

P I O N E E R S

**Space Probes
Orbital Colonies
And the End of All
that Is**

Spindrift Games



PIONEERS

"We named 'em *Pioneers* after the old NASA space probes. Someone here in the lab started calling 'em *Pions* as a cutesy nickname, and it stuck."

*An Oral History of the 2320-2324
Pioneer War*

In *Pioneers*, you fight to liberate the Solar System from the Pions, cybernetic beings who have already conquered the Earth and much of the Solar System, and nuked the Moon. You know, as one does.

Resistance Ops

You are part of the **Rag-Tag Fugitive Resistance** trying to free the Solar System from the clutches of its prodigal electronic children. With all the other players, you comprise a Resistance Cell that takes on missions, called **Ops**, that invariably involve blowing up lots and lots of Pions.

If you survive a deadly Op, the most you can hope for is a free drink in one of the underground Speakeasies frequented by the Resistance fighters; if you fail, the best you'll get is one of those drinks lifted in honor of your sacrifice.

Game Mechanics

You have three abilities: **Thrust**, **Gyro**, and **Telemetry**.

You use **Thrust** for direct actions – to solve problems that are best solved by an application of force, whether physical or mental.

Gyro is all about speed and balance. If it has to be done quickly, gracefully, or both, then you're going to make a Gyro roll.

Telemetry covers anything requiring knowledge, whether that's the specialized knowledge of a hacker or surgeon, or just general intelligence about the enemy's movement.

"In retrospect, putting a map showing how to get back to Earth on those old-fashioned space probes probably wasn't the smartest idea."

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Dice Rolling

When you do an action, either in a fight or not, state which attribute you're using, then Roll a number of dice equal to your attribute. Check the highest number you rolled on one die against the following table:

On
a...

- 1-2 The action **fails** and there's a **consequence**.
- 3-4 The action **succeeds** but there's a **complication**.
- 5-6 The action **succeeds** with **no problems**.

Character Creation

Character creation is dirt simple. Follow these steps and you're done.

1. **Pick a Class.** (p. 3)
2. **Choose Your Home Colony.** (p. 4)
3. **Grab your Gear.** (p. 11)
4. **Snag a ship.** (p. 19)
5. Come up with a Name.

Resource Pools

In addition, you have three resource pools, **Health**, **Impulse**, and **Kit**.

Health tells you how much Harm you can take before dying; each hit by the enemy usually does 1 to 3 Harm.

Impulse is your energy, your drive, your momentum. You can spend Impulse to activate your Talents.

Kit is an abstract measure of how much gear you have. At the beginning of each Op, you can grab items from the Armory by spending some of your Kit; you can also spend Kit in the field, to represent items that you had on you but didn't want to slow the game down with time-consuming inventory tracking.

Class

Your **Class** determines your starting attributes and pools, and gives you five Talents. Pick a class from this list:

Apollo You're big, strong, and tough in a fight.

Mercury You're fast, agile, and hard to pin down.

Gemini You're smart, clever, and good with technology.

Soyuz You're a jack-of-all-trades and born leader.

The table below lists the attributes and pools for each class.

Colony Origins

Callistoan You're from Jupiter's moon Callisto. *+1 Ship-Telemetry on Liquid-Hydrogen Tankers.*

Cererean You're from Ceres, in the Asteroid Belt. *+1 Ship-Gyro on Mining Rigs.*

Cyntherean You're from Venus. *+1 Ship-Thrust on Racing Yachts.*

Enceladan You're from Saturn's moon Enceladus. *+1 Ship-Gyro on Shuttles.*

Eridian You're from Eris. *+1 Ship-Gyro on Ore Haulers.*

European You're from Jupiter's moon Europa. *+1 Ship-Telemetry on Shuttles.*

Ganymedean You're from Jupiter's moon Ganymede. *+1 Ship-Telemetry on Ore Haulers.*

Granger You're from O'Neill Station in the L5 point. *+1 Ship-Gyro on Repair Pods.*

Class	Thrust	Gyro	Telemetry	Health	Impulse	Kit
Apollo	3	1	2	8	4	3
Gemini	1	2	3	6	3	6
Mercury	1	3	2	5	6	4
Soyuz	2	2	2	5	5	5

