GOLLOPS STAR / MISSION 1 OBJECTIVE CARDS

Four cards / 63 x 88 mm / Unchanged 0.20 mission-number backs remain compatible

MISSION OBJECTIVE

THE STATION LOG 1A



“Bring the log home.”
CAPT. MARR

DO
Find Core Control and download the station log.

THEN
Resolve the Final Wave, then extract the squad.

Campaign reward for a Victory
Mission 2's clock starts 1 higher.

Rules: Mission Book, Objective 1A (section 1.1)

GOLLOPS STAR

MISSION OBJECTIVE

SCUTTLE OLYMPUS 1B



“Set the charges and get clear.”
CAPT. MARR

DO
At Core Control, two different soldiers set a charge each in the same round.

THEN
No Final Wave. Reduce the clock to 6 if higher, and extract before the station is destroyed.

Campaign reward for a Victory
Remove the "3 Razorhounds" card from Mission 2's deck.

Rules: Mission Book, Objective 1B (section 1.7)

GOLLOPS STAR

MISSION OBJECTIVE

COMMANDER RENNER 1C



“Renner is alive in there.”
CAPT. MARR

DO
Find Renner at Core Control and escort him to extraction.

THEN
The first step next to Renner triggers a Final Wave. Get him and the squad out; if he dies, at best a partial victory.

Campaign reward for a Victory
Before the first round of Mission 2, look at the top 3 tiles of the stack and put them back in any order.

Rules: Mission Book, Objective 1C (section 1.7)

GOLLOPS STAR

MISSION OBJECTIVE

THE LAST CAR 1D



“Stop the car. Get the case.”
CAPT. MARR

DO
Shut down transit at Core Control. Open the car at a Transit Hub, or the Airlock if no Hub is placed.

THEN
Resolve the car encounter and Final Wave. Carry the case off at extraction; without it, at best a partial victory.

Campaign reward for a Victory
The squad starts Mission 2 with the Brennan's Keycard card.

Rules: Mission Book, Objective 1D (section 1.7)

GOLLOPS STAR

© 2026 Myke Black / Personal, non-commercial use / Rules 0.22

GOLLOPS STAR / MISSION 2 OBJECTIVE CARDS

Four cards / 63 x 88 mm / Unchanged 0.20 mission-number backs remain compatible

MISSION OBJECTIVE

BRENNAN'S FILES 2A



"Bring Brennan's files back to Rebelstar."
CAPT. MARR

DO
Lift the lockdown and download Brennan's research files from the Hydroponics Lab.

THEN
Resolve the Final Wave, then get the squad back to the Airlock.

Campaign reward for a Victory
Mission 3's clock starts 1 higher.

Rules: Mission Book, Objective 2A (section 2.1)

GOLLOPS STAR

MISSION OBJECTIVE

FIELD SAMPLES 2B



"Three samples, three different rooms."
CAPT. MARR

DO
Take three plant samples from three different greenhouse tiles and carry them home.

THEN
Each sample reveals a vent encounter. No Final Wave. Three safe and all soldiers out: victory; two safe: partial victory; fewer: defeat.

Campaign reward for a Victory
For each sample brought home: once in Mission 3, one soldier heals 3 HP for 0 AP.

Rules: Mission Book, Objective 2B (section 2.8)

GOLLOPS STAR

MISSION OBJECTIVE

BURN THE NEST 2C



"Burn it out."
CAPT. MARR

DO
Lift the lockdown. Destroy the lab's nest with a Frag Grenade, or two soldiers each spending 2 AP next to it.

THEN
Resolve the Final Wave, starting with the lab's own vents. Extract at the Airlock.

Campaign reward for a Victory
In its first alien phase, Mission 3's horde brings 1 fewer Razorhound.

Rules: Mission Book, Objective 2C (section 2.8)

GOLLOPS STAR

MISSION OBJECTIVE

THE GARDENER 2D



"Brennan kept his files off the network."
CAPT. MARR

DO
Find the Gardener in the first greenhouse. Switch it off and carry it home.

THEN
Switching it off triggers a Final Wave. Extract with it at the Airlock; the lab and lockdown are not needed.

Campaign reward for a Victory
At Mission 3's set-up, turn over 2 extra tiles of your choice.

Rules: Mission Book, Objective 2D (section 2.8)

GOLLOPS STAR

© 2026 Myke Black / Personal, non-commercial use / Rules 0.22

GOLLOPS STAR / MISSION 3 OBJECTIVE CARDS

Four cards / 63 x 88 mm / Unchanged 0.20 mission-number backs remain compatible

MISSION OBJECTIVE

RESTORE THE UPLINK 3A



“Get those files off Mars.”
CAPT. MARR

DO
Cross the open ground and restore the uplink at the Relay Station.

THEN
The horde starts on completion or when the clock reaches 0, whichever comes first. Get the squad to the Dropship Platform.

Campaign reward for a Victory
Used in Mission 4 (Phoenix Reborn Expansion): add 1 Inferno Grenade to the ship's locker.

Rules: Mission Book, Objective 3A (section 3.1)

GOLLOPS STAR

MISSION OBJECTIVE

THIN THE HERD 3B



“Draw them out and cut them down.”
CAPT. MARR

DO
Kill 10 Razorhounds: 8 on Easy, 12 on Hard. Count every kill with the HERD marker.

THEN
The clock starts at 6 before difficulty adjustments. Reach the kill count before extracting. The Relay Station is not required.

Campaign reward for a Victory
Used in Mission 4 (Phoenix Reborn Expansion): remove one Elite card from Mission 4's deck.

Rules: Mission Book, Objective 3B (section 3.13)

GOLLOPS STAR

MISSION OBJECTIVE

LIVE SPECIMEN 3C



“Dr Vale wants one alive. I told him what that will cost. He wants one alive.”
CAPT. MARR

DO
Take the Elite to 0 HP with a Shock Baton, then carry the stunned specimen to the Dropship Platform.

THEN
The horde starts when the Elite goes down or the clock reaches 0. If the Elite dies, at best a partial victory.

Campaign reward for a Victory
Used in Mission 4 (Phoenix Reborn Expansion): add 1 Underbarrel Flamer to the ship's locker.

Rules: Mission Book, Objective 3C (section 3.13)

GOLLOPS STAR

MISSION OBJECTIVE

ORBITAL STRIKE 3D



“Tag the relay and run.”
CAPT. MARR

DO
Plant the targeting tag at the Relay Station.

THEN
The horde starts immediately. Set the clock to 5 and extract before the strike; anyone still there at 0 is lost.

Campaign reward for a Victory
Used in Mission 4 (Phoenix Reborn Expansion): HAWK-7 takes one free activation before the first round of Mission 4.

Rules: Mission Book, Objective 3D (section 3.13)

GOLLOPS STAR

© 2026 Myke Black / Personal, non-commercial use / Rules 0.22