PIONEERS — APOLLO

ILLUMINATED by LUMEN

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

Name

Colony

Notes

Pronouns

Talent

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.

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

Armor	Charges	Protection
☐ Assault Armor	☐☐☐☐☐	Ignore 1 Harm per attack
☐ Tactical Vest	☐☐☐	Ignore Harm from **close** sources
☐	☐☐☐☐☐	

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PIONEERS — GEMINI

ILLUMINATED by LUMEN

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

Name

Colony

Notes

Pronouns

Talent

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.

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

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

MERCURY

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

Name

Colony

Notes

Pronouns

Talent

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.*

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		
☐	☐ close ☐ mid ☐ far		

Armor

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

Other Gear

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SOYUZ

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

Name

Colony

Notes

Pronouns

Talent

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.*

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 -	Handgun *(+1 Harm with Gyro)*
☐	☐ close ☐ mid ☐ far		
☐	☐ 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