Hermean You're from Mercury. +1 *Ship-Gyro on Solar Gliders.*

Leo You're from an orbital colony in Low Earth Orbit. +1 *Ship-Thrust on Comms Relays.*

Martian You're from Mars. +1 *Ship-Health on any ship.*

Plutonian You're from Pluto. +1 *Ship-Telemetry on Comms Relays.*

Selenite You're from Luna, Earth's moon. +1 *Ship-Gyro on Racing Yachts.*

Tellurian You're from Earth. *Start each operation with +1 Kit.*

Titanian You're from Saturn's moon Titan. +1 *Ship-Telemetry on Mining Rigs.*

Uranian You're from Oberon or one of the colonies on Uranus's moons. +1 *Ship-Thrust on Liquid-Hydrogen Tankers.*

Apollo

Thrust	Gyro	Telemetry	Health	Impulse	Kit
3	1	2	8	4	3

*What you lack in
subtlety, you make up
in brute force.*

Starting Gear

Armor 1-4 Assault Armor, 5-6 Tactical Vest

Weapon 1-2 Pulse Rifle, 3-4 Rocket Launcher, 5-6 Slug Rifle

Weapon 1-2 Frag Grenade, 3-4 Laser Grenade, 5-6 Pulse Grenade

Ship 1-2 Mining Rig, 3-4 Ore Hauler, 5-6 Shuttle

Spend 1 Kit per list to pick instead of taking what you rolled.

Apollo Talents

Shrug It Off Spend 1 Impulse to ignore 1 helping of Harm.

Fire in the Hole Spend 1 Impulse to ignore your weapons' Friendly-Fire tags this Fight.

Rock 'n Roll Spend 1 Kit to do +1 damage with Autofire weapons this Fight.

I Packed a Spare Spend 1 Kit to ignore your weapons' Reload and Single-Use tags this Fight.

Gunner *ship* Spend 1 Impulse to do +1 Ship-Harm on this hit.

Gemini

Thrust	Gyro	Telemetry	Health	Impulse	Kit
1	2	3	6	3	6

*Why are things so
heavy in the future? Is
there a problem with
the Earth's
gravitational pull?*

Starting Gear

Armor 1-4 Energy Siphon, Assault

Armor

Weapon 1-4 Sniper Rifle, 5-6 Grenade

Mortar

Weapon 1-4 Taser Pistol, 5-6 Pulse

Pistol

Ship 1-2 Comms Relay, 3-4 Liquid-

Nitrogen Tanker, 5-6 Repair Pod

Spend 1 Kit per list to pick instead of taking
what you rolled.

Gemini Talents

Electronic Countermeasures

Spend 1 Kit to shut down 1 Pion in
this Fight.

Salvage Ops Spend 1 Impulse to
gain 1 Kit from a dead Pion.

Weapon Modifications Spend 1 Kit
to give your weapon Autofire,
Burn, EMP, Exploding, Piercing, or
Shock for this Fight.

Armorer Spend 1 Kit to fully repair
any Armor.

Damage Control *ship* Spend 1 Kit to
repair 1 Ship-Health.

Mercury

Thrust	Gyro	Telemetry	Health	Impulse	Kit
1	3	2	5	6	4

*It's time to buzz the
tower.*

Starting Gear

Armor 1-4 Stealthsuit, 5-6 Energy
Siphon

Weapon 1-2 two Laser Pistols, 3-4
two Slug Pistols, 5-6 one Pulse
Pistol and one Taser Pistol

Weapon 1-4 Bow, 5-6 Flamethrower

Ship 1-2 Mining Rig, 3-4 Racing
Yacht, 5-6 Solar Glider

Spend 1 Kit per list to pick instead of taking
what you rolled.

Mercury Talents

Moving Target Spend 1 Impulse to
instantly change your Range
Band.

Rapid Fire Spend 1 Impulse to make
another attack at -1.

Gun-Kata Spend 1 Kit to use two
Pistols in one attack, adding the
Harm together.

Dive for Cover Spend 1 Impulse to
ignore Harm from an AOE,
Autofire, or Exploding attack.

Ace Pilot *ship* Spend N Impulse to
add +N to a ship roll.

