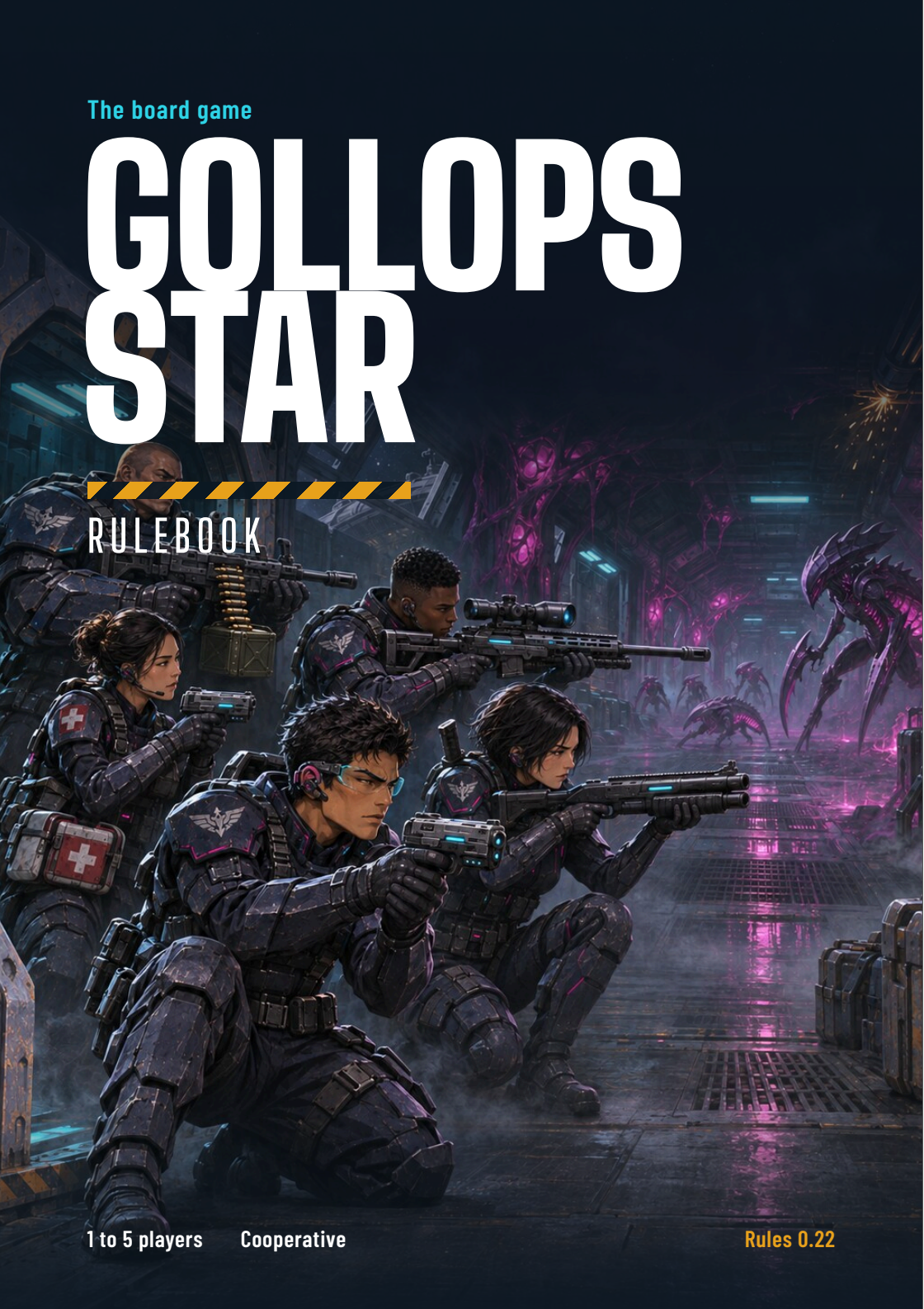
The board game

GOLLOPS STAR

RULEBOOK



1 to 5 players Cooperative

Rules 0.22



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01 OVERVIEW

You play as one squad against the game. Each round the soldiers act, then the aliens act, then the mission clock counts down. The map is built tile by tile as you explore it. These rules call it the station, whatever the mission calls the place. Finish the mission's objective and get out before the clock reaches 0.

All five soldiers are always used. With fewer than five players, some players control more than one soldier. A solo player controls all five.

A mission may change any rule in this book. When a mission or a card disagrees with this book, follow the mission or the card.

Your first game. Start with the Prelude in the Mission Book: a short mission that teaches the rules one at a time.

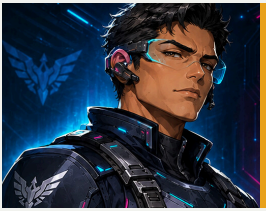
Two books. This rulebook explains how every mission is played. The Mission Book for your set tells you how to set up each mission, what its rooms do and how it is won. The base set has its own Mission Book; each expansion adds another.

02 WHAT YOU NEED

The base set (Missions 1 to 3):

- 5 character cards and 5 soldier figures: Reyes, Chen, Calder, Okafor, Park
- 16 starting item cards and 18 skill cards (three of each of the six skills)
- 120 encounter cards: 45 common cards (one is the Smoke Grenade Reyes starts with), 18 Mission 1 cards, 28 Mission 2 cards, 28 Mission 3 cards and the Elite card, which is kept aside
- 71 tiles: 19 common tiles (the airlock and 18 corridors), 14 Mission 1 room tiles, 14 Mission 2 room tiles and 24 Mission 3 surface tiles
- 51 alien figures: 18 Thralls, 16 Warriors, 16 Razorhounds, 1 Elite
- 12 objective cards, four for each mission
- HP tokens, and markers for states, sealed exits and objectives
- The mission clock card and its CLOCK marker
- A Quick reference sheet and a quick action card for each player
- Five six-sided dice

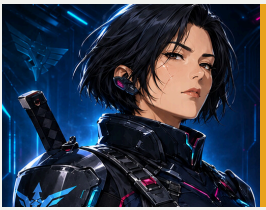
THE SQUAD



REYES

Recon and squad leader

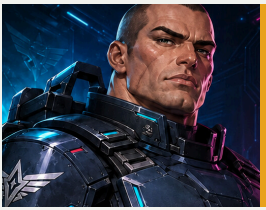
Scavenger



CHEN

Assault

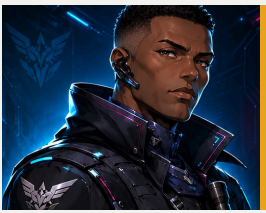
Deadly Strike



CALDER

Heavy weapons

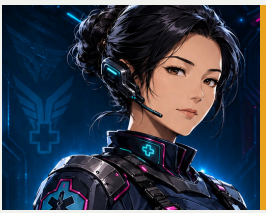
Heavy Weapons Specialist



OKAFOR

Marksman

Precision



PARK

Medic and systems

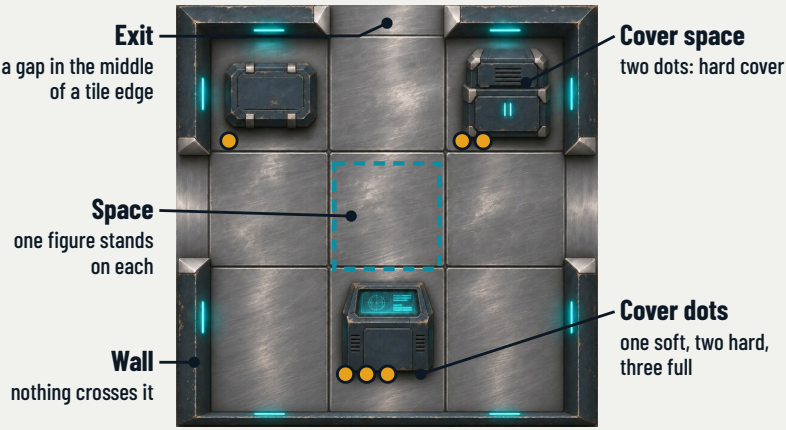
Field Medic

All five soldiers go on every mission. Their starting items are listed in section 4 and their skills in section 10.

