

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

Name

Colony

Notes

Pronouns

Talent

Weapon

Range

Harm

Tags

☐ 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.

Armor

Charges

Protection

☐ 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

Weapon

Range

Harm

Tags

☐ 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.

Armor

Charges

Protection

☐ 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

Armor

Charges

Protection

□ Energy Siphon

□□□

Ignore Burn, Pulse, or Shock Harm

□ Stealthsuit

□□□

Ignore Harm from far sources

□

□□□□□□

Other Gear

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

Armor

Charges

Protection

□ Stealthsuit

□□□

Ignore Harm from far sources

□ Tactical Vest

□□□

Ignore Harm from close sources

□

□□□□□□

Other Gear

Name

Pilot

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

Resist

shock

Vulnerable

pulse

Mount Points

2

Ship Tags

Networked

Weapon

Range

Harm

Tags

☐ Microwave Scrambler

☐ EMP Burster

☐

☐

☐ close ☒ mid ☒ far

☒ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

Harm Ship-1

Harm Ship-4

Pulse

Pulse, Single-Use

Notes

Name

Pilot

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

Resist

pulse

Vulnerable

burn

Mount Points

4

Ship Tags

Ramming Speed, Tailgunner

Weapon

Range

Harm

Tags

☐ Docking Clamps

☐ Escape Pods

☐ Fuel Reserve

☐

☒ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

☒ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

Harm Ship-1

Harm Ship-3

Harm Ship-3

Explosive, Burn,

Single-Use

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship Health
2	2	2	□□□

Resist

explosive

Vulnerable

burn

Mount Points

2

Ship Tags

Compact, EVA

Weapon

Range

Harm

Tags

☐ Asteroid Drill

☐ Ore Extractor

☐

☐

☒ close ☐ mid ☐ far

☒ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

Harm Ship-2

Harm Ship-3

Shock

Notes

Name

Pilot

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

Resist

everything

Vulnerable

nothing

Mount Points

2

Ship Tags

Cargo x2, Ramming Speed, Tailgunner

Weapon

Range

Harm

Tags

☐ Escape Pods

☐ Flak Cannon

☐

☐

☐ close ☐ mid ☐ far

☒ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

☐ close ☐ mid ☐ far

Harm 2

AOE, Exploding

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

☐ Escape Pods

☐ close ☐ mid ☐ far

☐ Laser Cannon

☐ close ☒ mid ☒ far

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Harm Ship-1

Burn

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	2	3	□□

Resist

shock

Vulnerable

burn

Mount Points2

Ship TagsCompact, EVA

Weapon

Range

Harm

Tags

☐ Patch Kit

☐ close ☐ mid ☐ far

☐ Jumpstart

☒ close ☐ mid ☐ far

☐ Hawseers

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Harm Ship-1

Shock

Notes

Name

Pilot

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

Resist

nothing

Vulnerable

nothing

Mount Points4

Ship TagsAtmospheric, Cargo, Passengers

Weapon

Range

Harm

Tags

☐ Manipulator Arm

☒ close ☐ mid ☐ far

☐ Laser Refractor

☒ close ☒ mid ☐ far

☐ Booster Rocket

☐ close ☒ mid ☒ far

☐ Booster Rocket

☐ close ☒ mid ☒ far

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Harm Ship-1

Can move objects

Harm Ship-2

Burn

Harm Ship-5

Explosive, Single-Use

Harm Ship-5

Explosive, Single-Use

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Health
2	3	1	□

Resist

burn

Vulnerable

shock

Mount Points1

Ship TagsEVA, Nimble, Stealth

Weapon

Range

Harm

Tags

☐ Seeker Mines

☒ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Harm Ship-2

Explosive

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon

Range

Harm

Tags

close

mid

far

close

mid

far

close

mid

far

close

mid

far

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon

Range

Harm

Tags

close

mid

far

close

mid

far

close

mid

far

close

mid

far

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon

Range

Harm

Tags

close

mid

far

close

mid

far

close

mid

far

close

mid

far

Notes

PIONEERS

ILLUMINATED  
by LUMEN

Name

Pilot

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

Resist

Vulnerable

Mount Points

Ship Tags

Weapon

Range

Harm

Tags

close

mid

far

close

mid

far

close

mid

far

close

mid

far

Notes