GOLLOPS STAR / STARTING ITEMS

16 cards / 44 x 60 mm / Separate Starter backs

PISTOL
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

RANGE 2 TILES

A compact, dependable backup.

STARTER ITEM — GOLLOPS STAR

COMBAT KNIFE
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

A reliable last line of defence.

STARTER ITEM — GOLLOPS STAR

SPECTRE V2 PATHFINDER
LIGHT ARMOUR



ARMOUR	SPEED
1	0

Flexible ceramic-fibre protection.

STARTER ITEM — GOLLOPS STAR

PLASMA AXE
TWO HANDS / MELEE



ACC	SHOTS	AP	DAMAGE
+1	1	2	D6+3

MELEE / PENETRATION / DISMEMBER

Penetration: the target's armour counts as 1 lower. Dismember: a target left on exactly 1 HP takes 1 more damage.

STARTER ITEM / GOLLOPS STAR

PISTOL
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

RANGE 2 TILES

A compact, dependable backup.

STARTER ITEM — GOLLOPS STAR

SPECTRE V2 PATHFINDER
LIGHT ARMOUR



ARMOUR	SPEED
1	0

Flexible ceramic-fibre protection.

STARTER ITEM — GOLLOPS STAR

MACHINE GUN
2 HANDS



ACC	SHOTS	AP	DAMAGE
+0	3	2	D6+1

RANGE 3 TILES

Heavy: −1 Speed while carried. Penetration: treat the target's armour as 1 lower.

STARTER ITEM — GOLLOPS STAR

COMBAT KNIFE
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

A reliable last line of defence.

STARTER ITEM — GOLLOPS STAR

SPECTRE V2 SENTINEL
MEDIUM ARMOUR



ARMOUR	SPEED
2	-1

Reinforced plates trade mobility for protection.

STARTER ITEM — GOLLOPS STAR

SNIPER RIFLE
2 HANDS



ACC	SHOTS	AP	DAMAGE
+2	1	2	D6+2

RANGE 5 TILES

Precision fire across long corridors.

STARTER ITEM — GOLLOPS STAR

COMBAT KNIFE
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

A reliable last line of defence.

STARTER ITEM — GOLLOPS STAR

SPECTRE V2 PATHFINDER
LIGHT ARMOUR



ARMOUR	SPEED
1	0

Flexible ceramic-fibre protection.

STARTER ITEM — GOLLOPS STAR

SHOTGUN
TWO HANDS / RANGED



ACC	SHOTS	AP	DAMAGE
+2	1	2	D6+2

RANGE 1 TILE

Close range: +1 damage when the target is 2 spaces away or nearer. Cannot be fired while engaged.

STARTER ITEM
GOLLOPS STAR

COMBAT KNIFE
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

A reliable last line of defence.

STARTER ITEM — GOLLOPS STAR

SPECTRE V2 PATHFINDER
LIGHT ARMOUR



ARMOUR	SPEED
1	0

Flexible ceramic-fibre protection.

STARTER ITEM — GOLLOPS STAR

MEDKIT
REUSABLE MEDICAL EQUIPMENT



AP	HEAL
2	3

REVIVE TO 2 HP

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.

STARTER ITEM — GOLLOPS STAR

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