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

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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