QUICK REFERENCE

Gollops Star: the board game

Rules 0.22

A round

1 Refresh to 4 AP	2 Squad phase	3 Alien phase	4 Clock –1

Actions

Action	AP	Rule
Move up to your Speed	2	6.1
Attack	on the weapon card	8
Unarmed attack	1	9.3
Throw a grenade	2	8.8
Combat Stance	1	12.1
Overwatch	your weapon's attack cost	12.2
Disengage	2	9.4
Swap active weapons	1	10.2
Put on or change armour	4	10.2
Fit, remove or swap a shoulder item or a weapon fitting	1	8.7, 10.4
Pick up an item on your tile	1	10.3
Trade with a soldier on your tile	1	10.3
Use an item	on the item card	10
Use a room's action	on the tile	6.3
Interact with a mission feature	1, unless the mission says otherwise	the mission
Drop an item	0	10.3

Weapons

Weapon	Hands	Accuracy	Shots	AP	Damage	Range	Special
Pistol	1	+1	1	1	D6	2 tiles	Paired
Shotgun	2	+2	1	2	D6+2	1 tile	Close range
Machine Gun	2	+0	3	2	D6+1	3 tiles	Heavy, Penetration
Sniper Rifle	2	+2	1	2	D6+2	5 tiles	
Combat Knife	1	+1	1	1	D6	Melee	Paired
Shock Baton	1	+2	1	1	D6+1	Melee	Paired
Rifle	2	+1	1	1	D6+1	3 tiles	
Vibroblade	1	+2	1	1	D6+2	Melee	Paired
Plasma Axe	2	+1	1	2	D6+3	Melee	Penetration, Dismember

Close range. +1 damage when the shotgun's target is 2 spaces away or nearer. A shotgun cannot be fired while its user is engaged (9.2).
Penetration. The weapon treats its target's armour as 1 lower.
Heavy. –1 Speed while carried. **Paired:** 8.6. **Dismember:** section 9.

Armour

Armour	Armour value	Speed
Spectre V2 Pathfinder	1	0
Spectre V2 Sentinel	2	–1
Exo-Plate	3	–2
Ceraweave Suit	1	0

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

To hit

Roll dice equal to your accuracy; a 5 or 6 hits. At 0 or less, roll one die; a 6 hits. One target for each attack: every shot goes at it.

4	☐☐☐☐	**80%**
3	☐☐☐	**70%**
2	☐☐	**56%**
1	☐	**33%**
0 or less	☐ needs a 6	**17%**

Accuracy

Attack	Accuracy
Shooting	ACC (character card) + weapon + bonuses – cover
Melee	Strength (character card) + weapon + bonuses

Bonuses

Bonus	
Combat Stance	**+1**
Laser Scope	**+1**
Overwatch at an alien next to you	**+1**
Precision (Okafor, sniper rifle)	**+1**
Paired attack, unless Ambidextrous	**–1**

Cover

Soft 1, hard 2, full 3. Only the cover space the target is standing on counts.

Friendly fire

A miss showing a 1 hits the nearest friend on the target's tile, unless they are on a cover space. Check every shot.

Damage and range

Weapon damage – armour. Explosive Rounds: +2 damage. Deadly Strike (Chen): +2 melee damage. Shotgun: +1 damage at 2 spaces or nearer. Armour-Piercing Rounds: target's armour 1 lower. Penetration: target's armour 1 lower. Armour cannot go below 0. Accelerator Barrel: +1 tile range.

Engaged

Next to an alien. Melee attacks only: no ranged weapon can be fired. Or swap weapons, drop an item or Disengage.

What ends Combat Stance and Overwatch

When	Combat Stance	Overwatch
You Move	ends	ends
You attack	stays	ends
You take any other action	stays	ends
You become engaged	stays	ends, after a shot

Skills

Soldier	Skill
Reyes	**Scavenger.** Your first Pick up in each activation costs 0 AP.
Chen	**Deadly Strike.** +2 damage with every melee attack.
Calder	**Heavy Weapons Specialist.** The armour you are wearing and your active weapon do not reduce your Speed.
Okafor	**Precision.** +1 accuracy with a sniper rifle.
Park	**Field Medic.** With a medkit you heal 2 HP more and revive with 1 HP more: 5 HP, or a revival with 3 HP.
Promotion	**Ambidextrous.** No Paired penalty.

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QUICK REFERENCE: SIDE 2

Gollops Star: the board game

Rules 0.22

Line of sight

A straight edge between the centres of the two spaces, crossing no wall, rock, sealed exit, gap, face-down tile or smoke. Touching the end of a wall does not block. Range is in tiles.

