# GOLLOPS STAR / STARTING ITEMS

16 cards / 44 x 60 mm / Separate Starter backs

## PISTOL
ONE-HANDED



PAIRED

| ACC | SHOTS | AP | DAMAGE |
|---|---|---|---|
| +1 | 1 | 1 | D6 |

**RANGE 2 TILES**

*A compact, dependable backup.*

STARTER ITEM — GOLLOPS STAR

## COMBAT KNIFE
ONE-HANDED



PAIRED

| 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
2 HANDS



| 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



PAIRED

| 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



PAIRED

| ACC | SHOTS | AP | DAMAGE |
|---|---|---|---|
| +1 | 1 | 1 | D6 |

**MELEE / CONTACT**

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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



PAIRED

| 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
2 HANDS



| 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



PAIRED

| 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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