GOLLOPS STAR / MISSION 2 / ENCOUNTERS

28 cards / 44 x 60 mm / Actual size (100%)

ARMOUR-PIERCING ROUNDS 2
AMMUNITION FITTING



Fit to a ranged weapon (1 AP). Treat the target's armour as 1 lower. One ammunition fitting per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-001 / ITEM GOLLOPS STAR

ARMOUR-PIERCING ROUNDS 2
AMMUNITION FITTING



Fit to a ranged weapon (1 AP). Treat the target's armour as 1 lower. One ammunition fitting per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-002 / ITEM GOLLOPS STAR

EXPLOSIVE ROUNDS 2
AMMUNITION FITTING



Fit to a ranged weapon (1 AP). Every shot does +2 damage. One ammunition fitting per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-003 / ITEM GOLLOPS STAR

EXPLOSIVE ROUNDS 2
AMMUNITION FITTING



Fit to a ranged weapon (1 AP). Every shot does +2 damage. One ammunition fitting per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-004 / ITEM GOLLOPS STAR

ACCELERATOR BARREL 2
BARREL FITTING



Fit to a ranged weapon (1 AP). Magnetic pulses add +1 tile to that weapon's range. One barrel per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-005 / ITEM GOLLOPS STAR

ACCELERATOR BARREL 2
BARREL FITTING



Fit to a ranged weapon (1 AP). Magnetic pulses add +1 tile to that weapon's range. One barrel per weapon. It stays on the weapon when the weapon is traded or dropped.

M2-006 / ITEM GOLLOPS STAR

SHOULDER SCANNER 2
SHOULDER MOUNT / SCAN 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.

M2-007 / ITEM GOLLOPS STAR

1 RAZORHOUND 2
ALIEN ENCOUNTER

SPAWN 1



HP 6 | ARMOUR 0 | SPEED 6 | AP 4

BITE MELEE +3 | SHOTS 1 | D6+2 | 2 AP | CONTACT

TACTICS

If engaged, attack enemy with lowest HP. Otherwise move towards nearest. (11)

GOLLOPS STAR / M2-008 / MONSTER

1 RAZORHOUND 2
ALIEN ENCOUNTER

SPAWN 1



HP 6 | ARMOUR 0 | SPEED 6 | AP 4

BITE MELEE +3 | SHOTS 1 | D6+2 | 2 AP | CONTACT

TACTICS

If engaged, attack enemy with lowest HP. Otherwise move towards nearest. (11)

GOLLOPS STAR / M2-009 / MONSTER

SPRINKLER BURST 2
EVENT



The fire system wakes. Cold spray turns the grow lights into a wall of white.

Put this card on the tile. Nobody can shoot into this tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

M2-010 / EVENT GOLLOPS STAR

SPRINKLER BURST 2
EVENT



The fire system wakes. Cold spray turns the grow lights into a wall of white.

Put this card on the tile. Nobody can shoot into this tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

M2-011 / EVENT GOLLOPS STAR

GROW LIGHTS FAIL 2
EVENT



The glasshouses go dark together. Only the plants' faint glow remains.

Until the end of this round, every soldier shoots at −1 accuracy.

M2-012 / EVENT GOLLOPS STAR

MENDERROOT NECTAR 2
EVENT



Brennan's handwritten notes name the green plant Menderroot. A sealed nectar vial waits beside them.

The soldier who found this tile heals 3 HP, up to their maximum.

M2-013 / EVENT GOLLOPS STAR

MENDERROOT NECTAR 2
EVENT



Brennan's handwritten notes name the green plant Menderroot. A sealed nectar vial waits beside them.

The soldier who found this tile heals 3 HP, up to their maximum.

M2-014 / EVENT GOLLOPS STAR

SPARKVINE NECTAR 2
EVENT



A drop of Sparkvine nectar tastes of copper. For a moment the whole lab seems to slow.

The soldier who found this tile gains 2 AP for this activation. If it is not their activation, nothing happens.

M2-015 / EVENT GOLLOPS STAR

EMERGENCY SHUTTERS 2
EVENT



A shutter slams down with a sound like a rifle shot. The scratching behind it stops.

