

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

Name

Colony

Notes

Pronouns

Colony 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

Med Patch □

Fire in the Hole Spend 1 Impulse to ignore your weapons' Friendly-Fire tags this turn.

Rock 'n Roll Spend 1 Kit to do +1 damage with an Autofire weapon.

I Packed a Spare Spend 1 Kit to ignore your weapons' Reload and Single-Use tags this Fight.

Shrug It Off *React Talent* Spend 1 Impulse to ignore 1 Harm from any source.

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

Armor

□ Assault Armor

□ Tactical Vest

□

Charges

□□□□□□

□□□

□□□□□□

Protection

Ignore 1 Harm per attack

Ignore Harm from a **Mid** source

cut here

PIONEERS

G E M I N I

ILLUMINATED
by LUMEN

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

Name

Colony

Notes

Pronouns

Colony 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

Med Patch □

Electronic Countermeasures Spend 1 Kit to shut down 1 Pion until your next turn.

Weapon Modifications Spend 1 Kit to give your weapon Autofire, Burn, EMP, Exploding, Piercing, or Shock for this Fight.

Armorer Spend 1 Kit to restore 1 charge to any armor.

Flak Shield *React Talent* Spend 1 Kit to ignore 1 Harm from a Far source.

Damage Control *Ship Talent* Spend 1 Impulse to repair 1 Ship-Health.

Armor

□ Assault Armor

□ Energy Siphon

□

Charges

□□□□□□

□□□

□□□□□□

Protection

Ignore 1 Harm per attack

Ignore Burn, Pulse, or Shock Harm

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

Name

Colony

Notes

Pronouns

Colony Talent

Weapon

□ Laser Pistol

□ Pulse Pistol

□ Slug Pistol

□ Taser Pistol

□ Bow

□ Flamethrower

□

□

Range

☑ close □ mid □ far

☑ close □ mid □ far

☑ close □ mid □ far

☑ close □ mid □ far

□ close ☑ mid ☑ far

☑ close □ mid □ far

□ close □ mid □ far

□ close □ mid □ far

Harm

Harm 1

Harm 1

Harm 1

Harm 1

Harm 1

Harm 2

□

Tags

Burn, Handgun (+1 Harm with Gyro)

EMP, Handgun (+1 Harm with Gyro)

Handgun (+1 Harm with Gyro)

Handgun (+1 Harm with Gyro), Shock

Reload

AOE, Burn

Med Patch □

Mobility Spend 1 Impulse to instantly change your Range band during your Turn.

Rapid Fire Spend 1 Impulse to make another attack at -1 Harm.

Guns Akimbo Spend 1 Kit to use two Pistols in one attack, adding the Harm together.

Dive for Cover *React Talent* Spend 1 Impulse to ignore Harm from an AOE, Autofire, or Exploding attack.

Dogfighting Ace *Ship Talent* Spend 1 Impulse to add +1 to a ship roll.

Armor	Charges	Protection
□ Energy Siphon	□□□	Ignore Burn, Pulse, or Shock Harm
□ Stealthsuit	□□□	Ignore Harm from a far source
□	□□□□□□	

cut here

PIONEERS

SOYUZ

ILLUMINATED
by LUMEN

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

Name

Colony

Notes

Pronouns

Colony Talent

Weapon

□ Autolaser

□ SMG

□ Pulse Pistol

□ Slug Pistol

□

□

□

Range

□ close ☑ mid □ far

☑ close ☑ mid □ far

☑ close □ mid □ far

☑ close □ mid □ far

□ close □ mid □ far

□ close □ mid □ far

□ close □ mid □ far

Harm

Harm 2

Harm 1

Harm 1

Harm 1

□

□

□

Tags

Autofire, Burn

Autofire

EMP, Handgun (+1 Harm with Gyro)

Handgun (+1 Harm with Gyro)

Med Patches □□□□□

Resupply Spend 1 Kit to restore up to 2 to anyone else's Kit total within Close range.

Rousing Pep Talk Spend 1 Impulse to restore up to 2 to else's Impulse total within Close or Mid range.

Field Medic Spend 1 Kit to restore up to 2 anyone else's Kit total within Close range.

Adaptable *React Talent* Spend 1 Health, Impulse or Kit to ignore 1 Harm from a Mid-range or Far source.

Fleet Tactics *Ship Talent* Spend 1 Impulse to give any ship in radio contact +1 on their next ship roll.

Armor	Charges	Protection
□ Stealthsuit	□□□	Ignore Harm from a far source
□ Tactical Vest	□□□	Ignore Harm from a mid source
□	□□□□□□	

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	Ship-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	Ship-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

☐ Hawser

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Harm

Ship-1

Shock

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-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

Ship-2

Burn

Ship-5

Explosive, Single-Use

Ship-5

Explosive, Single-Use

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-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
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Name

Pilot

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

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED
by LUMEN

Name

Pilot

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

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
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Notes

PIONEERS

ILLUMINATED
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Name

Pilot

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

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED
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Name

Pilot

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

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes