. Discard the rest.
Upturned Buggy	1	2	Take one item from the discard pile.
Viewing Platform	1	1	Climb up. Turn over every face-down tile within 2 tiles of this one. Until you leave this tile you can shoot 1 tile further than the storm allows, and aliens can shoot you from 1 tile further.
Drill Rig	1	4	Seal any burrow. Discard its face-down card.

The usual rules apply: you must be on the tile and not engaged, no alien may be on the tile or in its burrows, and a soldier may take one room action in each activation.

Terrain tiles (15). No action.

Tile	Number	What it is
Boulder Gully	2	Rock covers 6 spaces. The three open spaces run straight across the middle, like a corridor.
Boulder Bend	2	Rock covers 6 spaces. The three open spaces turn a corner.
Ridge	3	All nine spaces open, with a cliff along one edge and two cover spaces.
Crater	2	All nine spaces open, with hard cover on four rim spaces. For shooting, the rim is a wall with a gap in the middle of each edge, like a room with four exits.
Dune Field	2	All nine spaces open, with soft cover on four spaces.
Wreckage	1	A crashed survey probe. Hard cover on three spaces.
Open Plain	3	All nine spaces open, with one soft cover space.

Burrows (9, on 8 tiles). Two on the Relay Station. One each on: both Craters, one Boulder Gully, one Ridge, one Open Plain, one Dune Field and one Crate Stack.

CONTACT symbols (4 tiles). One Open Plain, one Ridge, one Boulder Bend and the Wreckage.

The other 12 tiles have no encounter.

Cover. Shots can come from any direction here, so the surface needs plenty of cover. Every tile has at least one cover space, and most have two to four: 24 tiles carry about 60 cover spaces between them, against about 30 on Mission 1's rooms.

3.8 The Elite and the uplink

When the Relay Station is turned over, place the **Elite** on its centre space. It is on the board from then on and acts in every alien phase, after the aliens from encounter cards. Its card stays beside the board, never in the deck.

When no alien is on the Relay Station or in its burrows, a soldier on its centre space may spend 2 AP to restore the uplink. Place the UPLINK RESTORED marker.

3.9 The horde

The clock starts at 10 and goes down by 1 each round as usual. **When it reaches 0 the mission does not end.**

The horde starts when the clock reaches 0, or as soon as the uplink is restored, whichever comes first. Either way the squad has to run for the dropship.

From then on, at the start of every alien phase:

1. Roll a D6. Count that many tiles along the north row, starting from the west.

2. If that tile is face down, turn it over. Give its burrows their face-down cards, but do not draw for a CONTACT symbol.
3. If that tile is an enclosed structure, use the north-row tile to its west or east instead, whichever is nearer to a soldier (the players choose if they are equally near). Turn that one over too if it is face down.
4. Place 2 Razorhounds on empty spaces of the tile, as near its north edge as possible. If it is full, use the nearest empty spaces.
5. They act in that same alien phase.

There are never more than 16 Razorhounds on the board. If all 16 are in play, none arrive until some have been killed. The horde never stops.

3.10 Extraction

After the uplink is restored, a soldier on the Dropship Platform who is not engaged may extract during their activation, for 0 AP. Remove the figure.

3.11 How the mission ends

The mission ends when every soldier has either extracted or is downed.

What happened	Result
All five soldiers have extracted	**Victory**
At least one soldier has extracted	**Partial victory**
Nobody extracted	**Defeat**

3.12 Mission 3 cards

Gear (5 cards)

Card	Kind	Number	Rules
Rifle	Weapon, 2 hands	2	Accuracy +1, 1 shot, 1 AP, D6+1, range 3 tiles.
Vibroblade	Weapon, 1 hand, melee	1	Accuracy +2, 1 AP, D6+2. Paired.
Ceraweave Suit	Armour	1	Armour 1, Speed 0. At the start of each of your activations, heal 1 HP.
Shield Generator	Shoulder item	1	+1 armour against shooting attacks and grenades.

The weapons, armour and shoulder item are also in the Rulebook tables (8.5, 10.2, 10.4). The two Bayonets are in the common deck.

