PIONEERS



ILLUMIN	IATED ₁
by LUMEN-	

Thrust	C	3yro	Telemetry	Health	Impu	lse	Kit
3		1	2				
Name				Pronouns			
Colony				Talent			
Notes				Weapon	Range	Harm	Tags
				☐ Pulse Rifle		Harm 2	EMP, Heavy (+1 Harm with Thrust)
Shrug It Off	Spend 1 Imp	oulse to ignore 1	helping of Harm.	☐ Rocket Launcher	□ close ☑ mid □ far		Exploding, Heavy (+1 Harm with Thrust), Reload
Fire in the Ho	ole Spend 1	Impulse to igno	ore your weapons'	☐ Slug Rifle	☐ close ☑ mid ☑ far	Harm 2	Heavy (+1 Harm with Thrust)
Friendly-Fire tag	•	de 11 demonsor	with Autofine was an an	☐ Frag Grenade	\square close \square mid \square far		Exploding, Friendly-Fire, Single-Use
this Fight.	pena i kii to	do +1 damage v	vith Autofire weapons	☐ Laser Grenade	\square close \square mid \square far	Harm 1	AOE, Burn, Friendly-Fire, Single-Use
I Packed a Sp and Single-Use to			your weapons' Reload	☐ Pulse Grenade	☑ close ☐ mid ☐ far	Harm 1	AOE, EMP, Friendly-Fire, Single-Use
Gunner Ship Tai	<i>lent:</i> Spend 1 1	Impulse to do +1	l Ship-Harm on a hit.		\square close \square mid \square far		
Armor	Charges	Protection					
☐ Assault Armor		Ignore 1 Harm	per attack		\square close \square mid \square far		
		Ignore Harm fr	om close sources	Other Gear			
			cut l	nere			

PIONEERS

rILLUMINATED ₁	
by LUMEN—	

		<u>ا</u>					by LUMEN—
Thrust	C	3yro	Telemetry	Health	Impul	lse	Kit
1		2	3				
Name				Pronouns			
Colony				Talent			
Notes				Weapon	Range	Harm	Tags
				☐ Sniper Rifle	□ close □ mid ☑ far	Harm 2	Scope (+1 Harm if stationary), Tactical (+1 Harm with Telemetry)
Electronic Co down 1 Pion unt			Spend 1 Kit to shut	☐ Grenade Mortar	□ close ☑ mid □ far	Harm 3	, ,
Salvage Ops	Spend 1 Imp	ulse to gain 1 Ki	t from a dead Pion.				Telemetry)
			to give your weapon ock for this Fight.	☐ Taser Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun (+1 Harm with Gyro), Shock
Armorer Spe	nd 1 Kit to full	y repair any Arm	or.	☐ Pulse Pistol	☑ close ☐ mid ☐ far	Harm 1	EMP, Handgun (+1 Harm with Gyro)
Damage Con Health.	trol Ship T	<i>alent:</i> Spend 1 Ki	it to repair 1 Ship-		\square close \square mid \square far		
Armor	Charges	Protection			\square close \square mid \square far		
☐ Energy Siphon		Ignore 1 Harm Ignore Burn, Pu	per attack ulse, or Shock Harm	Other Gear			

PIONEERS

MERCURY



					**		
Thrust		Gyro	Telemetry	Health		Impulse	Kit
1		3	2				
Name				Pronouns			
Colony				Talent			
Notes				Weapon	Range	Harm	Tags
				☐ Laser Pistol			Burn, Handgun (+1 Harm with Gyro)
Moving Targ Range Band.	get Spend 1	Impulse to inst	antly change your	☐ Pulse Pistol	☑ close	\square mid \square far Harm -	EMP, Handgun (+1 Harm with Gyro)
Rapid Fire S	pend 1 Impuls	e to make anoth	ner attack at -1 Harm.	☐ Slug Pistol		\square mid \square far Harm -	Handgun (+1 Harm with Gyro)
Gun-Kata S Harm together.		se two Pistols in	one attack, adding the	☐ Taser Pistol	☑ close	□ mid □ far Harm -	Handgun (+1 Harm with Gyro), Shock
•		Impulse to ignor	re Harm from an AOE,	□ Bow		$\ \square \ \mathit{mid} \ \square \ \mathit{far} \ Harm$ -	
Autofire, or Exp	•	impuise to ignor	ic Harm from an AOL,	☐ Flamethrower		\square mid \square far Harm -	AOE, Burn
•	9	Calanti Chand 1 Ir	moules to add 11 to a		☐ close	\square mid \square far	
ship roll.	Ace ship i	alent. Spend i fi	npulse to add +1 to a		☐ close	□ mid □ far	
Armor	Charges	Protection		Other Gear			
☐ Energy Siphon		Ignore Burn, P	ulse, or Shock Harm				
□ Stealthsuit		Ignore Harm fr	rom far sources				
			cut	here			

