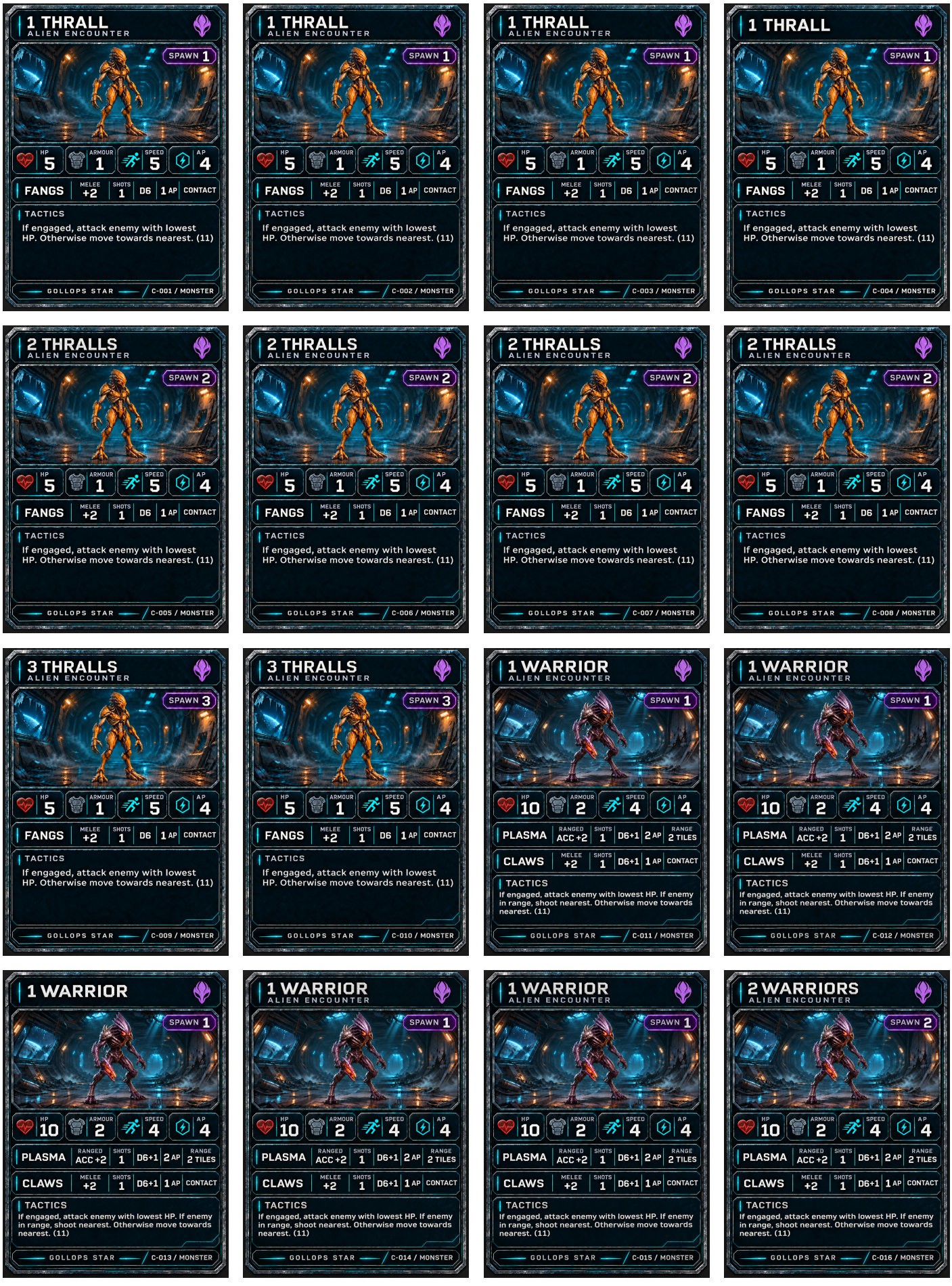
GOLLOPS STAR / COMMON ENCOUNTERS

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



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GOLLOPS STAR / COMMON ENCOUNTERS

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

2 WARRIORS
ALIEN ENCOUNTER



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 / C-017 / MONSTER

2 WARRIORS
ALIEN ENCOUNTER



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 / C-018 / MONSTER

1 RAZORHOUND
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-019 / MONSTER

1 RAZORHOUND
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-020 / MONSTER

1 RAZORHOUND
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-021 / MONSTER

2 RAZORHOUNDS
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-022 / MONSTER

2 RAZORHOUNDS
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-023 / MONSTER

2 RAZORHOUNDS
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-024 / MONSTER

3 RAZORHOUNDS
ALIEN ENCOUNTER



HP	ARMOUR	SPEED	AP
6	0	6	4

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

TACTICS

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

GOLLOPS STAR / C-025 / MONSTER

SHOULDER TORCH
SHOULDER MOUNT



When the wearer enters a tile for the first time and new tiles are placed, choose one of the new tiles and place one more tile beyond it, at the exit opposite the one it was found through. It gets an encounter card as normal.

C-026 / ITEM — GOLLOPS STAR

SHOULDER SCANNER
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.

C-027 / 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.

C-028 / 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.

C-029 / ITEM — GOLLOPS STAR

PISTOL
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

RANGE 2 TILES

A compact, dependable backup.

C-030 / ITEM — GOLLOPS STAR

SHOCK BATON
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+1

MELEE / CONTACT

An electrified close-combat baton.

C-031 / ITEM — GOLLOPS STAR

SHOCK BATON
ONE-HANDED



ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+1

MELEE / CONTACT

An electrified close-combat baton.

C-032 / ITEM — GOLLOPS STAR

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GOLLOPS STAR / COMMON ENCOUNTERS

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

LASER SCOPE
SCOPE FITTING



Scope fitting. Fit to a ranged weapon (1 AP). +1 accuracy. One scope per weapon. It stays on the weapon when the weapon is traded or dropped.

C-033 / ITEM GOLLOPS STAR

LASER SCOPE
SCOPE FITTING



Scope fitting. Fit to a ranged weapon (1 AP). +1 accuracy. One scope per weapon. It stays on the weapon when the weapon is traded or dropped.

C-034 / ITEM GOLLOPS STAR

SPECTRE V2 SENTINEL
MEDIUM ARMOUR



ARMOUR 2 SPEED -1

Reinforced plates trade mobility for protection.

C-035 / ITEM GOLLOPS STAR

EXO-PLATE
HEAVY ARMOUR

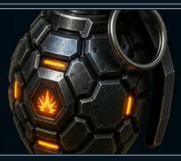


ARMOUR 3 SPEED -2

Heavy armour built to absorb punishment.

C-036 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE

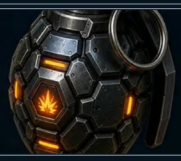


THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-037 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE

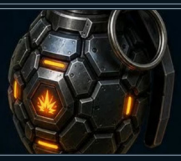


THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-038 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-039 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-040 / ITEM GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

BAYONET
BLADE FITTING



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

Fit to a ranged weapon (1 AP). While this weapon is active you may make melee attacks with the bayonet without swapping weapons: Accuracy +1, 1 AP, D6. One blade per weapon.

ENCOUNTER ITEM
GOLLOPS STAR

BAYONET
BLADE FITTING



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

Fit to a ranged weapon (1 AP). While this weapon is active you may make melee attacks with the bayonet without swapping weapons: Accuracy +1, 1 AP, D6. One blade per weapon.

ENCOUNTER ITEM
GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

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