

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

☐

□□□□□□

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

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

□ 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 -

Harm -

Harm -

Harm -

Harm -

Harm -

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

Armor

Charges

Protection

□ Energy Siphon

□□□

Ignore Burn, Pulse, or Shock Harm

□ Stealthsuit

□□□

Ignore Harm from far sources

□

□□□□□□

Other Gear

cut here

PIONEERS

S O Y U Z

ILLUMINATED  
by LUMEN

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

Name

Colony

Notes

Pronouns

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

□ close □ mid □ far

Harm

Harm 2

Harm 1

Harm 1

Harm -

Harm -

Harm -

Harm -

Tags

Autofire, Burn

Autofire

EMP, Handgun (+1 Harm with Gyro)

Handgun (+1 Harm with Gyro)

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
<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	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	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>		
<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