PIONEERS S 0 V 11 7

ritti	LUMINA	\TED ₁
by	LUMEN-	

		e veri		=		by LUMEN—		
Thrust	Gyro	Telemetry	Health	Imp	ulse	Kit		
2	2	2						
Name			Pronouns					
Colony			Talent					
Notes			Weapon ☐ Autolaser ☐ SMG ☐ Pulse Pistol	Range close in mid close in mi	far Harm 1	Autofire, Burn		
Adaptable Spen or Health.	nd 1 Health, Impulse or Kit	t to add +1 Impulse, Kit,	☐ Slug Pistol		far Harm -	wtih Gyro) Handgun (+1 Harm with Gyro)		
Resupply Spend	1 Kit to replenish anyone	else's Kit total.		□ close □ mid □	far			
Rousing Pep Ta Impulse total.	alk Spend 1 Impulse to	replenish anyone else's		□ close □ mid □				
Field Medic Spe	end 1 Kit to replenish anyo	ne else's Health total.		□ close □ mid □ far				
Fleet Tactics their next ship roll.	Ship Talent: Spend 1 Impu	lse to give all allies +1 on		□ close □ mid □				
Armor Ch	arges Protection			□ close □ mid □	far			
☐ Tactical Vest ☐	•	rom far sources rom close sources	Other Gear					

Name			Pilot	Ν	ame				Pilot	
Thrust	Gyro Tel	emetry	Ship Health	Т	hrust	Gyro	Telem	etry	Ship H	lealth
1	2	3			3	1	1			
Resist sh	nock	Vulner	rable pulse	R	esist I	pulse		Vulner	able k	ourn
Mount Poir	nts 2			\sim	1ount P	oints 2	4			
Ship Tags	Network	ce d		S	hip Tag:	S Ram	ming S	Speed,	Tailg	unner
Weapon	Range	Harm	<i>J</i>		eapon		_	Harm	-	js
☐ Microwave Scrambler	□ close ☑ m	id ☑ far Harm	Ship-1 Pulse		Docking Cl Escape Poo	amps ☑ clo	ose \square mid \square ose \square mid \square		Ship-1	
☐ EMP Burster	☑ close ☐ m	id □ far Harm	Ship-4 Pulse, Single- Use		Fuel Reser			far Harm	Ship-3 Exp Ship-3 Sin	olosive, Burn,
	□ close □ m	id 🗆 far	U.S.C.			□ clo	ose 🗆 mid 🗆		3111p 3 3111	gic osc
	□ close □ m	id 🗆 far				□ clo	ose 🗌 mid 🗌	far		
Notes						□ clo	ose 🗌 mid 🗆	far		
				Z	otes					
PIONEERS Name	MINU	ng Ri	G		ONEERS ame	OR	e H/		ER	Dy LUMEN
Thrust	-	emetry	Ship Health	T	hrust	Gyro	Telemet	ry	Ship H	ealth
2	2	2		L	3	1	1			
Resist ex	plosive	Vulner	rable burn	R	esist (everyt	hing	Vulner	able r	othing
Mount Poir	nts 2			\sim	1ount P	oints 2	2			
Ship Tags	Compact	t, EVA			hip Tag: ailgunr	Cart	go x2,	Ramm	ning S _l	oeed,
Weapon	Range	Harm			eapon		_	Harm	Tag	js
☐ Asteroid Drill ☐ Ore Extractor		id □ far Harm	•		Escape Poo Flak Canno		ose 🗌 mid 🗆		2 40	E Evoludina
	☑ close ☐ m	id \square far Harm	JIIIP-D DITUCK		riak Cdililo		ose \square mid \square ose \square mid \square		∠ AU	E, Exploding
	□ close □ m	id 🗆 far					ose 🗌 mid 🗆	far		
Notes				Ν	otes					