03 THE BOARD

Tiles and spaces. Each tile is a room or a corridor. It is a grid of nine spaces, some of which may be walls. Figures stand on spaces. One figure per space.

Exits. An exit is a gap in the middle of a tile edge. Two tiles are connected where an exit on one meets an exit on the other. Figures cross between tiles only through connected exits.



An Operations room. It has three exits and three cover spaces.

North. The airlock tile has a NORTH arrow printed on it. The way that arrow points is north for the whole game.



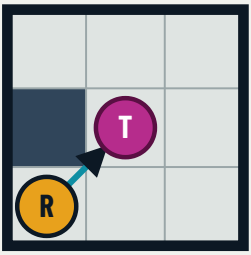
Airlock | Room | Corridor | Objective | Extraction zone

Next to. Two spaces are *next to* each other if they touch, including diagonally, with no wall between them. A diagonal counts unless both of the spaces it passes between are wall or rock. So two figures diagonally across the corner of a single wall are next to each other: they engage each other and can fight in melee. Spaces on different tiles are next to each other only straight across a connected exit.

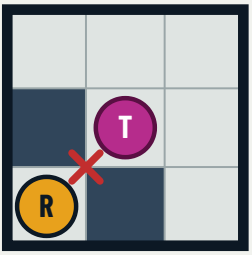
Moving is stricter than fighting: a diagonal step needs both of the spaces it passes between to be open (6.1).



All eight spaces around a figure are next to it.



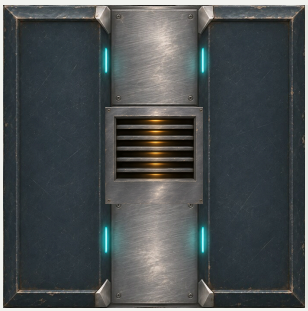
One wall at the corner: next to. They can fight, but R cannot step there.



Walls on both sides: not next to.

Cover. Some spaces show cover dots: one dot is soft cover, two is hard cover, three is full cover. A figure standing on a cover space has that cover. Figures can enter cover spaces freely.

Vents. Some tiles are marked VENT. The mark shows that the tile has a vent, not where aliens appear (see 7.3). Aliens can wait inside a vent (see 7.4). A few rooms have two vents.



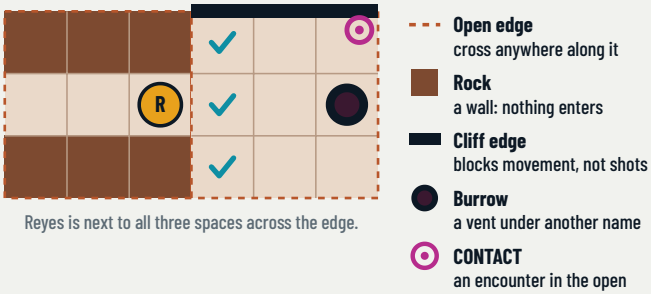
A vent tile

The grille marks a vent. An encounter card placed on a vent tile stays face down until a soldier enters the tile or scans it (7.1).

Locked doors. A tile may show a LOCKED door on an exit. Until the mission says it is unlocked, nothing moves, shoots or throws through that exit. A new tile is still connected there as normal. Once unlocked, it is an ordinary exit for the rest of the game.

Surface tiles

Surface tiles. Some missions are fought on open ground. A surface tile has no walls round it:



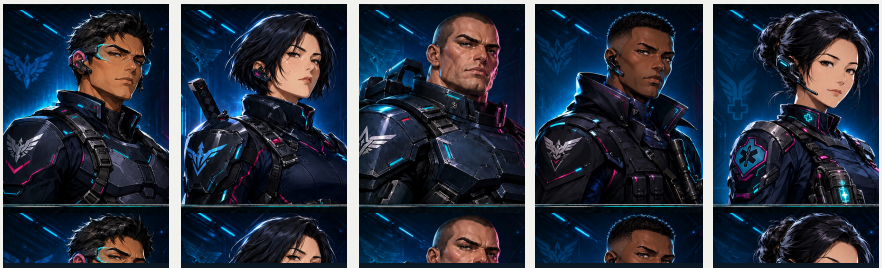
Reyes is next to all three spaces across the edge.

- **Open edges.** Each space on the edge of a surface tile is next to the spaces it touches on the neighbouring tiles, including diagonally across a corner. Figures cross anywhere along an edge.
- **Rock.** Spaces drawn as rock are walls. A tile with rock spaces is a rock tile.
- **Craters.** A crater's rim is a ring of rock with a gap in the middle of each edge. Figures can climb it anywhere and it does not slow them. Its four corner spaces are rim rocks: hard cover. For shooting the rim is a wall, and shots pass only through the four gaps (8.1).
- **Cliff edges.** A cliff edge blocks movement only. Nothing moves across it. Shots cross it as normal.
- **Enclosed structures.** A structure drawn with walls and doorways works like a room: figures go in and out, and shots pass, only through a doorway, which is a gap in the middle of an edge.
- **Burrows** are vents under another name. Every rule for vents applies to them.
- **CONTACT.** A tile showing the CONTACT symbol has an encounter waiting in the open (7.1).



04 SETUP

1. **Choose a mission** from the Mission Book and read it.
2. **Share out the soldiers.** Each player takes one, then share out the rest. Reyes is the squad leader. Give each soldier the skill card named on their character card.
3. **Equip the squad.** Give each soldier their starting items:



REYES	CHEN	CALDER	OKAFOR	PARK
Pistol	Plasma Axe	Machine Gun	Sniper Rifle	Shotgun
Combat Knife	Pistol	Combat Knife	Combat Knife	Combat Knife
Spectre V2	Spectre V2	Spectre V2	Spectre V2	Spectre V2
Pathfinder	Pathfinder	Sentinel	Pathfinder	Pathfinder
Smoke Grenade				Medkit

Reyes's Smoke Grenade is an encounter card, not a starting item card: give him one of the three Smoke Grenades before the deck is shuffled. When he throws it, it goes to the discard pile like any other grenade, and can come back through a room action or a new deck.

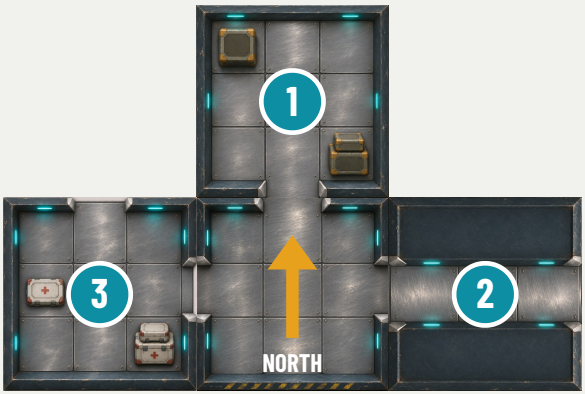
Each soldier chooses which weapons are active (see 10.2). Everyone starts at full HP.

4 **Build the tile stack and the encounter deck** as the mission tells you.

5 **Place the airlock** near the edge of the table closest to you, with its NORTH arrow pointing away from you. Put each soldier on their named space.

6 **Place the first three tiles** at the airlock's north, east and west exits, in that order, following the exploring rules (section 6). The squad leader counts as the soldier who found them.

7 **Set the clock:** put the CLOCK marker on the mission clock card at the number the mission gives. The first round begins.



The edge of the table nearest you

The airlock and its first three tiles, placed in order.

Play on a table at least 90 cm square. A tile must fit entirely on the table.

05 A ROUND

Each round has four steps.

1 Refresh
Every soldier who is not downed gets 4 action points (AP). Remove any Smoke Grenade card from the board.

2 Squad phase
The player who controls the squad leader goes first. On your turn, activate each of your soldiers once, in any order, finishing one before you start the next. Then play passes to the left.

3 Alien phase
Every alien on the board activates once (section 11).

4 Clock
Move the CLOCK marker down 1 on the mission clock card. At 0 the mission ends.



Each soldier is activated once in a round, and finishes before the next one starts.