Soyuz

Thrust	Gyro	Telemetry	Health	Impulse	Kit
2	2	2	5	5	5

*You're everyone's
second-best friend.*

Starting Gear

Armor 1-4 Tactical Vest, 5-6

Stealthsuit

Weapon 1-4 SMG, 5-6 Autolaser

Weapon 1-4 Slug Pistol, 5-6 Pulse
Pistol

Ship 1-2 Racing Yacht, 3-4 Repair
Pod, 5-6 Shuttle

Spend 1 Kit per list to pick instead of taking
what you rolled.

Soyuz Talents

Adaptable Spend 1 Health, Impulse
or Kit to add +1 Impulse, Kit, or
Health.

Resupply Spend 1 Kit to refresh
anyone else's Kit total.

Rousing Pep Talk Spend 1 Impulse
to refresh anyone else's Impulse
total.

Field Medic Spend 1 Kit to refresh
anyone else's Health total.

Fleet Tactics Spend 1 Impulse to
give everyone +1 on their next
ship roll.

Gear

Armor

Assault Armor Ignore 1 Harm per attack (6 charges)

Energy Siphon Ignore Burn, Pulse, or Shock Harm (3 charges)

Stealthsuit Ignore Harm from *far* sources (3 charges)

Tactical Vest Ignore Harm from *close* sources (3 charges)

Vacsuit You don't get KIA if your ship is destroyed (1 charge)

Weapons

Autolaser *mid* Harm 2, Autofire, Burn

Autorifle *mid* Harm 1, Autofire, Heavy

Bow *mid, far* Harm 1, Reload

Flamethrower *close* Harm 2, AOE, Burn

Frag Grenade *close* Harm 1, Exploding, Friendly-Fire, Single-Use

Grenade Mortar *mid* Harm 2, Exploding, Reload, Tactical

Laser Grenade *close* Harm 1, AOE, Burn, Friendly-Fire, Single-Use

Laser Pistol *close* Harm 1, Handgun, Burn

Laser Rifle *mid, far* Harm 2, Burn

Pulse Grenade *close* Harm 1, AOE, EMP, Friendly-Fire, Single-Use

Pulse Pistol *close* Harm 1, EMP, Handgun

Pulse Rifle *mid* Harm 2, EMP, Heavy

Rocket Launcher *mid* Harm 3, Exploding, Heavy, Reload

SMG *close, mid* Harm 1, Autofire

Shotgun *close* Harm 2

Slug Pistol *close* Harm 1, Handgun

Slug Rifle *mid, far* Harm 2, Heavy

Sniper Rifle *far* Harm 2, Scope, Tactical

Taser Pistol *close* Harm 1, Handgun, Shock, Tactical

Weapon Tags

AOE Affects multiple targets.

Autofire Can hit multiple targets.

Burn Does burn damage.

EMP Does pulse damage.
Exploding Does explosive damage against multiple targets.
Friendly Fire Targets allies in the range band.
Handgun +1 Harm when fired with Gyro.
Heavy +1 Harm when fired with Thrust.
Piercing Ignores Resist.

Reload Sometimes requires reloading.
Scope Does +1 Harm if you remain stationary when firing.
Self-Destructive Damages wielder.
Single-Use You can only use this weapon once.
Shock Does shock damage.
Tactical Does +1 Harm when fired with Telemetry.

Fights

"I fuckin' hate these goddamn space probes. 'Explore the universe and report back' - fuck that, does us no damn good down here on planet Earth. Earth first, always."

*An Oral History of the 2320-2324
Pioneer War*

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi, sit amet aliquet libero bibendum non. Curabitur sed

ligula eu mi laoreet ornare. Ut tempor pretium ex. Etiam eu semper arcu sem gravida metus, at vestibulum erat augue vel ante.

Drops

At the end of the GM's turn, roll 1d6 for each enemy that died.

Roll Result

1-2 +1 Health
3-4 +1 Impulse
5-6 +1 Kit

The Solar System

... WILL REPEAT ON THIS
FREQUENCY.
BROADCASTING ON

UNITED COLONIES
EMERGENCY RADIO
BAND 143.625 MHZ.

MAJOR ATTACK ON
PLANET EARTH AND
ALL LEO ORBITAL
HABITATS BY UNKNOWN
FORCE UNDERWAY.
GTSRKO IS OFFLINE. 文昌
航天发射 IS OFFLINE. ALL
COMMS ANALOG VOICE
ONLY. UPDATES TO BE
BROADCAST IN 300
SECO – OH DEAR GOD
ABOVE ALDRINPORT IS
GONE, THEY BROKE THE
MOON, THEY BRO—

*Transcript of emergency
broadcast, unknown speaker.
June 19 2320*

Location Tags

Atmosphere The location has a
breathable atmosphere.