Extra aliens (5 cards)

1 Warrior ×2, 3 Warriors ×2, 4 Thralls ×1. These are added to the 25 alien cards of the common deck.

Events and side mission (10 cards)

Card	Number	Text
Dust Devil	2	Put this card on the tile. Nobody can shoot into this tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.
Whiteout	1	Until the end of this round, nobody can shoot beyond their own tile.
Static Surge	1	The shoulder item of the soldier who found this tile is disabled. Spend 1 AP to repair it. Keep this card with the item until repaired. No shoulder item: no effect.
Tremor	1	Draw an encounter card for the nearest burrow that has not been sealed. If it is an alien card, those aliens arrive at that burrow. Otherwise discard it.
Buried Cache	1	Draw encounter cards until you draw an item. Put the item on this tile. Discard the rest.
Nightjar Flyover	1	Kerrie makes one pass. Choose a face-up tile. Every alien on it takes D6+1 damage, minus its armour.
Storm Front	1	**Remove 1 remaining round.** If the horde has already started, nothing happens.
Break in the Storm	1	**Add 1 remaining round.** If the horde has already started, nothing happens.
DNA Sample	1	Side mission, optional. Put this card on the tile; it is picked up and carried like an item. If its holder extracts, Dr Vale gets his specimen. In a campaign, the squad then takes one item card of its choice from the encounter deck or discard pile into the ship's locker (see Campaign Mode).

Hazards (8 cards)

Card	Number	On a 1 or 2
Loose Scree	2	The slope gives way. Your Move ends, and you lose 1 AP if you have any left.
Sinkhole	2	The ground drops under you. Your Move ends and you lose 1 HP.
Suit Breach	2	A rock edge opens your suit seal. Lose 2 HP.
Dust Blind	2	Your visor is caked. Lose 2 AP, or all you have left if that is less.

A hazard drawn for a CONTACT tile lies face up on that tile until a soldier enters it. A hazard in a burrow is rolled for by the soldier who turns it over.

3.13 Other objectives

If you drew one of these, it replaces 3.1 and the uplink in 3.8. The Elite still guards the Relay Station, and the horde (3.9) and extraction (3.10) work as written unless the objective says so.

Objective 3B: Thin the Herd. *"They hunt in packs, and the pack is on that ridge. Draw them out and cut them down."*

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- The squad must kill **10 Razorhounds** before it leaves: 8 on Easy, 12 on Hard. Every Razorhound counts, whether it came from a card or from the horde. Keep count with the HERD marker on the mission clock card's track.
- Set the clock to 6, not 10. The horde starts when it reaches 0, as written (3.9). The Relay Station does not have to be found, and the Elite appears only if it is.
- Nobody may extract until the count is reached. After that, extract as usual (3.10).

Objective 3C: Live Specimen. *"Dr Vale wants one alive. I told him what that will cost. He wants one alive."*

- At set-up, find one Shock Baton in the encounter deck and give it to a soldier of your choice.
- The attack that takes the Elite to 0 HP must be made with a Shock Baton. The Elite is then stunned: replace it with the SPECIMEN marker, carried like an item. The carrier has –1 Speed unless their Strength is 3 or more.
- If the Elite is taken to 0 HP in any other way it is dead. The body can still be carried, but the best result is a partial victory.
- The horde starts when the Elite goes down, or when the clock reaches 0. The specimen must be carried onto the Dropship Platform.

Objective 3D: Orbital Strike. *"We cannot hold that ridge, so we are going to remove it. Tag the relay and run."*

- With no alien on the Relay Station or in its burrows, a soldier on its centre space spends 2 AP to plant the tag. Place the TAG marker.
- The horde starts at once. Set the clock to 5: that is when the strike lands. If the horde had already started, the clock is still set to 5.
- When the clock reaches 0 the mission ends. Anyone not extracted is lost.

DIFFICULTY

Any mission can be played Easy, Medium or Hard. Choose before set-up. Medium is the mission as written.