Activating a soldier. Spend AP on actions, in any order, for as long as you can pay for them. When the activation ends, any AP left over are lost.

Actions

Action	AP	See
Move up to your Speed	2	**6.1**
Attack	on the weapon card	**8**
Unarmed attack	1	**9.3**
Throw a grenade	2	**8.8**
Combat Stance	1	**12.1**
Overwatch	your weapon's attack cost	**12.2**
Disengage	2	**9.4**
Swap active weapons	1	**10.2**
Put on or change armour	4	**10.2**
Fit, remove or swap a shoulder item or a weapon fitting	1	**8.7, 10.4**
Pick up an item on your tile	1	**10.3**
Trade with a soldier on your tile	1	**10.3**
Use an item	on the item card	**10**
Use a room's action	on the tile	**6.3**
Interact with a mission feature	1, unless the mission says otherwise	**the mission**
Drop an item	0	**10.3**

06 MOVING AND EXPLORING

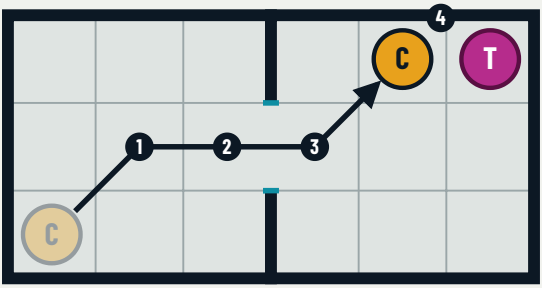
6.1 Move

2 AP

Move up to your Speed in spaces. Each step is to a space next to the one you are on, including diagonally. A diagonal step also needs both of the spaces it passes between to be open: you cannot cut the corner of a wall. You may Move more than once in an activation.

- You cannot enter a wall, or a space holding an alien.
- You may move through another soldier's space, but not stop there. You cannot move through an engaged soldier (aliens can: Swarm Tactics, 11).
- A soldier who is engaged cannot Move. Disengage first (9.4).
- If a step puts you next to an alien, you are engaged and your Move ends.
- **When any figure steps into a space, resolve things in this order:** first Overwatch fire at it, then a hazard on the tile, then engagement. So a soldier on Overwatch fires, with the +1 for an alien next to them, before that alien engages them.
- Moving ends your Combat Stance and Overwatch.

Speed. Use the Speed on your character card, minus 1 for each Heavy weapon you carry and minus the Speed penalty of every armour you carry, whether or not it is in use. Speed cannot go below 0.



Chen has Speed 4.

Each step costs 1, straight or diagonal.

She crosses to the next tile straight through the connected exit.

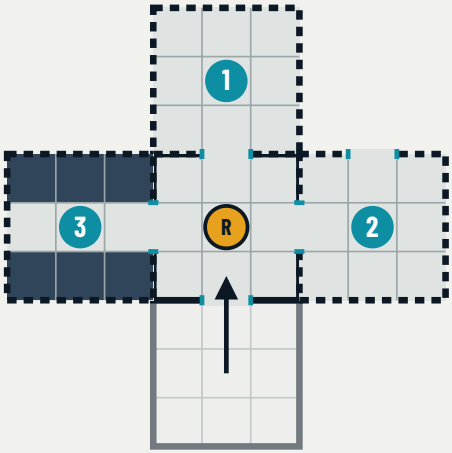
Step 4 puts her next to the Thrall. She is engaged and her Move ends.

6.2 Exploring

When a soldier enters a tile for the first time:

1. If the tile has a face-down encounter card, turn it over and resolve it (7.1).
2. Then place a new tile at each of its open exits that leads to an empty position, going clockwise from north.

Placing a tile. Draw the top tile of the stack. The player whose soldier found it turns it any way they like, as long as it connects to the exit it was found through. Then draw an encounter card for it (7.1) before placing the next tile.



Reyes steps onto a new tile.

It has three open exits that lead to empty positions.

Place a tile at each, going clockwise from north:
north, then east, then west.

Turn each tile so that it connects to the exit it was found through.

South is already filled, so nothing is placed there.

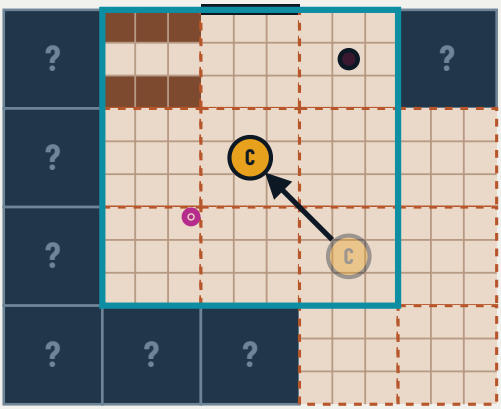
Sealed exits. An exit that ends up facing a wall, a tile edge with no exit, or the edge of the table is sealed. Mark it with a SEALED marker. Nothing moves or shoots through a sealed exit.

Never a dead end. If a tile would leave the whole station with no open exit, and the objective tile has not been placed yet, put that tile under the stack and draw another. If no tile in the stack will do, place the objective tile there. A mission may name other tiles that must also be placed first.

When the stack is empty, no more tiles are placed.

Face-down grids

Face-down grids. Some missions lay all the tiles out face down at the start instead of using a stack. In those missions:



Chen steps onto a new tile.

Every face-down tile that touches it is turned over, the diagonal ones too.

Then turn each to face any way you like.

Only a burrow or a CONTACT symbol brings an encounter card (7.1).

- When a soldier enters a tile, turn over every face-down tile that touches it, including the four diagonal ones.
- Turn each tile over like the page of a book. **The players may then turn it to face any way they like.** Do this before its cards are drawn and before anything stands on it. After that the tile stays as it is.
- An enclosed structure on the edge of the grid can never have a doorway facing off the board. Turn it so that its doorways face inward.
- Nothing moves onto, or shoots at or through, a face-down tile.



A mission on open ground lays its whole map out at the start, hidden.

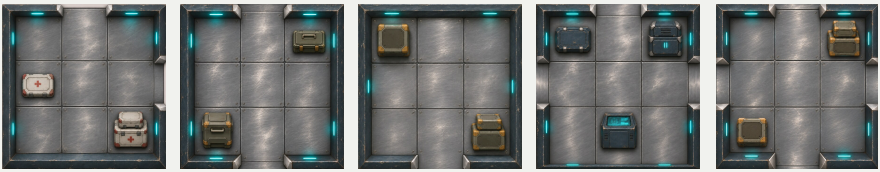
6.3 Room actions

Most rooms have an action printed on the tile, with its AP cost. Each mission has its own rooms. The Mission Book lists them.

To take a room action you must be on that tile and not engaged, and no alien may be on the tile or in any of its vents. A soldier may take one room action in each activation. Aliens never use rooms.

Several rooms share the same kinds of action. They always work like this:

- **Heal.** It heals the soldier who takes the action, up to the HP on their character card.
- **Seal any vent.** Choose any vent with no aliens waiting in it, and put a SEALED marker on it. From then on that vent does not count as a vent. A tile whose vents are all sealed counts as a tile without a vent.
- **Draw encounter cards and keep an item.** Cards you do not keep have no effect.
- **Look at a face-down encounter card.** Show the card to everyone. A vent whose card is discarded has no encounter. On a tile with two vents, choose one card.
- **Move to another room or the Airlock.** You do not pass through the spaces in between. It ends Combat Stance and Overwatch as a Move does. If you arrive next to an alien, you are engaged.
- **Gain AP.** The AP are for this activation only. AP left over at the end of the activation are lost as usual.
- **Take an item from the discard pile.** Choose any item card in the encounter discard pile.
- **Keep aliens out.** Until the start of the next round no alien may enter the tile. Aliens already next to it stay where they are.



Heal | Seal a vent | Draw cards | Look | Travel



07 ENCOUNTERS

7.1 Drawing a card

Every tile except the airlock gets one encounter card when it is placed.