Seal the nearest vent that has not been sealed and has no aliens waiting in it. Discard its face-down card. If there is none, nothing happens.

M2-016 / EVENT GOLLOPS STAR

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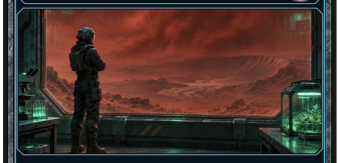
GOLLOPS STAR / MISSION 2 / ENCOUNTERS

28 cards / 44 x 60 mm / Actual size (100%)

DUST STORM 2
EVENT

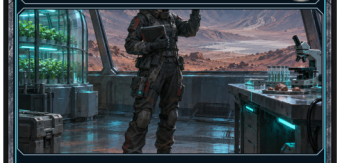


REMOVE 1 REMAINING ROUND

Red dust grinds across the outer glass. The Nightjar cannot hold here for ever.

M2-017 / EVENT GOLLOPS STAR

CLEAR SKIES 2
EVENT



ADD 1 REMAINING ROUND

Jezero appears between the clouds. Kerrie reports a clearer approach.

M2-018 / EVENT GOLLOPS STAR

BRENNAN'S KEYCARD 2
SIDE MISSION



Dr Brennan's access card lies beneath a fallen notebook. The reader still recognises its owner.

Optional. Keep this card; it can be traded like an item. Its holder may lift the lockdown for 2 AP from the tile joined to the Hydroponics Lab's door, as if they were in the Security Room. No alien may be on that tile.

M2-019 / SIDE MISSION GOLLOPS STAR

CHEMICAL LEAK 2
HAZARD



The pressure gauge is red. A fine spray cuts through the green light.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Caustic fertiliser sprays from a split pipe. Lose 2 HP.

M2-020 / HAZARD GOLLOPS STAR

CHEMICAL LEAK 2
HAZARD

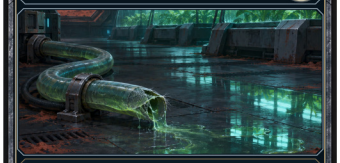


The pressure gauge is red. A fine spray cuts through the green light.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Caustic fertiliser sprays from a split pipe. Lose 2 HP.

M2-021 / HAZARD GOLLOPS STAR

NUTRIENT SPILL 2
HAZARD

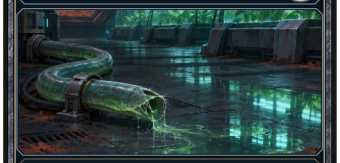


A broken feed hose paints the floor with a film too clear to see.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You slip on growth gel. Your Move ends, and you lose 1 AP if you have any left.

M2-022 / HAZARD GOLLOPS STAR

NUTRIENT SPILL 2
HAZARD



A broken feed hose paints the floor with a film too clear to see.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You slip on growth gel. Your Move ends, and you lose 1 AP if you have any left.

M2-023 / HAZARD GOLLOPS STAR

STRANGLER VINE 2
HAZARD



The vine tightens when you pull away. Its thorns bite through the fabric.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A vine catches your leg. Your Move ends and you lose 1 HP.

M2-024 / HAZARD GOLLOPS STAR

STRANGLER VINE 2
HAZARD



The vine tightens when you pull away. Its thorns bite through the fabric.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A vine catches your leg. Your Move ends and you lose 1 HP.

M2-025 / HAZARD GOLLOPS STAR

MARTIAN KNOTWEED 2
HAZARD



The fast-growing red weed has found every crack. Each step comes out with roots attached.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Thick red weed has overgrown the floor and you have to fight through it. Lose 2 AP, or all you have left if that is less.

M2-026 / HAZARD GOLLOPS STAR

MARTIAN KNOTWEED 2
HAZARD



The fast-growing red weed has found every crack. Each step comes out with roots attached.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Thick red weed has overgrown the floor and you have to fight through it. Lose 2 AP, or all you have left if that is less.

M2-027 / HAZARD GOLLOPS STAR

VIBROBLADE 2
1 HAND



ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+2

MELEE / CONTACT

The edge hums below hearing. Dust parts before it touches the steel.

M2-028 / ITEM GOLLOPS STAR

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