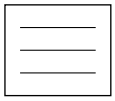
GOLLOPS STAR / MISSION-1 ENCOUNTERS

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

WEAPON JAM

1

EVENT



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

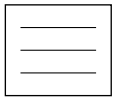
The active ranged weapon of the soldier who found this tile jams. Spend **4 AP in one action** to clear. Keep with weapon until cleared. No active ranged weapon: no effect. Jams do not stack.

M1-001 / EVENT **GOLLOPS STAR**

DUST IN THE CONTACTS

1

EVENT



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

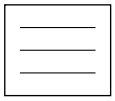
Your equipped shoulder item is disabled. Spend **1 AP** to repair it. Keep this card with the item until repaired. No shoulder item: no effect.

M1-002 / EVENT **GOLLOPS STAR**

RESERVE OXYGEN

1

EVENT



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

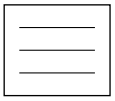
Add 1 remaining round.

M1-003 / EVENT **GOLLOPS STAR**

ORBITAL DECAY

1

EVENT



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

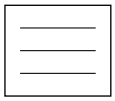
Remove 1 remaining round.

M1-004 / EVENT **GOLLOPS STAR**

TWO KEYS / KEY A

1

SIDE MISSION



Two locks. Two carriers. One narrow window.

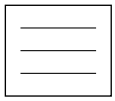
Keep this key; mark this tile KEY A. Both keys must be held by different conscious soldiers. In the same squad phase, each holder spends **1 AP**: one on KEY A's tile, one at the airlock. **Add 2 rounds once**; discard both keys and marker. Drop free between actions; pick up for 1 AP. Downed carriers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

M1-005 / SIDE MISSION **GOLLOPS STAR**

GRAVITY STABILISER

1

SIDE MISSION



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**. Otherwise retry later.

M1-006 / SIDE MISSION **GOLLOPS STAR**

HOLD THE RELAY

1

SIDE MISSION



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

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

1

EVENT / REQUIRED IF DRAWN



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

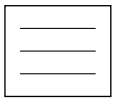
Core downloaded: no effect. Otherwise **relay locks**. Collect recorder here: **1 AP**; transmit at airlock: **1 AP**. Mark SENT to unlock. Downed carrier drops recorder.

M1-008 / EVENT **GOLLOPS STAR**

TWO KEYS / KEY B

1

SIDE MISSION



The second key completes the authorisation pair.

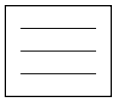
Keep this key; find KEY A. Both keys must be held by different conscious soldiers. In the same squad phase, each holder spends **1 AP**: one on KEY A's tile, one at the airlock. **Add 2 rounds once**; discard both keys and marker. Drop free between actions; pick up for 1 AP. Downed carriers drop keys.

M1-009 / SIDE MISSION **GOLLOPS STAR**

WEAPON JAM

1

EVENT



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

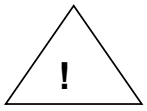
The active ranged weapon of the soldier who found this tile jams. Spend **4 AP in one action** to clear. Keep with weapon until cleared. No active ranged weapon: no effect. Jams do not stack.

M1-010 / EVENT **GOLLOPS STAR**

EXPOSED WIRING

1

HAZARD



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

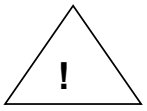
The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You touch a live wire. Lose 2 HP.

M1-011 / HAZARD **GOLLOPS STAR**

EXPOSED WIRING

1

HAZARD



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

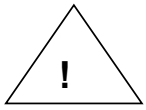
The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You touch a live wire. Lose 2 HP.

M1-012 / HAZARD **GOLLOPS STAR**

OIL SPILL

1

HAZARD



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

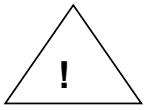
The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You slip on lubricant. Your Move ends, and you lose 1 AP if you have any left.

M1-013 / HAZARD **GOLLOPS STAR**

OIL SPILL

1

HAZARD



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

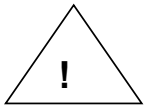
The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: You slip on lubricant. Your Move ends, and you lose 1 AP if you have any left.

M1-014 / HAZARD **GOLLOPS STAR**

FALLING DEBRIS

1

HAZARD



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

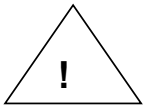
The first soldier to enter this tile rolls a D6. Aliens ignore hazards. Discard after the roll.
On a 1 or 2: A ceiling panel comes down. Your Move ends and you lose 1 HP.

M1-015 / HAZARD **GOLLOPS STAR**

FALLING DEBRIS

1

HAZARD



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**

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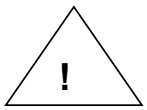
GOLLOPS STAR / MISSION-1 ENCOUNTERS

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

THIN AIR 1

HAZARD



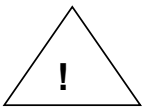
The suit warning blinks before you notice how quiet your breathing has become.

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

M1-017 / HAZARD **GOLLOPS STAR**

THIN AIR 1

HAZARD



The suit warning blinks before you notice how quiet your breathing has become.

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

M1-018 / HAZARD **GOLLOPS STAR**

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