Blocade Currently blocaded by the
Pions.

Cold It's too cold for a human to
survive without protection.

Colony Recognized as an
independent colony.

Farming Farming is a major industry.

High-G The gravity is relatively high.

Hot It's too hot for a human to
survive without protection.

Ice Frozen water can be found at this
location.

Life This location has native life
forms.

Low-G The gravity is relatively low.

Manufacturing The manufacture of
goods is a major industry.

Mining Mining of metals is a major
industry.

Occupation Under military
occupation by Pion forces.

Orbit At least one orbital settlement
exists.

Prison The location has at least one
penal colony.

Siege Currently besieged by Pion
forces.

Spaceport Facilities for spacecraft
landing and launching.

Surface At least one surface
settlement exists.

Underground At least one
underground settlement exists.

Volcanos The location has active
volcanos.

Water Liquid water can be found at this location.

Earth Orbit

Earth is home to the vast majority of the human race, and is surrounded by large orbital colonies in Low Earth Orbit.

Luna is the second most populated colony and is primarily technological workers. It's also the communications hub of the Solar System ... or at least, it *was*.

Located in the La Grange 5 point, O'Neill Station is the largest orbital colony in the Solar System.

Earth Maximum Population,
Atmosphere, Blocade, Farming,
Ice, High-G, Life, Manufacturing,
Occupation, Orbit, Spaceport,
Surface, Underground, Volcanos,
Water

Luna High Population, Colony, Low-G, Mining, Siege, Spaceport,
Surface, Underground

O'Neill Station Medium Population,
Atmosphere, Farming, High-G,
Occupation, Spaceport

Inner Planets

Mercury is a very hot planet on the side facing the sun, and a very cold planet on the side facing away from the sun.

Venus has floating cloud cities occupied by the wealthy above, and gas miners on the lower decks.

Mars is the most populous colony in the Solar System. Its two moons are known for their shipbuilding.

Ceres is the largest and most populous planetoid in the asteroid belt.

Mercury Low Population, Bright,
Cold, Colony, Hot, Mining, Orbit,
Siege, Surface, Underground

Venus Medium Population, Colony,
High-G, Hot, Life, Mining,
Occupation, Orbit, Spaceport,
Surface

Mars High Population, Cold, Colony,
Ice, Manufacturing, Mining,
Occupation, Orbit, Spaceport,
Surface, Underground

Ceres Low Population, Blocade, Cold,
Colony, Ice, Low-G, Mining,
Spaceport, Underground

Jupiter

All but one of Jupiter's largest moons are home to Earth colonies.

Europa is known for the indigenous life forms in its chilly seas – a primitive form of brine shrimp.

Europa Medium Population, Cold, Colony, Life, Low-G, Blocade, Surface, Water

Ganymede Low Population, Cold, Colony, Ice, Low-G, Mining, Occupation, Orbit

Io Cold, Hot, Low-G, Volcanos

Callisto Low Population, Cold, Colony, Ice, Low-G, Manufacturing, Siege, Surface

Saturn

Titan Low Population, Blocade, Cold, Colony, Life, Low-G, Orbit

Rhea Minimal Population, Cold, Ice, Low-G

Iapetus Cold, Ice, Low-G

Enceledus Low Population, Cold, Colony, Low-G, Surface, Water

Dione Cold, Low-G

Tethys Cold, Ice, Low-G

Mimas Cold, Ice, Low-G

Uranus

Oberon is the nominal capital of the five united colonies on Uranian moons.

Umbriel Minimal Population, Cold, Ice, Low-G, Mining, Underground

Titania Minimal Population, Ice, Cold, Low-G, Surface

Oberon Low Population, Cold, Colony, Ice, Low-G, Mining, Spaceport, Surface

Ariel Minimal Population, Cold, Low-G, Mining, Underground

Miranda Minimal Population, Cold, Low-G, Industry, Underground

Neptune

Triton Minimal Population, Cold, Ice,
Low-G, Surface

Trans-Neptunian Space

Pluto is the second most distant colony and is
primary for astronomical research.

