GOLLOPS STAR / MISSION-3 ENCOUNTERS

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

RIFLE — 2 HANDS — 3



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6+1

RANGE 3 TILES

A dependable service rifle, balanced for quick fire in the open.

M3-001 / ITEM — GOLLOPS STAR

RIFLE — 2 HANDS — 3



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6+1

RANGE 3 TILES

A dependable service rifle, balanced for quick fire in the open.

M3-002 / ITEM — GOLLOPS STAR

VIBROBLADE — 1 HAND — 3



ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+2

MELEE / CONTACT

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

M3-003 / ITEM — GOLLOPS STAR

CERAWEAVE SUIT — LIGHT ARMOUR — 3



ARMOUR	SPEED
1	0

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

M3-004 / ITEM — GOLLOPS STAR

SHIELD GENERATOR — SHOULDER MOUNT — 3



+1 armour against shooting attacks and grenades.

M3-005 / ITEM — GOLLOPS STAR

1 WARRIOR — ALIEN ENCOUNTER — 3



HP	ARMOUR	SPEED	AP
10	2	4	4

	RANGED	SHOTS			RANGE
PLASMA	ACC +2	1	D6+1	2 AP	2 TILES

	MELEE	SHOTS			
CLAWS	+2	1	D6+1	1 AP	CONTACT

TACTICS

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

GOLLOPS STAR / M3-008 / MONSTER

1 WARRIOR — ALIEN ENCOUNTER — 3



HP	ARMOUR	SPEED	AP
10	2	4	4

	RANGED	SHOTS			RANGE
PLASMA	ACC +2	1	D6+1	2 AP	2 TILES

	MELEE	SHOTS			
CLAWS	+2	1	D6+1	1 AP	CONTACT

TACTICS

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

GOLLOPS STAR / M3-009 / MONSTER

3 WARRIORS — ALIEN ENCOUNTER — 3



HP	ARMOUR	SPEED	AP
10	2	4	4

	RANGED	SHOTS			RANGE
PLASMA	ACC +2	1	D6+1	2 AP	2 TILES

	MELEE	SHOTS			
CLAWS	+2	1	D6+1	1 AP	CONTACT

TACTICS

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

GOLLOPS STAR / M3-010 / MONSTER

3 WARRIORS — ALIEN ENCOUNTER — 3



HP	ARMOUR	SPEED	AP
10	2	4	4

	RANGED	SHOTS			RANGE
PLASMA	ACC +2	1	D6+1	2 AP	2 TILES

	MELEE	SHOTS			
CLAWS	+2	1	D6+1	1 AP	CONTACT

TACTICS

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

GOLLOPS STAR / M3-011 / MONSTER

4 THRALLS — ALIEN ENCOUNTER — 3



HP	ARMOUR	SPEED	AP
5	1	5	4

	MELEE	SHOTS			
FANGS	+2	1	D6	1 AP	CONTACT

TACTICS

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

GOLLOPS STAR / M3-012 / MONSTER

DUST DEVIL — EVENT — 3



A column of red dust spins between the rocks, full of things you cannot quite make out.

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.

M3-013 / EVENT — GOLLOPS STAR

DUST DEVIL — EVENT — 3



A column of red dust spins between the rocks, full of things you cannot quite make out.

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.

M3-014 / EVENT — GOLLOPS STAR

WHITEOUT — EVENT — 3



The ridge vanishes. The next voice in your headset sounds impossibly far away.

Until the end of this round, nobody can shoot beyond their own tile.

M3-015 / EVENT — GOLLOPS STAR

STATIC SURGE — EVENT — 3

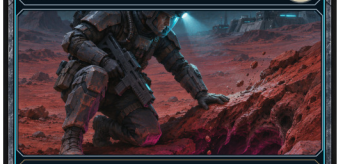


A discharge cracks across the equipment rail. The shoulder display goes black.

The shoulder item of the soldier who found this tile is disabled. Spend 1 AP to repair it. Keep this card with the item until repaired. No shoulder item: no effect.

M3-016 / EVENT — GOLLOPS STAR

TREMOR — EVENT — 3



The ground moves beneath your boots. Something answers from below.