	Easy	Hard
Clock	Start 2 higher	Start 2 lower
Encounter deck	Before shuffling, set aside the three alien cards that show the most aliens	Missions 1 and 2: add the two "1 Warrior" cards that carry the Mission 3 badge
Final Wave (Missions 1 and 2)	Skip the vent furthest from the tile the wave starts at	As written
The horde (Mission 3)	Starts one alien phase late	Brings 3 Razorhounds, not 2

The Prelude has no difficulty levels.

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CAMPAIGN MODE

In Campaign Mode one squad plays Missions 1, 2 and 3 in order. The Prelude is not part of a campaign. Soldiers who come back keep what they found and are promoted. **The campaign is won when all three missions have been completed.**

A mission is **completed** by a Victory or a Partial victory (Rulebook 14.5). A Defeat is a lost mission.

C.0 Starting a campaign

1. **Choose the campaign's difficulty:** Easy, Medium or Hard. It applies to all three missions (C.6).
2. **Draw the objectives.** Shuffle each mission's four objective cards and draw one from each, without looking. Lay the three face down in a row. Turn over a mission's card only when you set that mission up.
3. **Objective rewards.** Each objective card names a reward for the next mission. Mission 3's rewards are at the end of C.2. The squad earns it only if the mission ended in a Victory. After a Partial victory the campaign continues, with no reward.

Objective	Reward for a Victory
1A The Station Log	Mission 2's clock starts 1 higher.
1B Scuttle Olympus	Remove the "3 Razorhounds" card from Mission 2's deck.
1C Commander Renner	Before the first round of Mission 2, look at the top 3 tiles of the stack and put them back in any order.
1D The Last Car	The squad starts Mission 2 with the Brennan's Keycard card.
2A Brennan's Files	Mission 3's clock starts 1 higher.
2B Field Samples	For each sample brought home: once in Mission 3, one soldier heals 3 HP for 0 AP.
2C Burn the Nest	In its first alien phase, Mission 3's horde brings 1 fewer Razorhound.
2D The Gardener	At Mission 3's set-up, turn over 2 extra tiles of your choice.

C.1 The ship's locker

The squad shares one pool of gear, kept aboard Rebelstar. Keep its cards together between sessions. There is no limit to what it can hold.

C.2 After a completed mission

1. **Survivors keep their gear.** Every item held by a soldier who extracted goes into the ship's locker.
2. **A soldier who did not extract is lost, with everything they were carrying,** and with any promotions they had. Return the found items they held to their decks.
3. **Promote the survivors** (C.3). Every soldier who extracted gets one promotion.
4. **Replace the lost.** A lost soldier is replaced by another conscript who came through the same training. Use the same character card and give the replacement a name of your own. The replacement has no promotions and arrives with a fresh set of that character's starting items. Skill cards the lost soldier had learned go back to the box; the replacement keeps only the starting skill. A new Reyes takes a Smoke Grenade from the encounter cards, if one is not already in the locker.
5. Grenades that were thrown, and any other card that was discarded, go back to their decks.

Mission 3's rewards are used in Mission 4, which is in the Phoenix Reborn Expansion.

Objective	Reward for a Victory
3A Restore the Uplink	Add 1 Inferno Grenade to the ship's locker.
3B Thin the Herd	Remove one Elite card from Mission 4's deck.
3C Live Specimen	Add 1 Underbarrel Flamer to the ship's locker.
3D Orbital Strike	HAWK-7 takes one free activation before the first round of Mission 4.

C.3 Promotion

A promoted soldier chooses **one** of these:

Promotion	Effect
Training	Raise AP, ACC, Strength or Speed by 1. No number can go above 5. A fifth AP is one more 1 AP action each activation.
Toughness	Raise maximum HP by 2.
New skill	Learn one new skill: take the card of a skill you do not have, and keep it with your character card (Rulebook 10.6). Any of the six skills may be learned, including Ambidextrous. An expansion may add advanced skills. A soldier cannot learn the same skill twice, and a skill never stacks with itself.

Write each promotion on the campaign record below. A promotion lasts for the rest of the campaign, and into an expansion if the squad carries on.

