

APOLLO

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

Name

Pronouns

Colony

Talent

Armor	Charges	Protection
<input type="checkbox"/> Assault Armor	□□□□□□	Ignore 1 Harm per attack
<input type="checkbox"/> Tactical Vest	□□□	Ignore Harm from close sources
<input type="checkbox"/>	□□□□□□	

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

Weapon	Range	Harm	Tags
<input type="checkbox"/> Pulse Rifle	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	2 Harm	EMP, Heavy (+1 with Thrust)
<input type="checkbox"/> Rocket Launcher	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	3 Harm	Exploding, Heavy (+1 with Thrust), Reload
<input type="checkbox"/> Slug Rifle	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	2 Harm	Heavy (+1 with Thrust)
<input type="checkbox"/> Frag Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	1 Harm	Exploding, Friendly-Fire, Single-Use
<input type="checkbox"/> Laser Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	1 Harm	AOE, Burn, Friendly-Fire, Single-Use
<input type="checkbox"/> Pulse Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	1 Harm	AOE, EMP, Friendly-Fire, 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		

GEMINI

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

Name

Colony

Pronouns

Armor	Protection	Charges
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Weapon	Harm	Tags
<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
<input type="checkbox"/>	<input type="checkbox"/> close	<input type="checkbox"/> mid <input type="checkbox"/> far

MERCURY

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

Name
Colony
Pronouns

A armor	Protection	Charges
□		
□		
□		

Weapon	Harm	Tags
□	□ close	□ mid □ far
□	□ close	□ mid □ far
□	□ close	□ mid □ far
□	□ close	□ mid □ far
.		

SOYUZ

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

Name
Colony
Pronouns

A armor	Protection	Charges
□		
□		
□		

Weapon	Harm	Tags
□	□ close	□ mid □ far
□	□ close	□ mid □ far
□	□ close	□ mid □ far
□	□ close	□ mid □ far
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