- **A tile without a vent:** turn the card over and resolve it straight away.
- **A vent tile:** leave the card face down on the tile. Turn it over when a soldier enters the tile, or scans it.
- **A tile with two vents:** draw two cards and put one face down on each vent. When a soldier enters the tile, turn over both, one at a time. The players choose the order.
- **A surface tile:** it gets a card only if it shows a burrow or the CONTACT symbol. A burrow works like a vent: put one card face down on each burrow. For a CONTACT symbol, draw one card and resolve it straight away; the soldier whose move turned the tile over counts as the soldier who found it. A surface tile with neither has no encounter.

If the encounter deck runs out, shuffle the discard pile to make a new deck.

7.2 Card types

- **Aliens.** Place the number and type shown (7.3). Put the card at the end of the **contact queue**: a row of alien cards beside the board, in the order they were drawn. It stays there until all its aliens are dead. Everything an alien can do is on its card.
- **Item.** Put the card on the tile. Any soldier on that tile may pick it up (10.3).
- **Event or side mission.** It takes effect at once, when the card is turned over. Nobody needs to enter the tile. If it affects one soldier, that is the soldier who found the tile: the one whose action turned the card over. Keep the card face up while it is still in effect.
- **Hazard.** Put the card face up on the tile. It waits there, so the squad can see it and choose whether to go in. The first soldier to enter that tile rolls a D6. On a 1 or 2 the hazard catches them: do what the card says. On 3 or more, nothing happens. Either way, discard the card. A hazard only ever tests one soldier.



More about hazards

- Aliens ignore hazards. An alien entering the tile does not roll and does not remove the card.
- On a vent tile the card is face down as usual. The soldier who turns it over by entering is the soldier who rolls.
- HP lost to a hazard is not reduced by armour. A soldier brought to 0 HP is downed.
- "Your Move ends" means you stop on the space where you entered the tile. If you did not enter by a Move, ignore that part.
- A hazard revealed by a scan or by a room action stays face up on its tile until a soldier enters.

7.3 Placing aliens

Place each alien on an empty space of the tile, as far as possible from the soldier who found it. Count the shortest walkable path in spaces. The players choose between spaces that are equally far.

This is the rule on a vent tile too. The VENT mark is not where the aliens appear. They come through floors, walls and ceilings, and the mark only shows that the tile has a vent.

An alien that arrives later, out of a vent (7.4) or in a Final Wave (14.4), is placed in the same way, as far as possible from the nearest soldier on the tile. If no soldier is on the tile, the players choose the space.

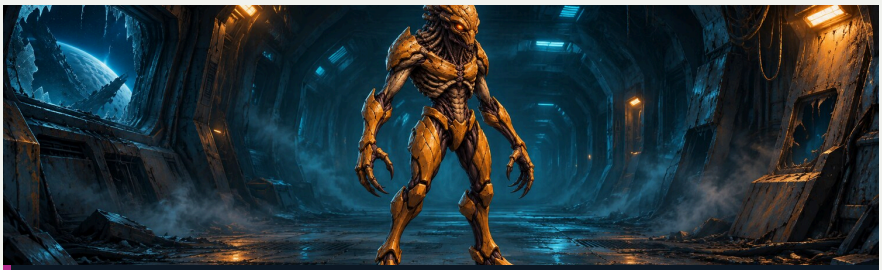
A new alien that is next to a soldier engages that soldier at once. If the soldier was moving, the Move ends. New aliens do not attack until the alien phase.

If there are not enough figures of a kind left, place as many as there are.

7.4 Not enough room

- **On a vent tile,** aliens that do not fit wait inside the vent. On a tile with two vents, they wait in the vent their card was on. Stand them beside the tile with an IN VENT marker. When it is their turn in the alien phase, each one comes out onto an empty space of the tile, placed by 7.3, and then acts. If there is no empty space, it waits.
- **On a tile without a vent,** aliens that do not fit are not placed.

Aliens inside a vent cannot be attacked, except by a Frag Grenade thrown at their tile.



A Thrall. Newly placed aliens stand as far from the finder as the tile allows.



08 SHOOTING

8.1 Who you can shoot

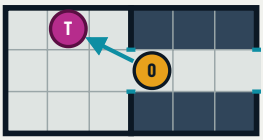
You can shoot at an alien if you can see it and it is within your weapon's range. The same rule is used in every mission, inside a station and on open ground.

Line of sight. Lay a straight edge from the centre of your space to the centre of the alien's space. You can see the alien if the edge crosses none of these:

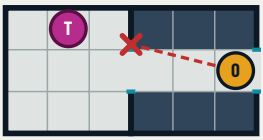
- a wall. The edge of a station tile is a wall everywhere except at a connected exit
- a rock space
- a sealed exit or a locked door
- a place where there is no tile
- a face-down tile
- a tile with smoke on it, unless it is the tile you are standing on

Figures never block a shot. Cliff edges never block a shot.

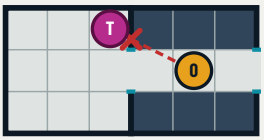
Corners. An edge that only touches the end of a wall, or the corner of a rock space, is not blocked. It is blocked if there is wall or rock on both sides of the edge at the point it touches. So a shot cannot squeeze diagonally between two walls or two rock spaces that meet at a corner.



1. In the doorway: yes. Okafor stands in the doorway. His edge to the Thrall passes through the opening.



2. Two spaces back: no. From further down the corridor, the same edge crosses the wall beside the doorway.



3. Beside the door: no. A Thrall in the near corner of the room is hidden from the corridor.

Range, and what follows

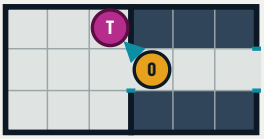
Range is counted in tiles, not spaces. Your own tile is 0. Count the number of tiles across, or the number of tiles up or down, whichever is larger. A tile that touches yours at a corner is 1 tile away. A tile two across and one up is 2 tiles away.

What this means on the board

- **If you can see it, it can see you.** A straight edge is the same from both ends. Smoke is the one exception: figures inside it can shoot out.
- **Doorways.** A figure standing in a doorway sees most of the room beyond. A figure further back along the corridor sees a narrower slice of it.
- **Corners of rooms.** A figure in the corner of a room can be seen from fewer places than one standing in the middle, and sees less itself.
- **Your own tile.** You can usually shoot anything on your own tile, but not if a wall drawn on the tile stands between you.
- **Craters.** A figure inside a crater, on a corner or not, sees out and is seen from outside only along a straight edge that passes through one of the four gaps in the rim. Figures inside a crater all see each other.
- **Rock and structures.** Rock spaces and the walls of enclosed structures block shots like any other wall.

Most shots are plain to see. Reach for the straight edge only when a shot is close.

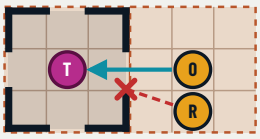
More examples



4. The end of a wall: yes. From the doorway itself, the edge to that Thrall only touches the end of the wall.



5. Between two rocks: no. The edge would pass between two rock spaces that meet at a corner.



6. A Crater. Through a gap in the rim: yes. Across the rim: no.

0 and R are soldiers, T is a Thrall. An arrow is a shot that can be made; a cross marks where the straight edge is blocked. The Mission Book shows the same rule across a whole surface map.

8.2 Making an attack



A 5 OR 6 ON ANY DIE IS A HIT.

1. Choose one target and pay the weapon's AP cost. This pays for all of the weapon's shots. **An attack has one target.** Every shot of the attack is fired at it; you cannot split shots between targets.
2. Work out your **accuracy**: the ACC number on your character card + the weapon's accuracy + any bonuses – the target's cover (soft 1, hard 2, full 3).
3. For each shot, roll that many dice. **A 5 or 6 on any die is a hit.** A shot hits once however many dice succeed.
4. **If your accuracy is 0 or less,** roll one die. It hits on a 6.
5. For each hit, roll damage (8.4).
6. If the target dies, the attack ends. Any remaining shots are lost.