A skill that names a weapon or item works for whoever has learned it: Precision needs a sniper rifle, Field Medic needs a medkit. There are three cards of each skill, so no more than three soldiers can have the same one.

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C.4 Before the next mission

- **Equip the squad from the locker.** Share out any of its cards among the five soldiers, however you like. Starting items can be swapped too: any soldier may take any weapon, armour or item. Fittings may be moved between weapons for free.
- Cards you do not take stay in the locker for later missions.
- Carrying rules are unchanged (Rulebook 10.1).
- **Build the encounter deck from the cards that are left.** Any card in the locker or on a soldier is not in the deck. A squad that owns a lot of gear finds less of it, and meets a deck with a higher share of aliens and hazards. That is part of the challenge of a campaign.
- A card may be used in any later mission, whatever mission badge it carries.
- Everyone starts every mission at full HP.

C.5 After a lost mission

A Defeat ends the campaign. To play again, start a new campaign from Mission 1 with a fresh squad: no promotions, starting items only and an empty ship's locker.

C.6 Campaign difficulty

A campaign squad grows stronger, so campaign missions are harder than the same missions played alone. Use this table in place of the Difficulty section.

Campaign	Mission 1	Mission 2	Mission 3
Easy	Easy	Medium, as written	Medium, as written
Medium	Medium, as written	Clock 20. Add the two "1 Warrior" cards with the Mission 3 badge.	Clock 8. The horde brings 3 Razorhounds.
Hard	Hard	Clock 18. Add the two Warrior cards. A Final Wave draws 2 cards at its first vent.	Clock 7. The horde brings 3 Razorhounds. The Elite has 18 HP.

The limit of 16 horde Razorhounds on the board still applies.

C.7 Expansions and other squads

The Phoenix Reborn Expansion adds missions 4, 5 and 6. When you begin them, choose: carry on the campaign with Laser Squad, promotions, locker and all, or start a new campaign with Phoenix Reborn.

- Phoenix Reborn soldiers start with 5 AP, and that expansion raises the Training limit to 6.
- **A squad is never mixed.** Every soldier in it comes from the same squad.
- **Gear is never swapped between squads.** Each squad has its own ship's locker.

C.8 How the campaign ends

Read the ending for the Mission 3 objective the squad achieved.

Restore the Uplink. *The files leave the ridge in a burst four seconds long. Somewhere beyond the storm, Earth knows. On the flight back nobody speaks until Kerrie says the harnesses are checked, and Reyes laughs.*

Thin the Herd. *The ridge is quiet for the first time since the storm came in. Okafor counts the shapes in the dust through his scope, gives up, and says it is enough. Nobody argues.*

Live Specimen. *The thing in the containment cell wakes an hour out from Mars. Dr Vale is already on the other side of the glass, and it is looking at him as carefully as he is looking at it.*

Orbital Strike. *From the Nightjar's rear port the western ridge is there, and then it is a column of light, and then it is not there. Chen watches until the dust closes over it. "First drinks are on me," she says.*

If the campaign ended in a Defeat. *Rebelstar holds orbit for one more day. Then Captain Marr gives the order he has been putting off, and the ship turns for home with what it has.*

C.9 Campaign record

Soldier	Name	AP	ACC	Strength	Speed	Max HP	Skills	Promotions
Reyes		4	1	1	5	8	Scavenger	
Chen		4	1	1	4	10	Deadly Strike	
Calder		4	1	2	3	11	Heavy Weapons Specialist	
Okafor		4	1	1	4	8	Precision	
Park		4	1	0	4	9	Field Medic	

Missions completed: 1 ☐ 2 ☐ 3 ☐

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THE FIGHT CONTINUES

Mars is not finished with Rebelstar. Something is still digging under the mountain, and the files the squad carried out of the storm raise more questions than they answer.

Mission Book, Volume 2 is on its way: the Phoenix Reborn Expansion. New soldiers who have fought this kind of war before. New weapons. New enemies. Three new missions that begin where Mission 3 ends. A squad that comes through this campaign will carry its promotions and its ship's locker straight on.

News at gollopsstar.com.

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