GOLLOPS STAR / ADRIFT / TEACHING DECK

Read left to right, top to bottom: cards 1-11. Card 12 is Reyes's starting Smoke Grenade.

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

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

C-001 / GOLLOPS STAR 0.20

MEDKIT

REUSABLE MEDICAL EQUIPMENT



AP	HEAL
2	3

REVIVE TO 2 HP

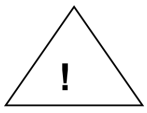
Heal yourself, or a soldier next to you, by 3 HP, up to their maximum. Or revive a downed soldier next to you, who returns with 2 HP. You cannot use a medkit while engaged. A medkit is not used up.

C-028 / ITEM GOLLOPS STAR

EXPOSED WIRING

1

HAZARD



A blue spark crawls along the torn insulation. Your glove is already against it.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You touch a live wire. Lose 2 HP.

M1-011 / HAZARD GOLLOPS STAR

2 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

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

C-005 / GOLLOPS STAR 0.20

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

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

SHOCK BATON

ONE-HANDED



PAIRED

ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+1

MELEE / CONTACT

An electrified close-combat baton.

C-031 / ITEM GOLLOPS STAR

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

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

C-002 / GOLLOPS STAR 0.20

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

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

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

C-003 / GOLLOPS STAR 0.20

PISTOL

ONE-HANDED



PAIRED

ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

RANGE 2 TILES

A compact, dependable backup.

C-030 / 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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