The Pions

"We were just trying to
make them more like us -
more human, with a range of
simulated emotions. And that
was the problem, we made
them too much like us."

*An Oral History of the 2320-2324
Pioneer War*

Six classes of pions have been positively
identified, although there may be more as yet
unseen.

Eris is on the far edge of the Solar System and
is a mining penal colony. Its remoteness let it
escape Pion notice.

Pluto Minimal Population, Cold, Low-
G, Occupation, Spaceport,
Underground

Eris Minimal Population, Cold,
Prison, Mining, Spaceport,
Underground

Cassini Diplomat
Mariner Troop transport
Rover Infantry
Ulysses Commander
Venera Air Support
Viking Marine

Cassini

The only pions who have verbally spoken with humans. Roughly humanoid, slender, eight feet tall, and with clear domes over their blinking cybernetic brains. They're the spokesrobots for the Occupation.

Health 5

Vulnerable pulse

Finger Lasers *close, mid* Harm 2,
Burn

Moves Issue threats, call for help,
strategic withdrawal

Mariner

The largest of the non-vessel Pions, they're less like individual robots and more like small shuttlecraft used as troop transports. Their rectangular bodies are the size of a large truck and have fore- and aft-facing cannons.

Health 20 (Ship-2)

Vulnerable explosive

Thunder Cannons *mid, far* Harm 4,
Exploding

Moves Lift off, disgorge troops, hover
precipitously

Rover

These pions are about the size of a large dog; their four limbs are made to fold inward, or extend to maneuver over obstacles. They're the rank-and-file infantry of the Occupation.

Health 4

Vulnerable explosive

Slugthrowers *close, mid* Harm 1

Laser Torch *close* Harm 1

Moves Swarm the humans, obey
orders, breach defenses

Ulysses

The Ulysses pions are the command-and-control leaders of pion ground forces, including the rovers and the vikings. They're shaped like six-legged mechanical spiders about the size of a small car, with sensors in all directions.

Health 7

Vulnerable pulse

Micro-scramjet Swarms *all* Harm
4, Exploding

Moves Analyze tactics, coordinate
troops, missile lock

Venera

Venera pions are the air support for ground operations, offering eye-in-the-sky intelligence reports to those on the ground. They look the most like old NASA probes of any pions, resembling armored viking orbiters.

Health 6

Vulnerable burn

Focused Microwave Pulse *close*,
mid Harm 2, Burn

Moves Transmit tactical telemetry,
evasive maneuvers, crash and
burn

Viking

The viking-class pions are the most feared by resistance fighters, as they're the heavy troopers of the Occupation. Reinforced weapon mounts surround a cylindrical central body mounted on 12 flexible legs of variegated size.

Health 9

Vulnerable *nothing known*

Overkill Onslaught *close, mid* Harm
5

Moves Take the beachhead, support
mission objective, go down
fighting

Ships

Ship Fights

Ship fights work exactly like normal fights, except that instead of using your character's Thrust, Gyro, or Telemetry, you use the ship's.

If a ship is destroyed, anyone on board is KIA unless the ship has the EVA tag or Escape Pods.

Ship Weaponry

These weapons or other devices are attached to a ship's mount points.

Asteroid Drill *close-ship* Harm Ship-2

Booster Rockets *mid-ship, far-ship* Harm Ship-5, Explosive, Single-Use

Docking Clamps *close-ship* Harm none or Ship-1; prevents other vessel from moving

EMP Burster *close-ship* Harm Ship-4, Pulse, Single-Use

Escape Pods crew not KIA when ship destroyed

Flak Cannon *close-ship* Harm Ship-2, AOE, Exploding

Fuel Reserve *close-ship* Harm Ship-3 (explosive) + Ship-3 (burn), Single-Use

Gatling Cannon *mid-ship* Harm Ship-3, Autofire

Jumpstart Hawsers *close-ship* Harm Ship-1, Shock

Laser Refractor *close-ship, mid-ship* Harm Ship-2, Burn

Manipulator Arm *close-ship* Harm Ship-1; can move objects around

Micro-Nuke *close-ship* Harm Ship-6 (explosive) + Ship-6 (burn) + Ship-6 (burn) + Ship-6 (pulse), AOE, Friendly Fire, Self-Destructive, Single-Use

Microwave Scrambler *mid-ship, long-ship* Harm Ship-1, Pulse

Ore Extractor *close-ship* Harm Ship-3, Shock

Osmium Ballista *mid-ship* Harm Ship-5, Reload

Patch Kit *close-ship* Repairs Health Ship-1

Railgun *far-ship* Harm Ship-4, Reload, Scope

Raybeam Cannon *mid-ship, far-ship*
Harm Ship-1, Burn

Ramming Spike Ship takes only
one third of its maximum Health
when using Ramming Speed.