Accuracy	Dice	Chance to hit
4	☐☐☐☐	80%
3	☐☐☐	70%
2	☐☐	56%
1	☐	33%
0 or less	☐ needs a 6	17%

8.3 Friendly fire

If a shot misses and at least one die shows a 1, and a figure from the shooter's own side is on the target's tile, the one nearest the target is hit instead. Roll damage against them as normal.

A figure standing on a cover space is never hit by friendly fire. If two are equally near, the shooter's side chooses.

Check each shot on its own. A weapon with several shots can hit a friend with every shot that misses.

This applies to aliens' shots as well as soldiers'. It does not apply to melee attacks or grenades.

8.4 Damage

Roll the damage shown on the weapon card and subtract the target's armour. The target loses that many HP. If the result is 0 or less, the hit does nothing.

Show the HP a figure has left with HP tokens. An alien at 0 HP is removed. A soldier at 0 HP is downed (section 13).



A soldier on a cover space is never hit by friendly fire.

8.5 Weapons

Weapon	Hands	Accuracy	Shots	AP	Damage	Range	Special
 **Pistol**	1	+1	1	1	D6	2 tiles	Paired
 **Shotgun**	2	+2	1	2	D6+2	1 tile	Close range
 **Machine Gun**	2	+0	3	2	D6+1	3 tiles	Heavy, Penetration
 **Sniper Rifle**	2	+2	1	2	D6+2	5 tiles	
 **Combat Knife**	1	+1	1	1	D6	Melee	Paired
 **Shock Baton**	1	+2	1	1	D6+1	Melee	Paired
 **Rifle**	2	+1	1	1	D6+1	3 tiles	
 **Vibroblade**	1	+2	1	1	D6+2	Melee	Paired
 **Plasma Axe**	2	+1	1	2	D6+3	Melee	Penetration, Dismember

- **Close range.** +1 damage when the shotgun's target is 2 spaces away or nearer. A shotgun cannot be fired while its user is engaged (9.2).
- **Penetration.** The weapon treats its target's armour as 1 lower.
- **Heavy.** –1 Speed while carried.
- **Paired.** See 8.6. **Dismember.** See the end of section 9.

8.6 Paired weapons

A soldier with two identical Paired weapons active may attack with both for 1 AP. Make one attack with each weapon, both against the same target, each at –1 accuracy (no penalty for a soldier with the Ambidextrous skill). Two pistols can do this as a shooting attack. Two knives or two batons can do it as a melee attack.

Paired bayonets. A soldier whose two active weapons are identical one-handed ranged weapons, each fitted with a Bayonet, may make a Paired melee attack with the two bayonets. Both weapons must carry the same fittings. In the base set that means two pistols.

8.7 Weapon fittings

A fitting is a card attached to a ranged weapon. Any fitting can go on any ranged weapon. There are four kinds: **scope**, **ammunition**, **barrel** and **blade**. A weapon may have one of each kind. Fitting, removing or swapping a fitting costs 1 AP. A fitting stays on the weapon when the weapon is traded or dropped.

The fittings in the base set:

Fitting	Kind	Effect
Laser Scope	Scope	+1 accuracy
Armour-Piercing Rounds	Ammunition	Treat the target's armour as 1 lower
Explosive Rounds	Ammunition	+2 damage
Accelerator Barrel	Barrel	+1 tile range
Bayonet	Blade	The user may make melee attacks with the bayonet while this weapon is active, without swapping weapons: Accuracy +1, 1 AP, D6, the same as a Combat Knife

- Fittings cannot go on melee weapons or grenades.
- A weapon has one kind of ammunition at a time: Armour-Piercing or Explosive, not both.
- **Armour-Piercing Rounds and Penetration add up.** A Machine Gun with Armour-Piercing Rounds treats its target's armour as 2 lower. Armour cannot go below 0.
- **Explosive Rounds** add 2 to every shot. A Machine Gun does D6+3 with each of its three shots. A Sniper Rifle does D6+4.
- **Shotgun at close range with Explosive Rounds:** add both, for D6+5.
- No other fitting on the weapon changes a bayonet attack. Two bayonets can be Paired (8.6).

8.8 Grenades

2 AP

Choose a tile that has at least one space you can see (8.1), up to 2 tiles away. You do not need a target on it, and you do not need the grenade to be an active weapon. A grenade always lands. You cannot throw a grenade while engaged. Discard the card after use.

- **Frag Grenade.** Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected.
- **Smoke Grenade.** Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.



Frag Grenade

Four in the common deck. Thrown grenades go back to the deck, not to the ship's locker.



A frag grenade hits every figure on the tile, friend or alien.

09 MELEE

9.1 Engaged

A soldier and an alien that are next to each other are **engaged**. A figure can be engaged with several enemies at once.

While engaged, a soldier may only:

- attack an alien they are engaged with,
- swap active weapons,
- drop an item,
- Disengage.

9.2 Attacking while engaged

A soldier who is engaged can only make melee attacks.

- Attack with an active melee weapon, or with a Bayonet fitted to your active ranged weapon (8.7). With neither, make an unarmed attack (9.3).
- **No ranged weapon can be fired while you are engaged,** not even a pistol or a shotgun. Disengage first (9.4).
- Accuracy is the **Strength** number on your character card + the weapon's accuracy + any bonuses. Strength takes the place of ACC here. Do not add both.
- Ignore cover. There is no friendly fire.
- Roll to hit and roll damage exactly as for shooting (8.2, 8.4).

9.3 Unarmed attack

1 AP

Accuracy is the Strength number on your character card. Damage is D6 – 2.

9.4 Disengage

2 AP

You are no longer engaged. This does not move you. You stay disengaged until your activation ends, or until you attack an alien next to you or move next to a different one.

After Disengaging you may Move away as normal, if you have the AP.

Dismember. Some melee weapons, such as the Plasma Axe, have Dismember. If an attack with one leaves its target on exactly 1 HP, the target takes 1 more damage.



Chen's Plasma Axe. Deadly Strike adds 2 damage to every melee attack she makes.



10 EQUIPMENT

10.1 Carrying

A soldier may carry any number of items. Keep the cards beside the character card. Remember that spare armour and Heavy weapons slow you down (6.1).

10.2 Active gear

Keep active cards upright and the rest upside down. A soldier may have active:

- one two-handed weapon, or up to two one-handed weapons,
- one armour,
- one shoulder item.

Swapping which weapons are active costs 1 AP. Putting on or changing armour costs 4 AP.

Armour

Armour	Armour value	Speed
Spectre V2 Pathfinder	1	0
Spectre V2 Sentinel	2	–1
Exo-Plate	3	–2
Ceraweave Suit	1	0

Ceraweave Suit. At the start of each of your activations, heal 1 HP, up to your maximum.

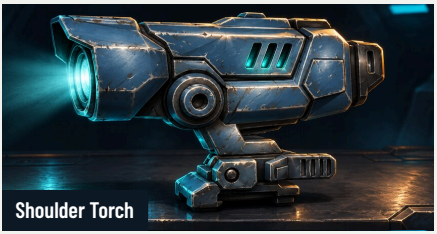
10.3 Picking up, dropping and trading

- **Pick up (1 AP).** Take an item from anywhere on your tile. You cannot pick up while engaged.
- **Drop (0 AP).** Leave an item on your tile, before or after an action.
- **Trade (1 AP).** You and another soldier on your tile swap any items you like. Neither of you may be engaged. Only you pay. Both of you may then choose your active weapons for free.

10.4 Shoulder items

Fitting, removing or swapping a shoulder item costs 1 AP. Weapon fittings are in 8.7.

- **Shoulder Torch.** When the wearer enters a tile for the first time and new tiles are placed, choose one of the new tiles and place one more tile beyond it, at the exit opposite the one it was found through. It gets an encounter card as normal.
- **Shoulder Scanner (1 AP).** Turn over and resolve a face-down encounter card on a vent tile that shares an edge with your tile. If the tile has two, choose one. The tiles do not need to be connected. You count as the soldier who found it.
- **Shield Generator.** The wearer has +1 armour against shooting attacks and grenades.


