

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

Name

Colony

Notes

Pronouns

Talent

WeaponRangeHarmTags

□ Pulse Rifle

□ close ☒ mid □ far

Harm 2

EMP, Heavy (+1 Harm with Thrust)

□ Rocket Launcher

□ close ☒ mid □ far

Harm 3

Exploding, Heavy (+1 Harm with Thrust), Reload

□ Slug Rifle

□ close ☒ mid ☒ far

Harm 2

Heavy (+1 Harm with Thrust)

□ Frag Grenade

☒ close □ mid □ far

Harm 1

Exploding, Friendly-Fire, Single-Use

□ Laser Grenade

☒ close □ mid □ far

Harm 1

AOE, Burn, Friendly-Fire, Single-Use

□ Pulse Grenade

☒ close □ mid □ far

Harm 1

AOE, EMP, Friendly-Fire, Single-Use

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

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 Talent: Spend 1 Impulse to do +1 Ship-Harm on a hit.

ArmorChargesProtection

□ Assault Armor

□□□□□□

Ignore 1 Harm per attack

□ Tactical Vest

□□□

Ignore Harm from close sources

□

□□□□□□

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PIONEERS

G E M I N I

ILLUMINATED  
by LUMEN

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

Name

Colony

Notes

Pronouns

Talent

WeaponRangeHarmTags

□ Sniper Rifle

□ close □ mid ☒ far

Harm 2

Scope (+1 Harm if stationary), Tactical (+1 Harm with Telemetry)

□ Grenade Mortar

□ close ☒ mid □ far

Harm 3

Exploding, Reload, Tactical (+1 Harm with Telemetry)

□ Taser Pistol

☒ close □ mid □ far

Harm 1

Handgun (+1 Harm with Gyro), Shock

□ Pulse Pistol

☒ close □ mid □ far

Harm 1

EMP, Handgun (+1 Harm with Gyro)

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

Electronic Countermeasures

Spend 1 Kit to shut down 1 Pion until the end of the 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 Talent: Spend 1 Kit to repair 1 Ship-Health.

ArmorChargesProtection

□ Assault Armor

□□□□□□

Ignore 1 Harm per attack

□ Energy Siphon

□□□

Ignore Burn, Pulse, or Shock Harm

□

□□□□□□

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

Name

Colony

Notes

Pronouns

Talent

Weapon

Range

Harm

Tags

□ Laser Pistol

☑ close □ mid □ far

Harm 1

Burn, Handgun (+1 Harm with Gyro)

□ Pulse Pistol

☑ close □ mid □ far

Harm -

EMP, Handgun (+1 Harm with Gyro)

□ Slug Pistol

☑ close □ mid □ far

Harm -

Handgun (+1 Harm with Gyro)

□ Taser Pistol

☑ close □ mid □ far

Harm -

Handgun (+1 Harm with Gyro), Shock

□ Bow

□ close ☑ mid ☑ far

Harm -

Reload

□ Flamethrower

☑ close □ mid □ far

Harm -

AOE, Burn

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

**Moving Target**

Spend 1 Impulse to instantly change your Range Band.

**Rapid Fire**

Spend 1 Impulse to make another attack at -1 Harm.

**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.

**Dogfighting Ace**

Ship Talent: Spend 1 Impulse to add +1 to a ship roll.

**Armor**

□ Energy Siphon

□□□

Ignore Burn, Pulse, or Shock Harm

□ Stealthsuit

□□□

Ignore Harm from **far** sources

□

□□□□□□

cut here

PIONEERS

SOYUZ

ILLUMINATED  
by LUMEN

Thrust	Gyro	Telemetry	Health	Impulse	Kit
2	2	2	□□□□□	□□□□□	□□□□□

Name

Colony

Notes

Pronouns

Talent

Weapon

Range

Harm

Tags

□ Autolaser

□ close ☑ mid □ far

Harm 2

Autofire, Burn

□ SMG

☑ close ☑ mid □ far

Harm 1

Autofire

□ Pulse Pistol

☑ close □ mid □ far

Harm 1

EMP, Handgun (+1 Harm with Gyro)

□ Slug Pistol

☑ close □ mid □ far

Harm -

Handgun (+1 Harm with Gyro)

□

□ close □ mid □ far

□

□ close □ mid □ far

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

**Adaptable**

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

**Resupply**

Spend 1 Kit to replenish anyone else's Kit total.

**Rousing Pep Talk**

Spend 1 Impulse to replenish anyone else's Impulse total.

**Field Medic**

Spend 1 Kit to replenish anyone else's Health total.

**Fleet Tactics**

Ship Talent: Spend 1 Impulse to give all allies +1 on their next ship roll.

**Armor**

□ Stealthsuit

□□□

Ignore Harm from **far** sources

□ Tactical Vest

□□□

Ignore Harm from **close** sources

□

□□□□□□

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
1	2	3	□□□□

Resist

shock

Vulnerable

pulse

Mount Points2

Ship TagsNetworked

Weapon	Range	Harm	Tags
<input type="checkbox"/> Microwave Scrambler	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-1	Pulse
<input type="checkbox"/> EMP Burster	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-4	Pulse, Single-Use
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
3	1	1	□□□□□□□□

Resist

pulse

Vulnerable

burn

Mount Points4

Ship TagsRamming Speed, Tailgunner

Weapon	Range	Harm	Tags
<input type="checkbox"/> Docking Clamps	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-1	
<input type="checkbox"/> Escape Pods	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Fuel Reserve	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-3	Explosive, Burn, Harm Ship-3 Single-Use
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
2	2	2	□□□

Resist

explosive

Vulnerable

burn

Mount Points2

Ship TagsCompact, EVA

Weapon	Range	Harm	Tags
<input type="checkbox"/> Asteroid Drill	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-2	
<input type="checkbox"/> Ore Extractor	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-3	Shock
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
3	1	1	□□□□□□□□□□

Resist

everything

Vulnerable

nothing

Mount Points2

Ship TagsCargo x2, Ramming Speed, Tailgunner

Weapon	Range	Harm	Tags
<input type="checkbox"/> Escape Pods	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Flak Cannon	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 2	AOE, Exploding
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
2	3	1	□□□□□

Resist

shock

Vulnerable

pulse

Mount Points2

Ship TagsAtmospheric, Nimble, Passengers, Tailgunner

Weapon	Range	Harm	Tags
<input type="checkbox"/> Escape Pods	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Laser Cannon	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-1	Burn
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	2	3	□□

Resist

shock

Vulnerable

burn

Mount Points2

Ship TagsCompact, EVA

Weapon	Range	Harm	Tags
<input type="checkbox"/> Patch Kit	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Jumpstart	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-1	Shock
Hawsers			
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
2	2	2	□□□□□

Resist

nothing

Vulnerable

nothing

Mount Points4

Ship TagsAtmospheric, Cargo, Passengers

Weapon	Range	Harm	Tags
<input type="checkbox"/> Manipulator Arm	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-1	Can move objects
<input type="checkbox"/> Laser Refractor	<input checked="" type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-2	Burn
<input type="checkbox"/> Booster Rocket	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-5	Explosive, Single-Use
<input type="checkbox"/> Booster Rocket	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-5	Explosive, Single-Use
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
2	3	1	□

Resist

burn

Vulnerable

shock

Mount Points1

Ship TagsEVA, Nimble, Stealth

Weapon	Range	Harm	Tags
<input type="checkbox"/> Seeker Mines	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-2	Explosive
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes