PIONEERS



ILLUMIN	ATED ₁
by LUMEN-	

Thrust	(3yro	Telemetry	Health	Imp	ulse	Kit
3		1	2				
Name				Pronouns			
Colony				Talent			
Notes				Weapon	Range	Harm	Tags
				☐ Pulse Rifle			EMP, Heavy (+1 Harm with Thrust)
Shrug It Off	Spend 1 Imp	oulse to ignore 1	helping of Harm.	☐ Rocket Launcher	□ close ☑ mid □ j	ar Harm 3	Exploding, Heavy (+1 Harm with Thrust), Reload
Fire in the H Friendly-Fire tag	•	Impulse to igno	ore your weapons'	☐ Slug Rifle ☐ Frag Grenade	•		Heavy (+1 Harm with Thrust) Exploding, Friendly-Fire,
Rock 'n Roll this Fight.	Spend 1 Kit to	do +1 damage v	vith Autofire weapons	☐ Laser Grenade	☑ close ☐ mid ☐ j	ar Harm 1	Single-Use AOE, Burn, Friendly-Fire,
I Packed a S		•	your weapons' Reload	☐ Pulse Grenade	☑ close ☐ mid ☐ j	ar Harm 1	Single-Use AOE, EMP, Friendly-Fire,
Gunner Ship To	alent: Spend 1	Impulse to do +	I Ship-Harm on a hit.		☐ close ☐ mid ☐ j	•	Single-Use
Armor	Charges	Protection	,		□ ciose □ mia □ j	ar	
☐ Assault Armor		Ignore 1 Harm	per attack		\square close \square mid \square j	ar	
☐ Tactical Vest			om close sources	Other Gear			
			cut l	nere			
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by LUMEN—	

PIONEER		i e m				by LUMEN—
Thrust	Gyro	Telemetry	Health	Impuls	se	Kit
1	2	3]	
Name			Pronouns			
Colony			Talent			
Notes			Weapon	Range I	Harm Ta	ngs
			☐ Sniper Rifle	□ close □ mid ☑ far	Ta	cope (+1 Harm if stationary), actical (+1 Harm with demetry)
	untermeasures the end of the Fight.	Spend 1 Kit to shut	☐ Grenade Mortar	□ close ☑ mid □ far I		xploding, Reload, actical (+1 Harm with
Salvage Ops	Spend 1 Impulse to gain 1 K	it from a dead Pion.				lemetry)
=	ifications Spend 1 Kit MP, Exploding, Piercing, or St		☐ Taser Pistol	☑ close ☐ mid ☐ far ▮		andgun (+1 Harm with Gyro), nock
Armorer Spen	d 1 Kit to fully repair any Arn	nor.	☐ Pulse Pistol	\square close \square mid \square far \square		MP, Handgun (+1 Harm th Gyro)
Damage Cont Health.	:rol <i>Ship Talent:</i> Spend 1 k	(it to repair 1 Ship-		□ close □ mid □ far		
Armor (harges Protection			\square close \square mid \square far		
	□□□□□ Ignore 1 Harm □□□ Ignore Burn, P	per attack ulse, or Shock Harm	Other Gear			

PIONEERS

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				- W 1/			
Thrust	C	3yro	Telemetry	Health	Impul	se	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.	et Spend 1	Impulse to inst	antly change your	☐ Pulse Pistol		Harm -	EMP, Handgun (+1 Harm with Gyro)
Rapid Fire Sp	oend 1 Impuls	e to make anoth	er attack at -1 Harm.	☐ Slug Pistol		Harm -	Handgun (+1 Harm with Gyro)
Gun-Kata Sp Harm together.	end 1 Kit to us	se two Pistols in	one attack, adding the	☐ Taser Pistol	☑ close ☐ mid ☐ far	Harm -	Handgun (+1 Harm with Gyro), Shock
_	Spend 1	Impulse to ignor	e Harm from an AOE,	□ Bow	🗆 close 🗹 mid 🗹 far	Harm -	Reload
Autofire, or Expl		impulse to ignor	e Halli Holli all AOL,	☐ Flamethrower			AOE, Burn
·	•	alant: Chand 1 In	anulsa ta add ±1 ta a		\square close \square mid \square far		
Ship roll.	·	·	ilpuise to add +1 to a		□ close □ mid □ far		
	Charges	Protection		Other Gear			
3, 1		•	ulse, or Shock Harm				
		Ignore Harm fr	om far sources				
			cut	nere			

