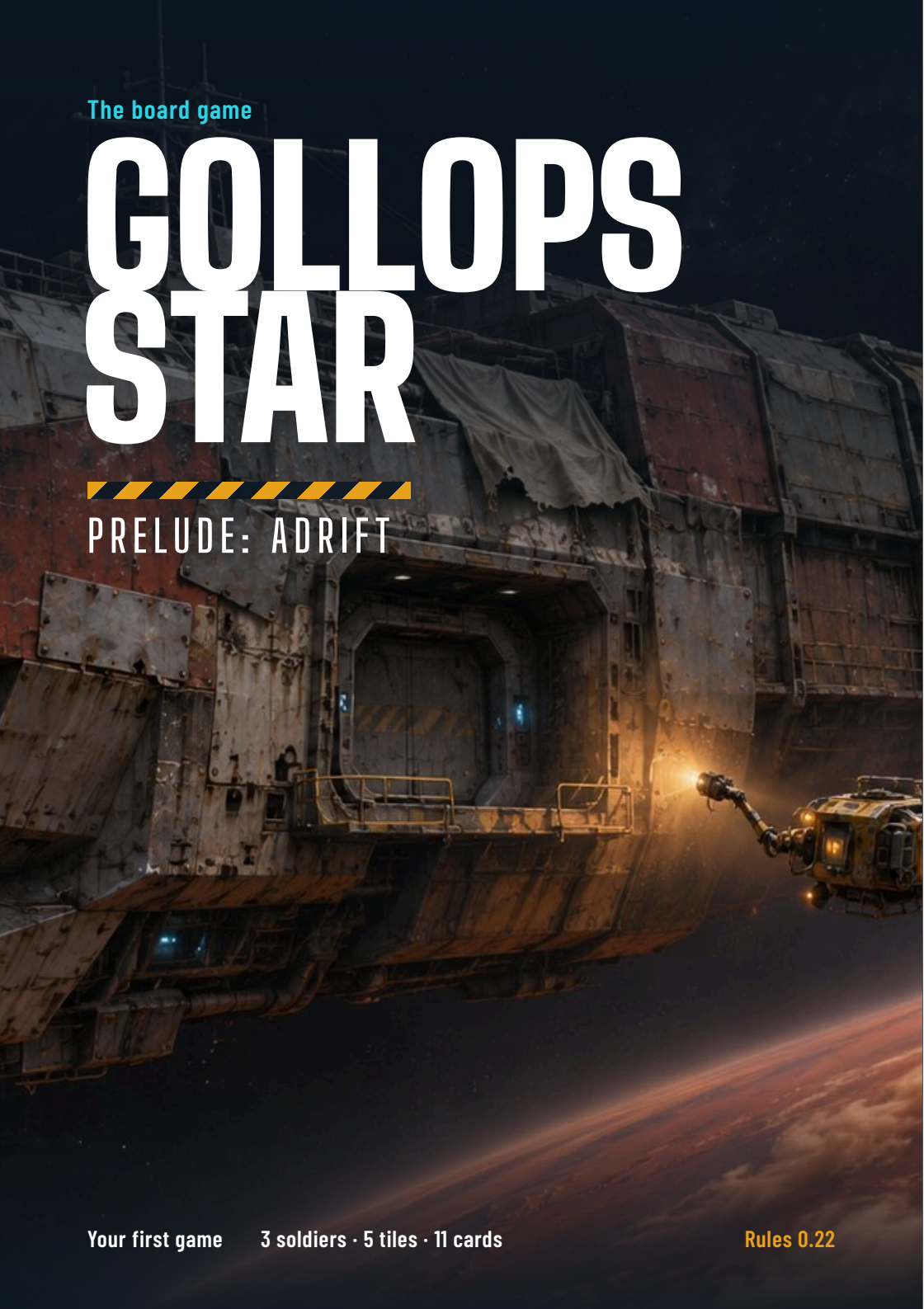
The board game

GOLLOPS STAR

PRELUDE: ADRIFT



Your first game 3 soldiers · 5 tiles · 11 cards Rules 0.22

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.



Laser Squad: five conscripts who trained together.

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.



The Kestrel, drifting with her engines cold.

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.

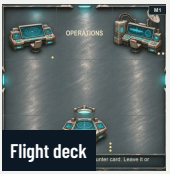

Airlock


Corridor


T junction



Cargo hold



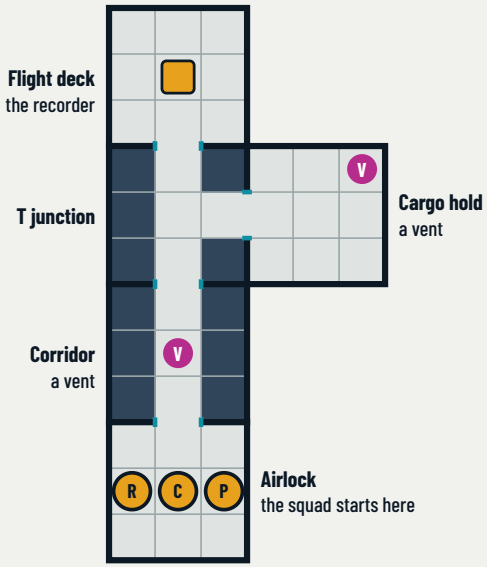
Flight deck



Thralls: the only aliens aboard the Kestrel.

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.

VICTORY	All three soldiers extract, one of them carrying the recorder
PARTIAL VICTORY	The recorder is extracted but someone is left behind
DEFEAT	Anything else

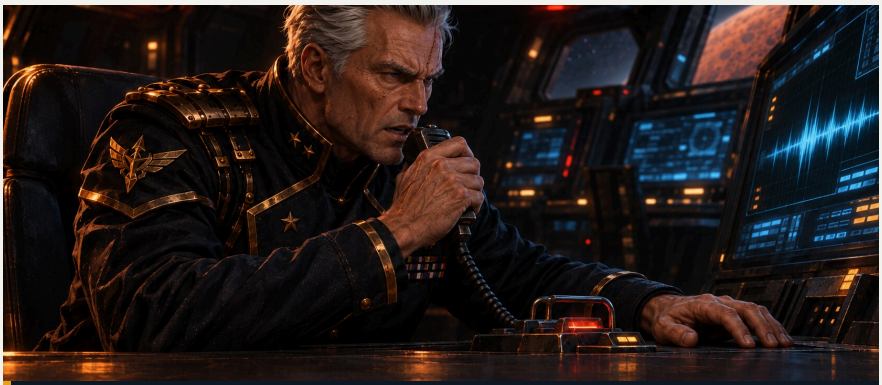
If the cards come out in a different order because you did things differently, play on. That is the game working.

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.



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