GOLLOPS STAR / MISSION-1 ENCOUNTERS

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

WEAPON JAM
RANDOM EVENT · 1



WEAPON JAMMED

A dry click. Hot lubricant curls from the receiver. Something inside is grinding itself apart.

The active ranged weapon of the soldier who found this tile jams. Spend **4 AP in one action** to clear. Keep with weapon until cleared. No active ranged weapon: no effect. Jams do not stack.

M1-001 / EVENT · GOLLOPS STAR

DUST IN THE CONTACTS
RANDOM EVENT · 1



SHOULDER DISABLED

Grey dust spills from an overhead seam. Your shoulder display flickers once, then goes black.

Your equipped shoulder item is disabled.
Spend 1 AP to repair it.
Keep this card until repaired.
No shoulder item: no effect.

M1-002 / EVENT · GOLLOPS STAR

RESERVE OXYGEN
RANDOM EVENT · 1



+1 REMAINING ROUND

The manifold still shows green. For once, the station has kept something useful alive.

M1-003 / EVENT · GOLLOPS STAR

ORBITAL DECAY
RANDOM EVENT · 1



−1 REMAINING ROUND

Beyond the viewport, the planet grows larger. The extraction window is shrinking.

M1-004 / EVENT · GOLLOPS STAR

TWO KEYS
OPTIONAL TASK / KEY A · 1



+2 ROUNDS / BOTH KEYS

Two locks. Two carriers. One narrow window.

Keep this key; mark this tile KEY A. Both keys must be held by different conscious soldiers. In the same squad phase, each holder spends **1 AP**: one on KEY A's tile, one at the airlock. **Add 2 rounds once**; discard both keys and marker. Drop free between actions; pick up for 1 AP. Downed carriers drop keys.

M1-005 / SIDE MISSION · GOLLOPS STAR

GRAVITY STABILISER
OPTIONAL TASK · 1



+1 ROUND IF COMPLETE

Alone, you steady the station.

Optional. Spend 2 AP here. At squad-phase end the operator must be conscious here, with no other conscious soldier or alien on this tile.
Success: add 1 round; discard. Otherwise retry later.

M1-006 / SIDE MISSION · GOLLOPS STAR

HOLD THE RELAY
OPTIONAL TASK · 1



+1 ROUND / MAX 2

Rebelstar breaks through the static. A technician shouts: keep a hand on the

Optional. Once per round, spend **2 AP** here. At round end, the operator must be conscious here and another conscious soldier on a different tile: **add 1 round before countdown**.
Maximum two successes: [ ] [ ].

M1-007 / SIDE MISSION · GOLLOPS STAR

LOST TRANSMISSION
RANDOM EVENT · 1



OBJECTIVE LOCKED

The recorder repeats an unfinished apology. Beneath it, an authorisation code waits to be sent.

Core downloaded: no effect. Otherwise **relay locks**. Collect recorder here: **1 AP**; transmit at airlock: **1 AP**. Mark SENT to unlock. Downed carrier drops recorder.

M1-008 / EVENT · GOLLOPS STAR

TWO KEYS
OPTIONAL TASK / KEY B · 1



+2 ROUNDS / BOTH KEYS

The second key completes the authorisation pair.

Keep this key; find KEY A. Both keys must be held by different conscious soldiers. In the same squad phase, each holder spends **1 AP**: one on KEY A's tile, one at the airlock. **Add 2 rounds once**; discard both keys and marker. Drop free between actions; pick up for 1 AP. Downed carriers drop keys.

M1-009 / SIDE MISSION · GOLLOPS STAR

WEAPON JAM
RANDOM EVENT · 1



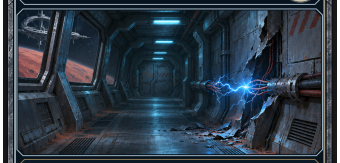
WEAPON JAMMED

A dry click. Hot lubricant curls from the receiver. Something inside is grinding itself apart.

The active ranged weapon of the soldier who found this tile jams. Spend **4 AP in one action** to clear. Keep with weapon until cleared. No active ranged weapon: no effect. Jams do not stack.

M1-010 / EVENT · GOLLOPS STAR

EXPOSED WIRING
HAZARD · 1



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

EXPOSED WIRING
HAZARD · 1



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.

M1-012 / HAZARD · GOLLOPS STAR

OIL SPILL
HAZARD · 1



The black sheen looks like a shadow until your boot leaves the deck.

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 lubricant. Your Move ends, and you lose 1 AP if you have any left.

M1-013 / HAZARD · GOLLOPS STAR

OIL SPILL
HAZARD · 1



The black sheen looks like a shadow until your boot leaves the deck.

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 lubricant. Your Move ends, and you lose 1 AP if you have any left.

M1-014 / HAZARD · GOLLOPS STAR

FALLING DEBRIS
HAZARD · 1



Something shifts above the ceiling. You hear the retaining clips snap.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A ceiling panel comes down. Your Move ends and you lose 1 HP.

M1-015 / HAZARD · GOLLOPS STAR

FALLING DEBRIS
HAZARD · 1



Something shifts above the ceiling. You hear the retaining clips snap.

The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A ceiling panel comes down. Your Move ends and you lose 1 HP.

M1-016 / HAZARD · GOLLOPS STAR

© 2026 Myke Black. Personal, non-commercial use only. Rules 0.20.

GOLLOPS STAR / MISSION-1 ENCOUNTERS

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





© 2026 Myke Black. Personal, non-commercial use only. Rules 0.20.