Draw an encounter card for the nearest burrow that has not been sealed. If it is an alien card, those aliens arrive at that burrow. Otherwise discard it.

M3-017 / EVENT — GOLLOPS STAR

BURIED CACHE — EVENT — 3



The wind exposes the corner of a survey case. Its seals have held.

Draw encounter cards until you draw an item. Put the item on this tile. Discard the rest.

M3-018 / EVENT — GOLLOPS STAR

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GOLLOPS STAR / MISSION-3 ENCOUNTERS

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

NIGHTJAR FLYOVER
EVENT 3



Kerrie breaks through the dust, low and fast. The Nightjar has one clean firing line.

Kerrie makes one pass. Choose a face-up tile. Every alien on it takes D6+1 damage, minus its armour.

M3-019 / EVENT GOLLOPS STAR

STORM FRONT
EVENT 3



REMOVE 1 REMAINING ROUND

The storm front crosses the western ridge. The relay mast disappears inside it.

If the horde has already started, nothing happens.

M3-020 / EVENT GOLLOPS STAR

BREAK IN THE STORM
EVENT 3



ADD 1 REMAINING ROUND

For a few seconds the dust falls still. You can see the way back to the Nightjar.

If the horde has already started, nothing happens.

M3-021 / EVENT GOLLOPS STAR

DNA SAMPLE
SIDE MISSION 3

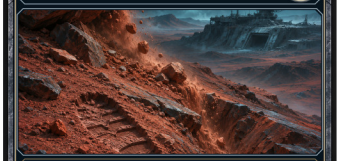


Dr Vale needs a living answer from a dead battlefield. The sample vial is small enough to carry.

Optional. Put this card on the tile; it is picked up and carried like an item. If its holder extracts, Dr Vale gets his specimen. In a campaign, the squad then takes one item card of its choice from the encounter deck or discard pile into the ship's locker (see Campaign Mode).

M3-022 / SIDE MISSION GOLLOPS STAR

LOOSE SCREE
HAZARD 3

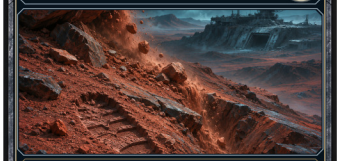


The stones look settled. One boot sends the whole slope sliding.

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

M3-023 / HAZARD GOLLOPS STAR

LOOSE SCREE
HAZARD 3



The stones look settled. One boot sends the whole slope sliding.

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

M3-024 / HAZARD GOLLOPS STAR

SINKHOLE
HAZARD 3



A skin of dust hides a hollow. The crust breaks without warning.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: The ground drops under you. Your Move ends and you lose 1 HP.

M3-025 / HAZARD GOLLOPS STAR

SINKHOLE
HAZARD 3



A skin of dust hides a hollow. The crust breaks without warning.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: The ground drops under you. Your Move ends and you lose 1 HP.

M3-026 / HAZARD GOLLOPS STAR

SUIT BREACH
HAZARD 3

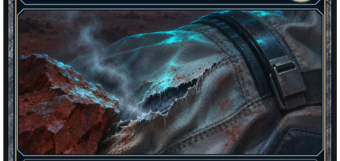


A jagged edge catches the suit. The pressure alarm is suddenly very loud.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A rock edge opens your suit seal. Lose 2 HP.

M3-027 / HAZARD GOLLOPS STAR

SUIT BREACH
HAZARD 3



A jagged edge catches the suit. The pressure alarm is suddenly very loud.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A rock edge opens your suit seal. Lose 2 HP.

M3-028 / HAZARD GOLLOPS STAR

DUST BLIND
HAZARD 3



The wind drives red grit across your visor until there is no view left to clear.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Your visor is caked. Lose 2 AP, or all you have left if that is less.

M3-029 / HAZARD GOLLOPS STAR

DUST BLIND
HAZARD 3



The wind drives red grit across your visor until there is no view left to clear.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: Your visor is caked. Lose 2 AP, or all you have left if that is less.

M3-030 / HAZARD GOLLOPS STAR

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