PIONEERS — APOLLO

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

Name

Pronouns

Colony

Colony Talent

Notes

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.

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		

Armor

	Charges	Protection
☐ Assault Armor	☐☐☐☐☐	Ignore 1 Harm per attack
☐ Tactical Vest	☐☐☐	Ignore Harm from a **Mid** source
☐	☐☐☐☐☐	

Other Gear Med Patch ☐

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PIONEERS — GEMINI

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

Name

Pronouns

Colony

Colony Talent

Notes

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.

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		

Armor

	Charges	Protection
☐ Assault Armor	☐☐☐☐☐	Ignore 1 Harm per attack
☐ Energy Siphon	☐☐☐	Ignore Burn, Pulse, or Shock Harm
☐	☐☐☐☐☐	

Other Gear Med Patch ☐

M E R C U R Y

ILLUMINATED
by LUMEN

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

Name

Colony

Pronouns

Colony Talent

Notes

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.

Weapon	Range	Harm	Tags
☐ Laser Pistol	☑ close ☐ mid ☐ far	Harm 1	Burn, Handgun *(+1 Harm with Gyro)*
☐ Pulse Pistol	☑ close ☐ mid ☐ far	Harm 1	EMP, Handgun *(+1 Harm with Gyro)*
☐ Slug Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun *(+1 Harm with Gyro)*
☐ Taser Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun *(+1 Harm with Gyro)*, Shock
☐ Bow	☐ close ☑ mid ☑ far	Harm 1	Reload
☐ Flamethrower	☑ close ☐ mid ☐ far	Harm 2	AOE, Burn
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Armor

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

Other Gear   Med Patch ☐

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S O Y U Z

ILLUMINATED
by LUMEN

Thrust	Gyro	Telemetry	Health	Impulse	Kit
2	2	2	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐

Name

Colony

Pronouns

Colony Talent

Notes

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.

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 wtih Gyro)*
☐ Slug Pistol	☑ close ☐ mid ☐ far	Harm 1	Handgun *(+1 Harm with Gyro)*
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Armor

	Charges	Protection
☐ Stealthsuit	☐☐☐	Ignore Harm from a **far** source
☐ Tactical Vest	☐☐☐	Ignore Harm from a **mid** source
☐	☐☐☐☐☐☐	

Other Gear   Med Patches ☐☐☐☐☐

PIONEERS — COMMS RELAY

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	☐ *close* ☑ *mid* ☑ *far*	Harm *Ship*-1	Pulse
☐ EMP Burster	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-4	Pulse, Single-Use
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

PIONEERS — LH₂ TANKER

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	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-1	
☐ Escape Pods	☐ *close* ☐ *mid* ☐ *far*		
☐ Fuel Reserve	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-3 Harm *Ship*-3	Explosive, Burn, Single-Use
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

PIONEERS — MINING RIG

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	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-2	
☐ Ore Extractor	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-3	Shock
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

PIONEERS — ORE HAULER

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	☐ *close* ☐ *mid* ☐ *far*		
☐ Flak Cannon	☑ *close* ☐ *mid* ☐ *far*	Harm 2	AOE, Exploding
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

RACING YACHT
PIONEERS — ILLUMINATED by LUMEN

Name		Pilot	

Thrust	Gyro	Telemetry	Ship-Health
2	3	1	☐☐☐☐☐

Resist	**shock**	Vulnerable	**pulse**

Mount Points **2**

Ship Tags **Atmospheric, Nimble, Passengers, Tailgunner**

Weapon	Range	Harm	Tags
☐ Escape Pods	☐ *close* ☐ *mid* ☐ *far*		
☐ Laser Cannon	☐ *close* ☑ *mid* ☑ *far*	Harm *Ship*-1	Burn
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

REPAIR POD
PIONEERS — ILLUMINATED by LUMEN

Name		Pilot	

Thrust	Gyro	Telemetry	Ship-Health
1	2	3	☐☐

Resist	**shock**	Vulnerable	**burn**

Mount Points **2**

Ship Tags **Compact, EVA**

Weapon	Range	Harm	Tags
☐ Patch Kit	☐ *close* ☐ *mid* ☐ *far*		
☐ Jumpstart Hawsers	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-1	Shock
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

SHUTTLE
PIONEERS — ILLUMINATED by LUMEN

Name		Pilot	

Thrust	Gyro	Telemetry	Ship-Health
2	2	2	☐☐☐☐☐

Resist	**nothing**	Vulnerable	**nothing**

Mount Points **4**

Ship Tags **Atmospheric, Cargo, Passengers**

Weapon	Range	Harm	Tags
☐ Manipulator Arm	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-1	Can move objects
☐ Laser Refractor	☑ *close* ☑ *mid* ☐ *far*	Harm *Ship*-2	Burn
☐ Booster Rocket	☐ *close* ☑ *mid* ☑ *far*	Harm *Ship*-5	Explosive, Single-Use
☐ Booster Rocket	☐ *close* ☑ *mid* ☑ *far*	Harm *Ship*-5	Explosive, Single-Use
☐	☐ *close* ☐ *mid* ☐ *far*		
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

SOLAR GLIDER
PIONEERS — ILLUMINATED by LUMEN

Name		Pilot	

Thrust	Gyro	Telemetry	Ship-Health
2	3	1	☐

Resist	**burn**	Vulnerable	**shock**

Mount Points **1**

Ship Tags **EVA, Nimble, Stealth**

Weapon	Range	Harm	Tags
☐ Seeker Mines	☑ *close* ☐ *mid* ☐ *far*	Harm *Ship*-2	Explosive
☐	☐ *close* ☐ *mid* ☐ *far*		

Notes

PIONEERS

Name	Pilot

Thrust	Gyro	Telemetry	Ship-Health
			☐☐☐☐☐☐☐☐☐☐

Resist	Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Notes

PIONEERS

Name	Pilot

Thrust	Gyro	Telemetry	Ship-Health
			☐☐☐☐☐☐☐☐☐☐

Resist	Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Notes

PIONEERS

Name	Pilot

Thrust	Gyro	Telemetry	Ship-Health
			☐☐☐☐☐☐☐☐☐☐

Resist	Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Notes

PIONEERS

Name	Pilot

Thrust	Gyro	Telemetry	Ship-Health
			☐☐☐☐☐☐☐☐☐☐

Resist	Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		
☐	☐ close ☐ mid ☐ far		

Notes