## PIONEERS



<b>ILLU</b>	MIN	ATED <sub>1</sub>
by LU	MEN-	

Thrust Gyro Telemetry Health Impulse Kit  3 1 2
Name Pronouns  Colony Colony Talent
Colony Talent  Colony Talent
Notes Weapon Range Harm Tags
□ Pulse Rifle □ close ☑ mid □ far Harm 2 EMP, Heavy (+1 Harm Thrust)
Fire in the Hole Spend 1 Impulse to ignore your weapons'  Rocket Launcher close 2 mid far Harm 3 Exploding, Heavy (4)  with Thrust), Reload
Friendly-Fire tags this turn.
Rock 'n Roll Spend 1 Kit to do +1 damage with an Autofire weapon. ☐ Frag Grenade ☐ close ☐ mid ☐ far Harm 1 Exploding, Friendly  I Packed a Spare Spend 1 Kit to ignore your weapons' Reload Single-Use
and Single-Use tags this Fight.   □ Laser Grenade □ close □ mid □ far Harm 1 AOE, Burn, Friendly  Single-Use
Shrug It Off React Talent Spend 1 Impulse to ignore 1 Harm from any source. □ Pulse Grenade □ close □ mid □ far Harm 1 AOE, EMP, Friendly. Single-Use
Gunner Ship Talent Spend 1 Impulse to do +1 Ship-Harm on a hit. □ □ close □ mid □ far
Armor Charges Protection
□ Assault Armor □□□□□□ Ignore 1 Harm per attack □ □ close □ mid □ far
□ Tactical Vest □□□ Ignore Harm from a <b>Mid</b> source □ □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
cut here

rILLU	JMIN	IATED <sub>1</sub>	
by Ll	JMEN-	<b>*</b>	

PIONEE	<b>RS</b>						by LUMEN
Thrust	C	3yro	Telemetry	Health	Impu	lse	Kit
1		2	3				
Name				Pronouns			
Colony				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 C down 1 Pion un			Spend 1 Kit to shut	☐ Grenade Mortar	□ close <b>☑ mid</b> □ far	Harm 3	Exploding, Reload, Tactical (+1 Harm with
<u>-</u>		•	to give your weapon				Telemetry)
Autofire, Burn, I <b>Armorer</b> Spe		,	ock for this Fight. any armor.	☐ Taser Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun (+1 Harm with Gyro), Shock
·		_	re 1 Harm from a Far	☐ Pulse Pistol	☑ close ☐ mid ☐ far		EMP, Handgun (+1 Harm with Gyro)
	Chin T	Falant Chand 1 Im	anulas to ronair 1 Chin		$\square$ close $\square$ mid $\square$ far		
Health.	i <b>cro</b> i silip i	alent spend i in	npulse to repair 1 Ship-		□ close □ mid □ far		
Armor	Charges	Protection		Other Gear			Med Patch 🗆
☐ Assault Armor		Ignore 1 Harm					
☐ Energy Siphon		Ignore Burn, Pu	ulse, or Shock Harm				

☐ Tactical Vest

Ignore Harm from a **mid** source

# PIONEERS NA TE D C 1 |



					K II		By EUNIEN
Thrust	C	3yro	Telemetry	Health	Impu	lse	Kit
1		3	2				
Name				Pronouns			
Colony				Colony Talent			
Notes				Weapon	Range	Harm	Tags
				☐ Laser Pistol		Harm 1	Burn, Handgun (+1 Harm with Gyro)
<b>Mobility</b> Sper during your Tu	-	instantly chang	e your Range band	☐ Pulse Pistol	$\square$ close $\square$ mid $\square$ far		EMP, Handgun (+1 Harm with Gyro)
Rapid Fire	Spend 1 Impuls	e to make anoth	ner attack at -1 Harm.	☐ Slug Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun (+1 Harm with Gyro)
Guns Akimb the Harm toget	•	to use two Pisto	ols in one attack, adding	☐ Taser Pistol	☑ close ☐ mid ☐ far		Handgun (+1 Harm with Gyro), Shock
_		ont Conned 1 Incon	ulaa ka isusawa Ulawsa	□ Bow	☐ close ☑ mid ☑ far	Harm 1	Reload
from an AOE, A			ulse to ignore Harm	$\square$ Flamethrower	$\square$ close $\square$ mid $\square$ far	Harm 2	AOE, Burn
	•	9			$\square$ close $\square$ mid $\square$ far		
	Ace Ship To	<i>alent</i> Spend 1 Im	npulse to add +1 to a				
ship roll.					$\square$ close $\square$ mid $\square$ far		
Armor	Charges	Protection		Other Gear			Med Patch □
☐ Energy Siphon		•	ulse, or Shock Harm				
☐ Stealthsuit		Ignore Harm fr	om a <b>far</b> source				
			cut l	nere			
PIONEE	R5		5 O Y	7 11 7	7		by LUMEN

rILLU	JMIN	IATEL	)1
by L	UMEN-	<b>*</b>	

		5 0 Y		<b>_</b>		by LUMEN—
Thrust	Gyro	Telemetry	Health	Impul	se	Kit
2	2	2				
Name			Pronouns			
Colony			Colony Talent			
Notes			Weapon	Range	Harm	Tags
			☐ Autolaser	☐ close ☑ <b>mid</b> ☐ far		_
			□ SMG	☑ close ☑ mid ☐ far	Harm 1	Autofire
<b>Resupply</b> Spend within Close range.	1 Kit to restore up to 2 to	anyone else's Kit total	☐ Pulse Pistol	☑ close ☐ mid ☐ far	Harm 1	EMP, Handgun (+1 Harm wtih Gyro)
	<b>alk</b> Spend 1 Impulse to	restore up to 2 to else's	☐ Slug Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun (+1 Harm with Gyro)
•	n Close or Mid range.			□ close □ mid □ far		
•	end 1 Kit to restore up to 2	anyone else's Kit total				
within Close range.		1 100 1		$\square$ close $\square$ mid $\square$ far		
<del>-</del>	<i>t Talent</i> Spend 1 Health, In	npulse or Kit to ignore 1	Other Gear			Med Patches □□□
Harm from a Mid-ra	_		Other Gear.			Med Patches LLL
	Ship Talent Spend 1 Impul their next ship roll.	se to give any ship in				
Armor Ch	arges Protection					
☐ Stealthsuit ☐[	□□ Ignore Harm f	rom a <b>far</b> source				

Name			Pilot	Name				Pilot	
Thrust	Gyro Tel	emetry	Ship-Health	Thrust	Gyro	Teleme	etry	Ship-He	alth
1	2	3		3	1	1			
Resist sh	nock	Vulner	able <b>pulse</b>	Resist	pulse		Vulnera	able <b>b</b> u	ırn
Mount Poir	nts <b>2</b>			Mount F	Points <b>2</b>	4			
Ship Tags	Network	æd		Ship Tag	S <b>Ram</b>	ming S	Speed,	Tailgur	ner
Weapon	Range	Harm		Weapon		_	Harm	Tags	
☐ Microwave Scrambler	∐ close <b>⊻ m</b>	<i>id</i>	Ship-1 Pulse	<ul><li>□ Docking C</li><li>□ Escape Po</li></ul>	•	ose □ mid □ ose □ mid □		hip-1	
☐ EMP Burster	☑ close ☐ m	id □ far Harm	Ship-4 Pulse, Single- Use	☐ Fuel Reser		ose $\square$ mid $\square$	far Harm S	<i>hip-</i> 3 Explo <i>hip-</i> 3 Single	
	□ close □ m	id 🗆 far	O3C			ose 🗆 mid 🗆		mp 3 single	. 030
	□ close □ m	id 🗆 far			□ cle	ose 🗆 mid 🗀	far		
Notes					□ cle	ose 🗆 mid 🗀	far		
				Notes					
PIONEERS Name	MINI	ng Ri	G   ILLUMINATED	PIONEERS Name	OR	e H/		<b>R</b>	TILLUMINATED by LUMEN-
TABILIC			1 1100	1 val i le				1 1100	
Thrust	Gyro Tel	emetry	Ship-Health	Thrust	Gyro	Telemet	ry :	Ship-Hea	lth
2	2	2		3	1	1			
Resist ex	plosive	Vulner	able <b>burn</b>	Resist	everyt	hing	Vulnera	able <b>no</b>	thing
Mount Poir	nts <b>2</b>			Mount F	oints 2	2			
Ship Tags	Compact	e, EVA		Ship Tag <b>Tailgun</b> i	Car	go x2, I	Rammi	ng Spe	ed,
Weapon	Range	Harm		Weapon		_	Harm	Tags	
☐ Asteroid Drill ☐ Ore Extractor		id □ far Harm id □ far Harm	•	☐ Escape Po		ose $\square$ mid $\square$		۸٥٤	Exploding
	□ close □ m		SIIIP-S SHOCK			ose $\square$ mid $\square$		AUE,	Exploding
	□ close □ m	id 🗆 far			□ cl	ose 🗆 mid 🗀	far		
Notes				Notes					