Shoulder Torch


Shoulder Scanner

10.5 Medkit

2 AP

Heal yourself, or a soldier next to you, by 3 HP, up to their maximum. Or revive a downed soldier next to you, who returns with 2 HP. You cannot use a medkit while engaged. A medkit is not used up.

10.6 Skills



REYES Scavenger
Your first Pick up in each activation costs 0 AP.



CHEN Deadly Strike
+2 damage with every melee attack you make: melee weapons, a bayonet and unarmed attacks.



CALDER Heavy Weapons Specialist
The armour you are wearing and your active weapon do not reduce your Speed.



OKAFOR Precision
+1 accuracy with a sniper rifle.



PARK Field Medic
With a medkit you heal 2 HP more and revive with 1 HP more: 5 HP, or a revival with 3 HP.

A character card names its soldier's skill. The skill card beside it gives the rule. Every skill is always in force and costs no AP. A skill or rule that names a kind of weapon, such as a sniper rifle or a machine gun, applies to every weapon of that kind, whatever it is called.

Ambidextrous. Your Paired attacks have no accuracy penalty (8.6). No soldier of Laser Squad starts with this skill. It is learned by promotion in Campaign Mode, where a soldier can also learn the skills of the others (Mission Book).

11 THE ALIEN PHASE

Activate every alien once. Start with the oldest card in the contact queue (7.2) and work through to the newest. The players choose the order of aliens on the same card. An alien waiting in a vent comes out first (7.4).

Each alien has 4 AP. A Move costs it 2 AP and goes up to its Speed. Its attacks and their costs are on its card.

What an alien does

1. **If it is engaged,** it attacks a soldier it is engaged with, as many times as it has AP for. If it is engaged with more than one, it attacks the one with fewest HP.
2. **If it has a ranged weapon and can shoot a soldier,** it shoots the nearest one it can, as many times as it has AP for.
3. **Otherwise** it Moves towards the nearest soldier by the shortest path, then attacks or shoots if it can. If it still cannot, and has the AP, it Moves again.

Ranged tactics. The Elite is smarter than the rest and follows these steps. So does any other alien whose card says Ranged tactics:

1. **If it is engaged,** it attacks the soldier it is engaged with who has the lowest armour, as many times as it has AP for.
2. **If it can shoot a soldier,** it first takes cover: if it is not on a cover space, and one that it can still shoot from is within a single Move, it Moves to the nearest. Then it shoots the nearest soldier it can, as many times as it has AP left for.
3. **Otherwise** it Moves towards the nearest soldier, then shoots if it can.

Nearest means the fewest spaces to walk. If two soldiers are equally near, the alien goes for the one with fewest HP. If they are still equal, the players choose.

- **Stopping to shoot.** In step 3 an alien with a ranged weapon ends its Move on the first space where a soldier is in its line of sight and within range, then shoots.
- **Swarm Tactics.** Aliens move through other aliens, even engaged ones, if they can reach an empty space beyond. They never move through soldiers.
- Aliens ignore downed soldiers. An alien does nothing only when it has no path to any soldier, for example when a sealed door is in the way. A soldier who is just far away is still its target.
- Aliens never Disengage, take Combat Stance, go on Overwatch, explore or pick things up.

Aliens



THRALL

HP	Speed	Armour
5	5	1

Fangs melee, accuracy 2, D6, 1 AP



WARRIOR

HP	Speed	Armour
10	4	2

Plasma range 2, accuracy 2, D6+1, 2 AP
Claws melee, accuracy 2, D6+1, 1 AP



RAZORHOUND

HP	Speed	Armour
6	6	0

Bite melee, accuracy 3, D6+2, 2 AP



ELITE

HP	Speed	Armour
14	4	3

Plasma Rifle range 3, accuracy 4, D6+3, 2 AP
Plasma Bayonet melee, accuracy 2, D6+1, 2 AP

An alien's accuracy is already worked out. Only subtract the target's cover from a Warrior's or an Elite's plasma shot. **Alien weapons** are biomechanically linked to their bearers. No soldier can pick one up or use one, and a dead alien leaves nothing behind.

Plasma Bayonet. The Elite's rifle forms a spear of plasma under its barrel, so it fights in melee without changing weapons. The Elite's card is not shuffled into the encounter deck in the base set: keep it aside, and put it beside the board when a mission places the Elite.

12 COMBAT STANCE AND OVERWATCH

A soldier can be in Combat Stance and on Overwatch at the same time.

12.1 Combat Stance

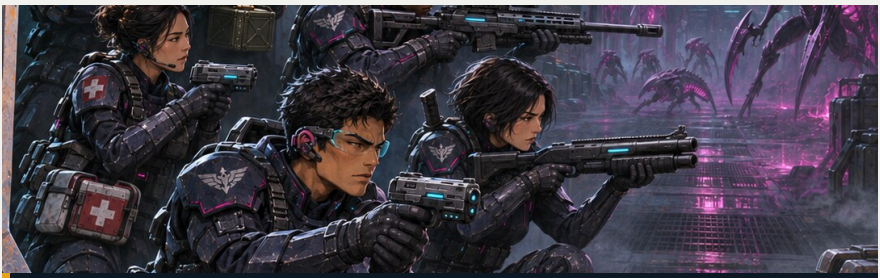
1 AP

+1 accuracy to all of your attacks, shooting and melee, until you Move. You cannot take Combat Stance while engaged.

12.2 Overwatch

Pay your active ranged weapon's attack cost now. Later, during an alien's action, you may fire that attack at the alien, once.

- You may fire after any step of the alien's Move, or just before it rolls an attack. The alien must be one you could shoot at that moment.
- If the alien is next to you when you fire, add +1 accuracy. This is still a shooting attack, and it may be fired even though the alien is next to you.
- If the alien survives, it carries on with its action.
- Overwatch ends when you fire, when you take any other action, or when you become engaged. You may fire at the alien that engages you before Overwatch ends.
- Overwatch that is not used stays in place from round to round.



Overwatch fires during the alien's own action.



13 DOWNED SOLDIERS

A soldier at 0 HP is downed. Lay the figure down.

- A downed soldier cannot act and cannot be attacked. Aliens ignore them.
- Other figures may move through a downed soldier's space but not stop there.
- A downed soldier stays downed until revived with a medkit (10.5). A revived soldier acts again from the next round.
- Soldiers are never killed. If every soldier still on the station is downed, the mission ends at once.



14 MISSIONS

The missions are in the Mission Book. Each one gives a story, an objective, a setup, its own rooms and cards, and the way it ends.

14.1 Common and mission parts

Corridors, the airlock, alien cards and ordinary item cards are used in every mission. Each mission also has its own room tiles and its own cards: events, side missions, hazards and any special gear. Mission tiles carry a small tag in one corner: M1, M2 or M3. Mission cards carry a small badge with the mission number on the face. Every encounter card has the same back, and so does every tile.

To set up a mission, take the common tiles and the common deck, add that mission's tiles and cards, and leave every other mission's parts in the box.

14.2 Objective cards

Each mission has four objective cards. At set-up, shuffle that mission's four and draw one, face up. It says what the squad has to do and what happens when it is done. Each card shows a code, such as 1B: the Mission Book explains the objective in full under the same code.

The first card of each mission is its standard objective. Use it, without drawing, for your first game of that mission.

14.3 Difficulty

Every mission can be played Easy, Medium or Hard. Choose before set-up. The Mission Book gives the changes. Medium is the mission as it is written.

14.4 Final Wave

Some missions call for a Final Wave. When one does, every vent on the station wakes.

Take each vent on the board that has not been sealed in turn, starting with the one nearest the tile the mission names. The players choose between vents that are equally near.

1. If the vent still has a face-down encounter card, discard it without looking.
2. Draw a new encounter card. If it is an alien card, those aliens arrive at that vent: place them on empty spaces of its tile (7.3), and put any that do not fit inside it. If it is any other card, discard it.

Aliens already on the board stay where they are. The soldier whose action caused the Final Wave then finishes their activation.



When the objective is done, every vent on the station wakes.