Refueling Tether *close-ship* Harm
Ship-1, Burn

Seeker Mines *close-ship* Harm
Ship-2, Explosive

Tesla-Coil Turret *close-ship, mid-
ship* Harm Ship-2, Shock

Van de Graaff Howitzer *mid-ship,
far-ship* Harm Ship-3, Pulse

Welding Torch *close-ship, mid-ship*
Harm Ship-2, Burn

Ship Tags

Atmospheric Can touch down or
launch in an atmosphere.

Balanced Add 1 to Gyro.

Cargo Can carry cargo, including a
ship of Health up to half its'
Health.

Compact Ship can't be targeted at
Close-Ship range.

EVA Pilots can easily eject in space.

Networked Other pilots can use this
ship's Telemetry.

Nimble Ship can't be targeted at
Mid-Ship range.

Passengers The ship can carry
passengers – a number equal to
its Health squared.

Ramming Speed Make a close
attack with Thrust to do Harm
equal to its maximum Health, take
Harm equal to half its maximum
Health.

Reinforced Bulkheads Add 1 to
Health.

Sensor Array Add 1 to Telemetry.

Stealth Ship can't be targeted at
Long-Ship range.

Tailgunner The ship's mounted
weapons can be fired by a co-
pilot.

Turbocharged Add 1 to Thrust.

The Resistance Fleet

With the Solar System's small military forces disabled or destroyed in the initial Pion attack, the Resistance has been forced to assemble a rag-tag fleet comprised of ships not normally used in battle.

The most common ship types are:

Comms Relay

Liquid-Hydrogen Tanker

Mining Rig

Ore Hauler

Racing Yacht

Repair Pod

Shuttle

Solar Glider

Comms Relay

These ships were constructed from old communications satellites.

Thrust 1

Gyro 2

Telemetry 3

Health Ship-4

Resist shock

Vulnerable pulse

Mount Points 2 (Microwave
Scrambler, EMP Burster)

Tags Connected

Names *Ansible, Molniya, Syncom,*
Telstar Venus Equilateral

Liquid-Hydrogen Tanker

Large, ponderous tankers that actually move quite quickly when they get up to speed.

Thrust 3

Gyro 2

Telemetry 1

Health Ship-8

Resist pulse

Vulnerable burn

Mount Points 4 (Docking Clamps,
Escape Pods, Fuel Reserve x2)

Tags Cargo, Ramming Speed,
Tailgunner

Names *Auriga, Kobayashi Maru, Raza,
Valdez, Yamato*

Mining Rig

Primarily used in the asteroid belt to mine ores.

Thrust 2

Gyro 2

Telemetry 2

Health Ship-3

Resist explosive

Vulnerable burn

Mount Points 2 (Asteroid Drill, Ore
Extractor)

Tags Compact, EVA

Names *Cavendish, Herschel, Morrison,
Piazzi, Tylium*

Ore Hauler

Largest ships in the Resistance fleet, but lacking in mount points for its size.

Thrust 3

Gyro 1

Telemetry 2

Health Ship-10

Resist everything

Vulnerable none

Mount Points 2 (Escape Pods, Flak Cannon)

Tags Cargo x2, Ramming Speed, Tailgunner

Names *Cygnus, Kate Rice, Narada, Nostromo, Snark*

Racing Yacht

A sleek vessel not designed for space combat.

Thrust 2

Gyro 3

Telemetry 1

Health Ship-5

Resist shock

Vulnerable pulse

Mount Points 2 (Escape Pods, Raybeam Cannon)

Tags Atmospheric, Nimble, Passengers, Tailgunner

Names *Christina, Double Down, Mariquita, Prometheus, Splendour*

Repair Pod

Small and maneuverable with tools for repairing other ships in battlefield conditions.