ILLUMINATED by LUMEN -

LH2 TANKER

PIONEERS

PIONEERS COMMS RELAY

ioneers <b>R</b> .	<i>y</i> =10000									
Vame			Pilot		Name				Pilot	
Thrust (	Gyro Telei	metry	Ship-Health		Thrust	Gyro	Telemet	cry	Ship-	·Health
2	3	1			1	2	3			
Resist <b>sh</b>	ock	Vulner	able <b>pulse</b>		Resist <b>s</b>	hock	V	'ulnera	able	burn
∕lount Poin	nts <b>2</b>				Mount Po	ints 2				
	Atmosphos, Tailgur		mble,		Ship Tags	Comp	act, E	VA		
/eapon	Range	Harm	Tags		Weapon	Rang		Harm	Tá	igs
Escape Pods Laser Cannon	☐ close ☐ mid ☐ close ☑ mid		Shin-1 Burn		☐ Patch Kit☐ Jumpstart		e $\square$ mid $\square$ fae $\square$ mid $\square$ fa		hin-1 Sk	nock
Laser Carmon	□ close □ mid	•	any i buili		Hawsers					
	☐ close ☐ mid	☐ far				□ clos	e 🗌 mid 🗌 fa	r		
otes						□ clos	e 🗆 mid 🗆 fa	r		
					Notes					
ONEERS Jame	SHU	TTLE	[ILLUMIN, by LUMEN-4	ATED:	PIONEERS Name	50L	AR C	<b>5LID</b>	<b>ER</b>	by LUMEN—
lame		TTLE metry		ATED:		<b>50L</b>	AR C		Pilot	dilluminat by lumen-▼<
ame	Gyro Tele		Pilot	ATED:	Name				Pilot	by LUMEN-▼<
hrust (	Gyro Tele	metry	Pilot  Ship-Health		Name  Thrust	Gyro	Telemet		Pilot Ship-	by LUMEN—
esist <b>not</b>	Gyro Telei 2	metry	Pilot  Ship-Health		Name  Thrust	Gyro 3 urn	Telemet	:ry	Pilot Ship-	by LUMEN-
lame  Chrust  Classist  Nount Point  Chin Tags	Gyro Teler 2 thing nts 4	wetry  Vulner	Pilot  Ship-Health  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	g	Name  Thrust  2  Resist b	Gyro 3 urn ints 1	Telemet	'ulnera	Pilot Ship- able	by LUMEN-
esist not ount Poin nip Tags assenger	Cyro Telei Ching thing Atmosphers Range	Vulnera	Pilot  Ship-Health  Bible nothing	9	Name  Thrust  Resist b  Mount Po  Ship Tags	Gyro  3  urn  ints 1  EVA,	Telemet 1	'ulnera 's, Ste	Pilot Ship- able	Health  shock
lame  Chrust  Clesist  Nount Poin  Chip Tags  Cleapon	Cyro Telei Ching thing Atmosphers Range	Vulnera	Pilot  Ship-Health  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet  1  Nimble  e	/ulners  Harm  Harm S	Pilot Ship- able	Health  shock
esist not flount Poin hip Tags assenger eapon Manipulator A	Cyro Telei Ching thing Atmosphers Range	Vulnera  Harm  far Harm	Pilot  Ship-Health  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet 1	/ulners  Harm  Harm S	Pilot Ship- able	Health  shock
lame  Chrust  Clesist  Not  Nount Poin  hip Tags  assenger  Ceapon  Manipulator Al	Gyro Telei  thing  thing  Atmosphers  Range  rm  dose  mid	vulnera  Harm  far Harm	Pilot  Ship-Health  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet  1  Nimble  e	/ulners  Harm  Harm S	Pilot Ship- able	Health  shock
esist not ount Point Tags assenger eapon Manipulator Alaser Refractor Booster Rocker	Gyro Telei  thing  Atmosphers  Range  rm  close  mid  t  close  mid	wetry  Vulner  Harm  far Harm  far Harm  far Harm	Ship-Health  Ship-Health  Tags Ship-1 Can move objects Ship-2 Burn Ship-5 Explosive, Single-Use Ship-5 Explosive,	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet  1  Nimble  e	/ulners  Harm  Harm S	Pilot Ship- able	Health  shock
me  Prust  Point Point  Point P	Gyro Telei  thing  Atmosphers  Range  rm  close  mid  t  close  mid	wetry  Vulnera  Harm  far Harm  far Harm  far Harm  far Harm  far Harm	Ship-Health  Ship-Health  Tags Ship-1 Can move objects Ship-2 Burn Ship-5 Explosive, Single-Use	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet  1  Nimble  e	/ulners  Harm  Harm S	Pilot Ship- able	Health  shock
esist not ount Point Tags assenger Manipulator Alaser Refractor cooster Rocker	Carro Teles  Ching  Thing  This 4  Ching  Range  This close I mid  This close I mid	wetry  Vulnera  Harm  far Harm  far Harm  far Harm  far Harm  far Harm  far Harm	Ship-Health  Ship-Health  Tags Ship-1 Can move objects Ship-2 Burn Ship-5 Explosive, Single-Use Ship-5 Explosive,	g	Name  Thrust  Resist b  Mount Po  Ship Tags  Weapon  Seeker Mine	Gyro  3  urn  ints 1  EVA,  Ranges	Telemet  1  Nimble  e	/ulners  Harm  Harm S	Pilot Ship- able	-Health