14.5 Mission results

Unless the mission says otherwise:

VICTORY, AT ONCE	All five soldiers have extracted
PARTIAL VICTORY	The clock reaches 0, or every soldier still on the station is downed, and at least one soldier has extracted
DEFEAT	Anything else

A mission may have no time limit. It then says how it ends.

14.6 Campaign Mode

Any mission can be played on its own with the starting items on the character cards. In Campaign Mode the squad plays the missions in order, keeps what it finds and promotes the soldiers who come back. The rules are in the Mission Book.



The ship's locker: everything the squad has brought home.

15 OVERLORD MODE (OPTIONAL)

One extra player, the Overlord, controls the aliens against the squad.

- In the alien phase the Overlord chooses the order the aliens act in, where each one moves and what it attacks, in place of the rules in section 11.
- Each alien still acts once, with 4 AP and the attacks on its card.
- Aliens may Disengage (2 AP), take Combat Stance (1 AP) and go on Overwatch (the cost of one of their attacks), all exactly as soldiers do.
- The Overlord may not look at face-down cards or tiles. Aliens do not explore, pick up items or use mission features.
- The Overlord wins if the squad is defeated.

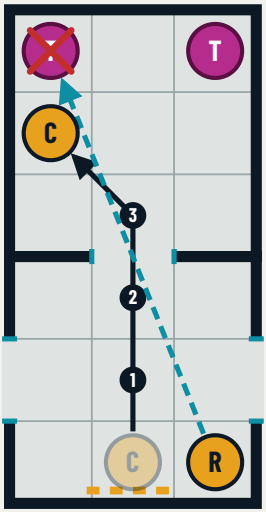


In Overlord mode one player decides what every alien does.

16 A FIRST ROUND, STEP BY STEP

Three tiles lie around the airlock. The tile to the north is a room with no vent. Its encounter card was turned over when it was placed: 2 Thralls, now standing at its far side.

Reyes (4 AP) takes Combat Stance for 1 AP, then shoots a Thrall with his pistol for 1 AP. The room is one tile north. A straight edge from his space to the Thrall's passes through the doorway and crosses no wall, and a pistol reaches 2 tiles. He cannot see the second Thrall: the wall beside the doorway is in the way. His accuracy is ACC 1 + pistol 1 + stance 1 = 3, and the Thrall is not on a cover space. He rolls three dice: 2, 5, 6. That is one hit. He rolls D6 for damage, gets 4, and subtracts the Thrall's armour of 1. The Thrall loses 3 HP and has 2 left. Reyes shoots again for 1 AP: 1, 3, 4. A miss with a 1, but no soldier is on the Thrall's tile, so nothing more happens. He spends his last AP going on Overwatch with the pistol.



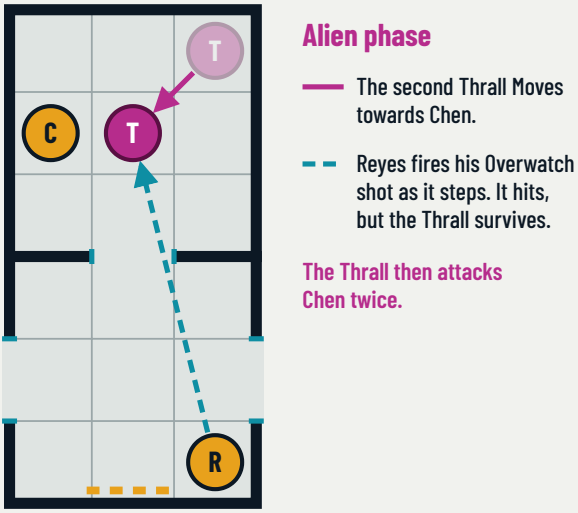
Airlock below, the room to its north above.

Squad phase

- Reyes shoots one tile north: one hit, then a miss.
- Chen Moves four spaces. The last step engages her.
- Her Plasma Axe kills the wounded Thrall.

Chen (4 AP) Moves for 2 AP, four spaces, into the northern room. Her last step puts her next to the wounded Thrall. She is engaged and her Move ends. She cannot fire her pistol while engaged, so she attacks with her Plasma Axe for her last 2 AP. This is a melee attack: Strength 1 + axe 1 = 2 dice. She rolls 3 and 5: a hit. The axe does D6+3 and her Deadly Strike adds 2 more. She rolls a 2, for 7 damage, and Penetration cancels the Thrall's 1 armour. The Thrall is dead.

The alien phase. The second Thrall is not engaged, so it Moves towards the nearest soldier, Chen. Its first step takes it to the middle of the room, where Reyes's straight edge reaches it through the doorway, and Reyes fires his Overwatch shot: accuracy 3 again, rolling 4, 4, 6. A hit for D6 – 1 damage. The Thrall survives. It is now next to Chen, so its Move ends, and it attacks her twice with its last 2 AP.



Airlock below, the room to its north above.

Clock. 20 becomes 19.

16

17 QUICK REFERENCE

Round

Refresh to 4 AP	Squad phase	Alien phase	Clock –1

To hit

Roll dice equal to your accuracy; a 5 or 6 hits. At 0 or less, roll one die; a 6 hits. One target for each attack: every shot goes at it.

Accuracy

Attack	Accuracy
Shooting	ACC (character card) + weapon + bonuses – cover
Melee	Strength (character card) + weapon + bonuses

Bonuses

Combat Stance	+1
Laser Scope	+1
Overwatch at an alien next to you	+1
Precision (Okafor, sniper rifle)	+1
Paired attack, unless Ambidextrous	–1

Cover

Soft 1, hard 2, full 3. Only the cover space the target is standing on counts.

Friendly fire

A miss showing a 1 hits the nearest friend on the target's tile, unless they are on a cover space. Check every shot.

Damage and range

Weapon damage – armour. Explosive Rounds: +2 damage. Deadly Strike (Chen): +2 melee damage. Shotgun: +1 damage at 2 spaces or nearer. Armour-Piercing Rounds: target's armour 1 lower. Penetration: target's armour 1 lower. Armour cannot go below 0. Accelerator Barrel: +1 tile range.

Line of sight

A straight edge between the centres of the two spaces, crossing no wall, rock, sealed exit, gap, face-down tile or smoke. Touching the end of a wall does not block. Range is in tiles.

Engaged

Next to an alien. Melee attacks only: no ranged weapon can be fired. Or swap weapons, drop an item or Disengage.

Ends your state

When	Combat Stance	Overwatch
You Move	ends	ends
You attack	stays	ends
You take any other action	stays	ends
You become engaged	stays	ends, after a shot

A QUICK REFERENCE TABLES

Round

Refresh to 4 AP	Squad phase	Alien phase	Clock –1

Actions

Action	AP	Rule
Move up to your Speed	2	6.1
Attack	on the weapon card	8
Unarmed attack	1	9.3
Throw a grenade	2	8.8
Combat Stance	1	12.1
Overwatch	your weapon's attack cost	12.2
Disengage	2	9.4
Swap active weapons	1	10.2
Put on or change armour	4	10.2
Fit, remove or swap a shoulder item or a weapon fitting	1	8.7, 10.4
Pick up an item on your tile	1	10.3
Trade with a soldier on your tile	1	10.3
Use an item	on the item card	10
Use a room's action	on the tile	6.3
Interact with a mission feature	1, unless the mission says otherwise	the mission
Drop an item	0	10.3

Weapons

Weapon	Hands	Accuracy	Shots	AP	Damage	Range	Special
Pistol	1	+1	1	1	D6	2 tiles	Paired
Shotgun	2	+2	1	2	D6+2	1 tile	Close range
Machine Gun	2	+0	3	2	D6+1	3 tiles	Heavy, Penetration
Sniper Rifle	2	+2	1	2	D6+2	5 tiles	
Combat Knife	1	+1	1	1	D6	Melee	Paired
Shock Baton	1	+2	1	1	D6+1	Melee	Paired
Rifle	2	+1	1	1	D6+1	3 tiles	
Vibroblade	1	+2	1	1	D6+2	Melee	Paired
Plasma Axe	2	+1	1	2	D6+3	Melee	Penetration, Dismember

To hit

Roll dice equal to your accuracy; a 5 or 6 hits. At 0 or less, roll one die; a 6 hits. One target for each attack: every shot goes at it.