Thrust 1

Gyro 2

Telemetry 3

Health Ship-2

Resist shock

Vulnerable burn

Mount Points 2 (Patch Kit, Jumpstart
Hawsers)

Tags Compact, EVA

Names *Betty, Bowman, Discovery Two,
Icarus, Palomino*

Shuttle

The workhorses of the Resistance; able to fly, land, and lift off in an atmosphere.

Thrust 2

Gyro 2

Telemetry 2

Health Ship-5

Resist none

Vulnerable none

Mount Points 4 (Manipulator Arm,
Laser Refractor, Booster Rockets
x2)

Tags Atmospheric, Cargo, Passengers

Names *Columbia, Galileo, Moonraker,
Narcissus, Salmacis*

Solar Glider

An agile, reflective ship with solar sails and a tiny radar signature.

Thrust 2

Gyro 3

Telemetry 1

Health Ship-1

Resist burn

Vulnerable shock

Mount Points 1 (Seeker Mines)

Tags EVA, Nimble, Stealth

Names *Blanchard, Kahanamoku, Norrin, Paskowitz, Slater*

Pion Spacecraft

Pion ships are essentially huge robots; each is controlled by redundant central computers and has no pilot.

Genesis Worldship

Kosmos Carrier

Mariner Troop transport and lander

Sakigake Artillery Ship

Zond Interdictor

Genesis

Health Ship-1000

Vulnerable *nothing*

Ship-to-Ship Defense Batteries

close-ship Harm Ship-2, Burn

Pulse Cannons *mid-ship* Harm

Ship-4, Pulse

Tracer Railguns *far-ship* Harm

Ship-6, Autofire

Moves Rain death and destruction upon the Earth, direct the fleet, orbit ominously

Kosmos

Health Ship-50

Vulnerable burn

Electrostatic Defense Field

Generators *close-ship* Harm
Ship-2, AOE, Shock

Moves Launch interceptors, fire point
defense guns, recall Zonds

Mariner

Health Ship-2

Vulnerable explosive

Attack *none*

Moves Enter atmosphere, dock with
capital ship, reload troops

Sakigake

Health Ship-10

Vulnerable pulse

Laser Bombardment Cannons

far-ship Harm Ship-6, AOE, Burn,
Reload

Moves Swath of destruction,
recharge cannons, retreat to a
safe distance

Zond

Health Ship-4

Vulnerable shock

Pulsed Maser Cannon *close-ship*,
mid-ship Harm Ship-2, Pulse

Moves Concentrate on the leader,
break off attack, suicide run

Resistance Ops

Lorem ipsum dolor sit amet, consectetur
adipiscing elit. Curabitur ornare ex nisi, sit amet
aliquet libero bibendum non. Curabitur sed
ligula eu mi laoreet ornare. Ut tempor pretium
ex. Etiam eu semper arcu sem gravida metus,
at vestibulum erat augue vel ante.

Planetary Ops

Orbital Ops

Combined Ops

Op Types

There are three basic Op types:

Preparing for the Mission

Travel Time

Obviously, the Solar System is huge. With realistic travel times, it could take years to get from one side of it to another. If the travel time ever matters, here are some approximate values you can use.

Travel between Earth and O'Neill Station takes 1d6 hours, as does travel between Earth and Luna.

For travel within the inner planets – Mercury to Mars – roll 1d6 for the travel time, in days. Add 2 days for travel to or from Ceres.

For travel from the inner planets to the outer planets, roll 1d6 days and add the base travel time from the table below.

For travel between two outer planets, use the higher base travel time, plus 1d6 weeks.

Travel time between moons of the same outer planet takes 1d6 hours.

Outer Planet Base Travel Time

Jupiter	1 week
Saturn	2 weeks
Uranus	5 weeks (1 month)
Neptune	8 weeks (2 months)
Pluto	11 weeks (3 months)
Eris	19 weeks (4 months)

Credits

This game was created by [Cadera Spindrift](#).

Pioneers was created as part of the [LUMEN Jam](#) hosted by [Gila RPGs](#).

This game is Illuminated, and is made using the LUMEN system created by Spencer Campbell of GilaRPGs. This game is not affiliated with Gila RPGs.

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This game is an homage to *Battlestar Galactica* (both incarnations), with *Star Trek: The Motion Picture* thrown in, as well as a tribute to my 1970s-era nerd-girl fascination with NASA.