

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

Name

Colony

Notes

Pronouns

Talent

WeaponRangeHarmTags

□ 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.

ArmorChargesProtection

□ 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

WeaponRangeHarmTags

□ 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.

ArmorChargesProtection

□ 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

WeaponRangeHarmTags

□ Laser Pistol

☑ close□ mid□ far

Harm 1Burn, 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

□

□ close□ mid□ far

Other Gear

ArmorChargesProtection

□ Energy Siphon□□□Ignore Burn, Pulse, or Shock Harm

□ Stealthsuit□□□Ignore Harm from far sources

□□□□□□

Moving Target Spend 1 Impulse to instantly change your Range Band.

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

Gun-Kata Spend 1 Kit to use two Pistols in one attack, adding the Harm together.

Dive for Cover 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.

PIONEERS

S O Y U Z

ILLUMINATED
by LUMEN

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

Name

Colony

Notes

Pronouns

Talent

WeaponRangeHarmTags

□ Autolaser

□ close☑ mid□ far

Harm 2Autofire, Burn

□ SMG

☑ close☑ mid□ far

Harm 1Autofire

□ Pulse Pistol

☑ close□ mid□ far

Harm 1EMP, 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

Other Gear

ArmorChargesProtection

□ Stealthsuit□□□Ignore Harm from far sources

□ Tactical Vest□□□Ignore Harm from close sources

□□□□□□

Adaptable Spend 1 Health, Impulse or Kit to add +1 Impulse, Kit, or Health.

Resupply Spend 1 Kit to replenish anyone else's Kit total.

Rousing Pep Talk Spend 1 Impulse to replenish anyone else's Impulse total.

Field Medic Spend 1 Kit to replenish anyone else's Health total.

Fleet Tactics Ship Talent: Spend 1 Impulse to give all allies +1 on their next ship roll.

PIONEERS

SHIP

ILLUMINATED
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	1	1	2

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Notes			

PIONEERS

SHIP

ILLUMINATED
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	1	1	2

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
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<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Notes			

PIONEERS

SHIP

ILLUMINATED
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	1	1	2

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
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<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Notes			

PIONEERS

SHIP

ILLUMINATED
by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
1	1	1	2

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm -	
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<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Notes			

PIONEERS

ILLUMINATED

by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	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>	Harm -	
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Notes

PIONEERS

ILLUMINATED

by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

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

PIONEERS

ILLUMINATED

by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

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