PIONEERS S O V 11 7

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by	LUMEN-	

					_		is) 23/112/11
Thrust	C	3yro	Telemetry	Health	Impu	lse	Kit
2		2	2				
Name				Pronouns			
Colony				Talent			
Notes				Weapon ☐ Autolaser ☐ SMG	Range close in mid in far close in mid in far	Harm 1	Autofire, Burn Autofire
Adaptable Spend 1 Health, Impulse or Kit to add +1 Impulse, Kit, or Health.				☐ Pulse Pistol	✓ close	Harm -	EMP, Handgun (+1 Harm wtih Gyro) Handgun (+1 Harm with Gyro)
Resupply Spe	nd 1 Kit to rep	lenish anyone e	lse's Kit total.		\square close \square mid \square far	-	
Rousing Pep Impulse total.	Talk Spen	d 1 Impulse to r	eplenish anyone else's		□ close □ mid □ far		
Field Medic	Spend 1 Kit to	replenish anyor	ne else's Health total.		\square close \square mid \square far	-	
Fleet Tactics Ship Talent: Spend 1 Impulse to give all allies +1 on their next ship roll.			se to give all allies +1 on		□ close □ mid □ far		
Armor	Charges	Protection			\square close \square mid \square far	•	
		•	om far sources om close sources	Other Gear			

PIONEERS		MS R	ELAY	by LUMEN-	PIONEERS		TAN	KER	Dy LUMEN-
Name			Pilot		Name			Pilo	t
Thrust	Gyro	Telemetry	/ Ship I	Health	Thrust	Gyro	Telemetr	y Ship	Health
1	2	3			3	1	1		
Resist s	hock	Vul	nerable F	oulse	Resist	pulse	Vu	Inerable	burn
Mount Po	oints 2				Mount F	Points 4	Ļ		
Ship Tags	Netw	orked/			Ship Tag	S Ram ı	ming Spe	ed, Tail	gunner
Weapon	Rang		larm Tag		Weapon				Tags
☐ Microwave	□ clos	se 🗹 mid 🗹 far 🖰	larm <i>Ship-</i> 1 Pul	lse	_	•	se 🗌 mid 🗌 far 🖡	larm <i>Ship-</i> 1	
Scrambler EMP Burster	r 🗇 -1	se □ mid □ far H	Jarm Chin A Dul	lco Cinalo	☐ Escape Po☐ Fuel Reser		se 🗌 mid 🗌 far	Jarm Chin 2 E	Explosive, Burn,
□ EIVIP BUISTE	I ☑ CIOS	se ⊔ mia ⊔ far 🖪	1a1111 3 <i>111p-</i> 4 Pul Usi	•	□ ruei kesei	ve 🗹 cio:		larm <i>Ship-</i> 3 5	•
	□ clos	se 🗆 mid 🗆 far	03.			□ clo	se \square mid \square far	101111 3111p 3 2	migic osc
	□ clos	se 🗌 mid 🗌 far				□ clo	se 🗆 mid 🗆 far		
Notes						□ clos	se 🗌 mid 🗌 far		
					Notes				
PIONEERS	MIL	ning I	RIG	ILLUMINATED by LUMEN-	 PIONEERS	OR	e hal	JLER	ILLUMINATED by LUMEN -
Name			Pilot		Name			Pilo	t
Thrust	Gyro	Telemetry	/ Ship I	-lealth	Thrust	Gyro 7	Telemetry	Ship	Health
2	2	2	-		3	1			
						'			
Resist e	xplosiv	ve Vul	nerable k	ourn	Resist	everyth	Vu	Inerable	nothing
Mount Po	oints 2				Mount F	Points 2	_		
Ship Tags	Comp	oact, EV	4		Ship Tag Tailgun	carg	o x2, Ra	mming \$	Speed,
Weapon	Rang	e H	larm Tag	gs	Weapon	Rang	je ł	larm 1	lags -
☐ Asteroid Dri		se 🗌 mid 🗆 far 📙	•		☐ Escape Po		se \square mid \square far		-
☐ Ore Extracto		se 🗆 mid 🗆 far H	larm <i>Ship-</i> 3 Sh	ock	☐ Flak Canno		se \square mid \square far \vdash	larm 2 A	AOE, Exploding
	∐ clos	se 🗌 mid 🗆 far				□ clo:	se 🗌 mid 🗌 far		
	□ clos	se 🗌 mid 🗌 far				□ clo	se 🗌 mid 🗌 far		
Notes					Notes				

ILLUMINATED by LUMEN -

PIONEERS R	acing ya	ACHT	ATED PIONEE	rs re	PAIR F	DOD ILLUMINATE by LUMEN TO
Name		Pilot	Name			Pilot
Thrust G	Byro Telemetry	Health	Thrus	t Gyro	Telemetry	Health
2	3 1		1	2	3	
Resist sho	Vulr	nerable pulse	Resis	shock	Vuln	erable burn
Mount Point	ts 2		Moun	t Points a	2	
	Atmospheric, s, Tailgunner	Nimble,	Ship T	ags Com	pact, EVA	
Weapon	Range Ha	arm Tags	Weap	on Rang	ge Ha	rm Tags
☐ Escape Pods	□ close □ mid □ far		☐ Patch I	Kit □ c/c	ose \square mid \square far	•
☐ Laser Cannon	□ close ☑ mid ☑ far Ha	arm <i>Ship-</i> 1 Burn	□ Jumps Hawse		ose 🗌 mid 🗆 far 🛚 Ha	rm <i>Ship-</i> 1 Shock
	☐ close ☐ mid ☐ far				ose 🗆 mid 🗆 far	
Notes	⊐ сюзе □ ппи □ јиг			□ clo	ose \square mid \square far	
1,0000			Notes			
PIONEERS	SHUTTI	TILLUMIN by LUMEN-	ATED PIONEE	⁸⁵ 50 L	ar Gl	DER JULUMINATE
Name		Pilot	Name			Pilot
Thrust G	gyro Telemetry	Health	Thrus	t Gyro	Telemetry	Health
2	2 2		2	3	1	
Resist not	Vulr	nerable nothin	g Resis ⁻	burn	Vuln	erable shock
Mount Point	^{ts} 4		Moun	t Points 1	Ī	
Ship Tags	Atmospheric,	Cango	Ship T	ags E \/A	, Nimble, S	Stealth
Passenger	-	cargo,		EVA	, mindle, S	oceaicí i
Weapon	Range Ha	arm Tags	Weap	on Rang	ge Ha	rm Tags
_	m ☑ close □ mid □ far Ha		□ Seeker	Mines 🗵 cla	_	rm <i>Ship</i> -2 Explosive
	☑ close ☑ mid □ far Ha	arm <i>Ship-</i> 2 Burn	Nistra		•	
☐ Booster Rocket	□ close ☑ mid ☑ far Ha	erm <i>Ship-</i> 5 Explosive, Single-Use	Notes			
☐ Booster Rocket	□ close ☑ mid ☑ far Ha	•				
	□ close □ mid □ far					
П	\square close \square mid \square far		i i			

Notes

PIONEERS		SHIF		by LUMEN-	PIO.	NEERS				by LUMEN-
Name			F	Pilot	Na	ame				Pilot
Thrust	Gyro	Telemet	гу	Health	Th	rust	Gyro	Telemet	ry	Health
1	1	1		2						
Resist		VI	ulnerab	le	Re	esist			Vulnera	able
Mount Po	oints				M	ount F	Points			
Ship Tags	6				Sh	nip Tag	js			
Weapon □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	□ clos □ clos	e mid far se mid far	Harm - Harm - Harm -	Tags		eapor		nge close mid close mid close mid close mid close mid close mid	far Harm - far Harm - far Harm -	Tags
		se 🗆 mid 🗀 far						close 🗆 mid 🗆		
	□ clos	se 🗌 mid 🗌 far						close □ mid □	far	
	☐ clos	se 🗌 mid 🗀 far						close \square mid \square	far	
PIONEERS				JILLUMINATED by LUMEN —	PIO.	NEERS				ILLUMINATED by LUMEN
Name			F	Pilot	Na	ame				Pilot
Thrust	Gyro T	elemetry		Health	Th	rust	Gyro	Telemet	ry	Health
	-						-			
Resist		VI	ulnerab	le	Re	esist			Vulnera	able
Mount Po	oints				M	ount F	Points			
Ship Tags	5				Sh	nip Tag	js			
Weapon □ □ □ □ □ □ □ □	□ clos □ clos	e mid far se mid far	Harm - Harm - Harm -	Tags	W (eapor		nge close mid close mid close mid close mid close mid close mid	far Harm - far Harm - far Harm -	Tags
	☐ clos	se 🗆 mid 🗆 far						close □ mid □	far	
								close □ mid □ close □ mid □		
	□ clos	se 🗌 mid 🗀 far							far	



Name					Pilot		
Thrust	Gyro	Teleme	try	5	Ship Hea	lth	
Resist			Vı	ulnera	able		
Mount F	Points						
Ship Tags							
Weapor	n Rar	ige		Harm	Tags		
		lose 🗌 mid 🏻					
		lose 🗌 mid 🛭	-				
		lose 🗌 mid 🛭					
		lose 🗌 mid 🛚	-	Harm -			
	⊔ c	lose 🗌 mid 🛭	⊿ far				
	□ c	lose 🗆 mid 🛭	∃ far				
	□ c	lose 🗌 mid 🛭	∃ far				
		lose 🗌 mid 🛭] far				
Notes							