Accuracy

Attack	Accuracy
Shooting	ACC (character card) + weapon + bonuses – cover
Melee	Strength (character card) + weapon + bonuses

Bonuses

Bonus	
Combat Stance	**+1**
Laser Scope	**+1**
Overwatch at an alien next to you	**+1**
Precision (Okafor, sniper rifle)	**+1**
Paired attack, unless Ambidextrous	**–1**

Armour

Armour	Armour value	Speed
Spectre V2 Pathfinder	1	0
Spectre V2 Sentinel	2	–1
Exo-Plate	3	–2
Ceraweave Suit	1	0

Damage and range

Weapon damage – armour. Explosive Rounds: +2 damage. Deadly Strike (Chen): +2 melee damage. Shotgun: +1 damage at 2 spaces or nearer. Armour-Piercing Rounds: target's armour 1 lower. Penetration: target's armour 1 lower. Armour cannot go below 0. Accelerator Barrel: +1 tile range.

Cover

Soft 1, hard 2, full 3. Only the cover space the target is standing on counts.

Friendly fire

A miss showing a 1 hits the nearest friend on the target's tile, unless they are on a cover space. Check every shot.

Engaged

Next to an alien. Melee attacks only: no ranged weapon can be fired. Or swap weapons, drop an item or Disengage.

Weapon fittings

Fitting	Kind	Effect
Laser Scope	Scope	+1 accuracy
Armour-Piercing Rounds	Ammunition	Treat the target's armour as 1 lower
Explosive Rounds	Ammunition	+2 damage
Accelerator Barrel	Barrel	+1 tile range
Bayonet	Blade	Melee attack as a Combat Knife (+1, 1 AP, D6) without swapping weapons

What ends Combat Stance and Overwatch

When	Combat Stance	Overwatch
You Move	ends	ends
You attack	stays	ends
You take any other action	stays	ends
You become engaged	stays	ends, after a shot

The alien phase

1. **If it is engaged,** it attacks a soldier it is engaged with, as many times as it has AP for. If it is engaged with more than one, it attacks the one with fewest HP.
2. **If it has a ranged weapon and can shoot a soldier,** it shoots the nearest one it can, as many times as it has AP for.
3. **Otherwise** it Moves towards the nearest soldier by the shortest path, then attacks or shoots if it can. If it still cannot, and has the AP, it Moves again.

The Elite: engaged, attack the lowest armour. In range, take cover within one Move, then shoot the nearest. Otherwise move towards the nearest.

Alien	HP	Speed	Armour	Attacks
Thrall	5	5	1	Fangs: melee, accuracy 2, D6, 1 AP
Warrior	10	4	2	Plasma: range 2, accuracy 2, D6+1, 2 AP. Claws: melee, accuracy 2, D6+1, 1 AP
Razorhound	6	6	0	Bite: melee, accuracy 3, D6+2, 2 AP
Elite	14	4	3	Plasma Rifle: range 3, accuracy 4, D6+3, 2 AP. Plasma Bayonet: melee, accuracy 2, D6+1, 2 AP

Room actions

- **Heal.** It heals the soldier who takes the action, up to the HP on their character card.
- **Seal any vent.** Choose any vent with no aliens waiting in it, and put a SEALED marker on it. From then on that vent does not count as a vent. A tile whose vents are all sealed counts as a tile without a vent.
- **Draw encounter cards and keep an item.** Cards you do not keep have no effect.
- **Look at a face-down encounter card.** Show the card to everyone. A vent whose card is discarded has no encounter. On a tile with two vents, choose one card.
- **Move to another room or the Airlock.** You do not pass through the spaces in between. It ends Combat Stance and Overwatch as a Move does. If you arrive next to an alien, you are engaged.
- **Gain AP.** The AP are for this activation only. AP left over at the end of the activation are lost as usual.
- **Take an item from the discard pile.** Choose any item card in the encounter discard pile.
- **Keep aliens out.** Until the start of the next round no alien may enter the tile. Aliens already next to it stay where they are.

Surface tiles

- **Open edges.** Each space on the edge of a surface tile is next to the spaces it touches on the neighbouring tiles, including diagonally across a corner. Figures cross anywhere along an edge.
- **Rock.** Spaces drawn as rock are walls. A tile with rock spaces is a rock tile.
- **Craters.** A crater's rim is a ring of rock with a gap in the middle of each edge. Figures can climb it anywhere and it does not slow them. Its four corner spaces are rim rocks: hard cover. For shooting the rim is a wall, and shots pass only through the four gaps (8.1).
- **Cliff edges.** A cliff edge blocks movement only. Nothing moves across it. Shots cross it as normal.
- **Enclosed structures.** A structure drawn with walls and doorways works like a room: figures go in and out, and shots pass, only through a doorway, which is a gap in the middle of an edge.
- **Burrows** are vents under another name. Every rule for vents applies to them.
- **CONTACT.** A tile showing the CONTACT symbol has an encounter waiting in the open (7.1).

Hazard

The first soldier to enter the tile rolls a D6. On a 1 or 2, do what the card says. Then discard it. Aliens ignore hazards.

18 GLOSSARY

Term	Meaning	See
Activation	One soldier's or alien's turn to act within a round.	5
AP	Action points. A soldier gets 4 each round and spends them on actions.	5
Burrow	A vent on a surface tile.	7.1
Clock	The number of rounds left, shown on the mission clock card.	5
Combat Stance	A state that gives +1 accuracy until you move.	12.1
CONTACT	A symbol on a surface tile: draw an encounter card and resolve it at once.	7.1
Contact queue	The row of alien cards beside the board, oldest first. Aliens act in that order.	7.2, 11
Cover space	A space that makes its occupant harder to hit. Soft or hard.	8.2
Dismember	A weapon property: a target left on exactly 1 HP takes 1 more damage.	9
Disengage	The 2 AP action that lets an engaged soldier step away.	9.4
Downed	A soldier at 0 HP. They can be revived.	13
Encounter card	A card drawn for a tile: aliens, an item, an event, a hazard or a side mission.	7
Engaged	Next to an enemy. An engaged soldier cannot Move or shoot.	9
Exit	A gap in the edge of a station tile. Two exits that meet are connected.	3
Extract	Leave the mission from the tile the mission names.	the mission
Final Wave	Every unsealed vent draws a new card when the objective is done.	14.4

Term	Meaning	See
Fitting	A card attached to a weapon, such as a Laser Scope or a Bayonet.	8.7
Found	A soldier found a tile if their action turned its encounter card over.	7.2
Hazard	A card that lies on a tile. A soldier who enters rolls a die.	7.2
Horde	Mission 3's endless Razorhounds.	the mission
Line of sight	A straight edge between two spaces that crosses no wall.	8.1
Next to	Touching, including diagonally, with no wall between.	3
Objective card	The card that sets what a mission asks of the squad.	14.2
Overwatch	A state that lets you shoot in the alien phase.	12.2
Paired	Two matching one-handed weapons used for two attacks in one action.	9
Range	How far a weapon reaches, counted in tiles.	8.1
Room action	An action printed on a tile.	6.3
Round	Refresh, squad phase, alien phase, clock.	5
Sealed	An exit or vent that nothing can use.	6.2, 6.3
Ship's locker	The squad's shared gear in Campaign Mode.	Mission Book
Space	One square of a tile. A tile is three spaces by three.	3
Squad leader	The soldier whose player goes first.	4
Station	The map, whatever the mission calls the place.	1
Surface tile	A tile of open ground with no walls round it.	3
Swarm Tactics	Aliens move through other aliens, even engaged ones, if they can reach an empty space beyond.	11
Tile	A square piece of the map.	3
Vent	A mark showing that aliens can get into a tile. The tile holds a face-down encounter card. New aliens are placed by 7.3, not on the mark. A mission may give it another name, such as a burrow.	7.1, 7.3

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