ILLUMINATED by LUMEN-

LH2 TANKER

PIONEERS

PIONEERS COMMS RELAY

W	acing									
Name			Pilot	1	Name			Ī	⊃ilot	
Thrust (Gyro Telen	netry	Health		Thrust	Gyro	Telemet	ry	Health	ו
2	3	1			1	2	3			
sist sh	ock	Vulnerat	ole pulse	F	Resist s l	nock	V	ulnerat	ole b ur	rn
ınt Poir	nts 2			Γ	Vlount Po	ints 2				
	Atmosphers, Tailgun		ble,	5	Ship Tags	Comp	act, E\	/A		
pon	Range	Harm	Tags		Veapon	Range		Harm	Tags	
ods nnon	☐ close ☐ mid [☐ close ☑ mid [ip-1 Burn		□ Patch Kit □ Jumpstart		e □ mid □ far e □ mid □ far		p-1 Shock	
	□ close □ mid [•	,		Hawsers					
	□ close □ mid [□ far					e □ mid □ fai			
						□ close	e □ mid □ far	-		
EERS ne	SHU		illuminat bylumen-√< Pilot	_	IONEERS (50L/	ar e		IR □	LLUMINATED by LUMEN-
						SOL	AR C			y LUMEN-V
	Gyro Telen		Pilot		Vame				ilot	y LUMEN-V
	Gyro Telen	netry	Pilot Health		Name Thrust	Gyro	Telemet		Pilot Health	n
not	Gyro Telen 2 2	netry	Pilot Health	I F	Name Thrust	Gyro 3 urn	Telemet	ry	Pilot Health	n
t not t Poir	Gyro Telen 2 3 thing nts 4 Atmosphe	Vulnerat	Pilot Health Die nothing	I F	Name Thrust 2 Resist b	Gyro 3 urn ints 1	Telemet	ry ulnerab	Pilot Health	n
not Poir gs nger	Cyro Telen Ching Thing Atmosphers Range	Vulnerate Pric, Care	Pilot Health Die nothing Tags	J F	Name Thrust Resist be Mount Po Ship Tags	Gyro Gyro Ints EVA,	Telemet 1	ulnerab •, Stea	Health Die sho	n ock
it not nt Poir Tags enger	Gyro Telen 2 2 thing nts 4 Atmosphers	Vulnerate Pric, Care	Pilot Health Die nothing Tags ip-1 Can move	J F	Name Thrust Pesist be Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1 V Nimble	ulnerab Harm	Health Die sho	n ock
not Poin ags ager allator Al	Gyro Telen Compared to the second se	Vulnerate Harm far Harm Shi	Pilot Health Die nothing Tags ip-1 Can move objects ip-2 Burn		Name Thrust Pesist be Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1	ulnerab Harm	Health Die sho	n ock
est not not Point Tags senger pulator A	Gyro Telen 2 2 thing Atmosphers Range rm close mid [Vulnerate Harm far Harm Shi	Pilot Health Die nothing Tags ip-1 Can move objects ip-2 Burn		Name Thrust Resist book Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1 V Nimble	ulnerab Harm	Health Die sho	n ock
not Poin ags anger alator Al	Gyro Telen Compared to the second se	Vulnerate Harm far Harm Shi far Harm Shi	Pilot Health Die nothing Tags ip-1 Can move objects ip-2 Burn ip-5 Explosive, Single-Use ip-5 Explosive,		Name Thrust Resist book Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1 V Nimble	ulnerab Harm	Health Die sho	n ock
not	Gyro Telen Cose I mid I Close I mid I Close I mid I	Harm far Harm Shi far Harm Shi far Harm Shi	Pilot Health Die nothing Tags ip-1 Can move objects ip-2 Burn ip-5 Explosive, Single-Use		Name Thrust Resist book Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1 V Nimble	ulnerab Harm	Health Die sho	n ock
t Poir ags enger ulator A	Gyro Telen Compared to the second se	Harm far Harm Shi far Harm Shi far Harm Shi far Harm Shi	Pilot Health Die nothing Tags ip-1 Can move objects ip-2 Burn ip-5 Explosive, Single-Use ip-5 Explosive,		Name Thrust Resist book Mount Po Ship Tags Veapon Seeker Mine	Gyro 3 urn ints 1 EVA, Range	Telemet 1 V Nimble	ulnerab Harm	Health Die sho	n ock

PIONEERS			by LUMEN—	PIONEERS				by LUMEN-
Name		F	Pilot	Name				Pilot
Thrust Gy	ro Telemetr	y	Health	Thrust	Gyro	Teleme	etry	Health
Resist	\	/ulnerab	le	Resist			Vulner	able
Mount Poin	ts			Mount F	Points	i		
Ship Tags				Ship Tag	js			
Weapon	Range	Harm	Tags	Weapon	1	Range	Harm	Tags
	\square close \square mid \square f	ar				□ close □ mid	□ far	
	□ close □ mid □ f	ar				□ close □ mid	□ far	
	\square close \square mid \square f	ar .				□ close □ mid	□ far	
	□ close □ mid □ f	ar				□ close □ mid	□ far	
Notes				Notes				
PIONEERS			Dy LUMEN—	 PIONEERS				Dy LUMEN-
Name		F	Pilot	Name				Pilot
Thrust Gy	ro Telemetr	y	Health	Thrust	Gyro	Teleme	etry	Ship Health
Resist	\	√ulnerab	le	Resist			Vulner	able
Mount Poin	ts			Mount F	Points	i		
Ship Tags				Ship Tag	js			
Weapon	Range	Harm	Tags	Weapon		Range	Harm	Tags
	\square close \square mid \square f	ar				□ close □ mid	□ far	
	□ close □ mid □ f	ar				□ close □ mid	□ far	
	\square close \square mid \square f	ar				□ close □ mid	□ far	
	□ close □ mid □ f	ar				□ close □ mid	□ far	
Notes				Notes				