Weapon fittings

Fitting	Kind	Effect
Laser Scope	Scope	+1 accuracy
Armour-Piercing Rounds	Ammunition	Treat the target's armour as 1 lower
Explosive Rounds	Ammunition	+2 damage
Accelerator Barrel	Barrel	+1 tile range
Bayonet	Blade	The user may make melee attacks with the bayonet while this weapon is active, without swapping weapons: Accuracy +1, 1 AP, D6, the same as a Combat Knife

Fittings cannot go on melee weapons or grenades.

A weapon has one kind of ammunition at a time: Armour-Piercing or Explosive, not both.

Armour-Piercing Rounds and Penetration add up. A Machine Gun with Armour-Piercing Rounds treats its target's armour as 2 lower. Armour cannot go below 0.

Explosive Rounds add 2 to every shot. A Machine Gun does D6+3 with each of its three shots. A Sniper Rifle does D6+4.

Shotgun at close range with Explosive Rounds: add both, for D6+5.

No other fitting on the weapon changes a bayonet attack. Two bayonets can be Paired (8.6).

Hazards

The first soldier to enter the tile rolls a D6. On a 1 or 2, do what the card says. Then discard it. Aliens ignore hazards.

Aliens ignore hazards. An alien entering the tile does not roll and does not remove the card.

On a vent tile the card is face down as usual. The soldier who turns it over by entering is the soldier who rolls.

HP lost to a hazard is not reduced by armour. A soldier brought to 0 HP is downed.

"Your Move ends" means you stop on the space where you entered the tile. If you did not enter by a Move, ignore that part.

A hazard revealed by a scan or by a room action stays face up on its tile until a soldier enters.

Campaign Mode: after a completed mission

Gear held by soldiers who extracted goes into the ship's locker.

A soldier who did not extract is lost, with their gear and promotions. A new conscript with no promotions replaces them.

Each survivor takes one promotion: +1 AP, ACC, Strength or Speed (maximum 5), or +2 HP, or one new skill.

Cards the squad owns are left out of the next encounter deck.

The full rules are in the Mission Book, Campaign Mode.

The alien phase

1. **If it is engaged,** it attacks a soldier it is engaged with, as many times as it has AP for. If it is engaged with more than one, it attacks the one with fewest HP.
2. **If it has a ranged weapon and can shoot a soldier,** it shoots the nearest one it can, as many times as it has AP for.
3. **Otherwise** it Moves towards the nearest soldier by the shortest path, then attacks or shoots if it can. If it still cannot, and has the AP, it Moves again.

The Elite follows its own steps. **Engaged:** attack the lowest armour. **Enemy in range:** if not in cover, move to the nearest cover within one Move, then shoot the nearest. **Otherwise:** move towards the nearest.

Alien	HP	Speed	Armour	Attacks
Thrall	5	5	1	Fangs: melee, accuracy 2, D6, 1 AP
Warrior	10	4	2	Plasma: range 2, accuracy 2, D6+1, 2 AP. Claws: melee, accuracy 2, D6+1, 1 AP
Razorhound	6	6	0	Bite: melee, accuracy 3, D6+2, 2 AP
Elite	14	4	3	Plasma Rifle: range 3, accuracy 4, D6+3, 2 AP. Plasma Bayonet: melee, accuracy 2, D6+1, 2 AP

Open ground

Open edges. Each space on the edge of a surface tile is next to the spaces it touches on the neighbouring tiles, including diagonally across a corner. Figures cross anywhere along an edge.

Rock. Spaces drawn as rock are walls. A tile with rock spaces is a rock tile.

Craters. A crater's rim is a ring of rock with a gap in the middle of each edge. Figures can climb it anywhere and it does not slow them. Its four corner spaces are rim rocks: hard cover. For shooting the rim is a wall, and shots pass only through the four gaps (8.1).

Cliff edges. A cliff edge blocks movement only. Nothing moves across it. Shots cross it as normal.

Enclosed structures. A structure drawn with walls and doorways works like a room: figures go in and out, and shots pass, only through a doorway, which is a gap in the middle of an edge.

Burrows are vents under another name. Every rule for vents applies to them.

CONTACT. A tile showing the CONTACT symbol has an encounter waiting in the open (7.1).

Room actions

Heal. It heals the soldier who takes the action, up to the HP on their character card.

Seal any vent. Choose any vent with no aliens waiting in it, and put a SEALED marker on it. From then on that vent does not count as a vent. A tile whose vents are all sealed counts as a tile without a vent.

Draw encounter cards and keep an item. Cards you do not keep have no effect.

Look at a face-down encounter card. Show the card to everyone. A vent whose card is discarded has no encounter. On a tile with two vents, choose one card.

Move to another room or the Airlock. You do not pass through the spaces in between. It ends Combat Stance and Overwatch as a Move does. If you arrive next to an alien, you are engaged.

Gain AP. The AP are for this activation only. AP left over at the end of the activation are lost as usual.

Take an item from the discard pile. Choose any item card in the encounter discard pile.

Keep aliens out. Until the start of the next round no alien may enter the tile. Aliens already next to it stay where they are.

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