PIONEERS			by LUMEN-	I	PIONEERS				Dy LUMEN-
Name		F	Pilot		Name				Pilot
Thrust G	yro Telemet	ry Sh	ip-Health		Thrust	Gyro	Telemet	ry	Ship-Health
Resist		Vulnerab	le		Resist			Vulnera	able
Mount Poir	nts				Mount F	Points			
Ship Tags					Ship Tag	js			
Weapon	Range	Harm	Tags		Weapon		Range	Harm	Tags
	□ close □ mid □						□ close □ mid □		
	□ close □ mid □	far				[	□ close □ mid □	far	
	□ close □ mid □	far				[	□ close □ mid □	far	
	□ close □ mid □	far				[	☐ close ☐ mid ☐	far	
PIONEERS			Dy LUMEN -		PIONEERS				TILLUMINATED by LUMEN-
Name		F	Pilot		Name				Pilot
Thrust G	yro Telemet	ry Sh	ip-Health	[	Thrust	Gyro	Telemet	гу	Ship-Health
Resist		Vulnerab	le		Resist			Vulnera	able
Mount Poir	nts				Mount F	Points			
Ship Tags					Ship Tag	js			
Weapon	Range	Harm	Tags		Weapon		Range	Harm	Tags
	□ close □ mid □	far				[	□ close □ mid □	far	
	□ close □ mid □	far					☐ close ☐ mid ☐	far	
	□ close □ mid □	far				[	☐ close ☐ mid ☐	far	
	□ close □ mid □	far				[	☐ close ☐ mid ☐	far	
Notes					Notes				