

# PIONEERS



Space Probes

Orbital Colonies

And the End of All that Is

Spindrift Games

ILLUMINATED  
by LUMEN 

# PIONEERS

"We named 'em Pioneers after the old NASA space probes. Someone here in the lab started calling 'em Pions as a cutesy nickname, and it stuck."

*An Oral History of the 2320-2324 Pioneer War*

In *Pioneers*, you fight to liberate the Solar System from the Pions, cybernetic beings who have already conquered the Earth and much of the Solar System and nuked the Moon. You know, as one does.

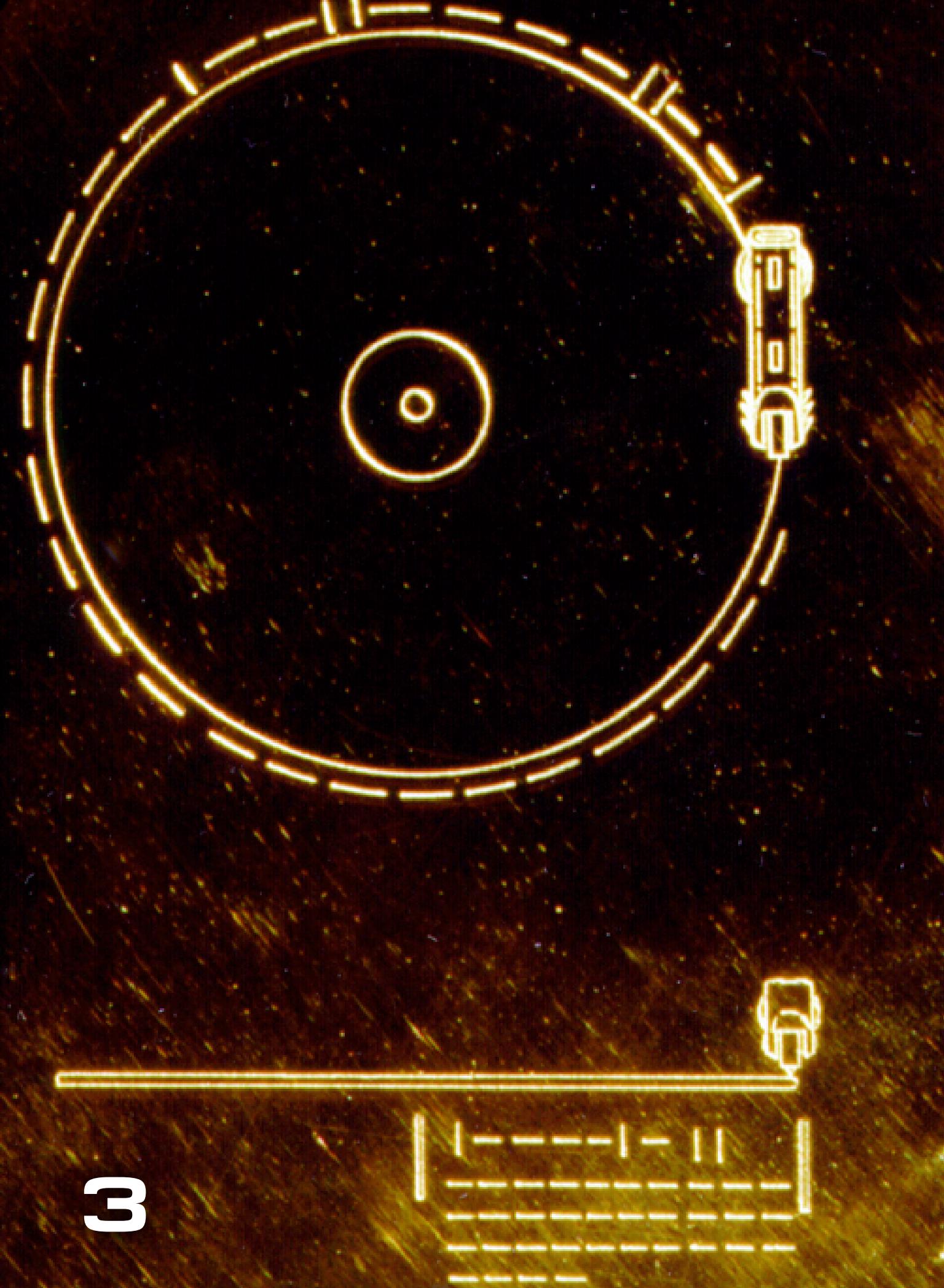
## Saving the World

is a tabletop roleplaying game for 3-6 players. One player takes on the role of **Mission Control** (or, *the MC* for short) and controls **the Pions** - humanity's prodigal, digital children who have returned from the depths of space with technology far beyond that of 24th Century Earth.

The each of other players creates a **Survivor** who is part of the **Rag-Tag Fugitive Resistance** striving to free the Solar System from the crushing **Occupation**.

As member of the Resistance, your Survivor is part of a small cell of 2 to 5 freedom fighters that undertake missions, called **Ops**, that invariably involve blowing up lots and lots of murderous robots - on Earth, in space, or on one of the **Twelve Colonies of Man** scattered across the conquered Solar System.

If you survive a deadly Op, the most you can hope for is a free drink in one of the underground speak-easies frequented by the Resistance fighters: if you fail, the best you'll get is one of those drinks lifted in honor of your sacrifice.



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"In retrospect, putting a map showing how to get back to Earth on those old-fashioned space probes probably wasn't the smartest idea."

*An Oral History of the 2320-2324 Pioneer War*

## Game Mechanics

Your Survivor has three abilities: **Thrust**, **Gyro**, and **Telemetry**.

You use **Thrust** for direct actions - to solve problems that are best solved by an application of force, whether physical or mental.

**Gyro** is all about speed and balance. If it has to be done quickly, gracefully, or both, then you're going to make a Gyro roll.

**Telemetry** covers anything requiring knowledge, whether that's the specialized knowledge of a hacker or surgeon, or just general intelligence about the enemy's movement.

## Dice Rolling

When you do an action, either in a fight or not, state which attribute you're using, then Roll a number of dice equal to your attribute. Check the highest number you rolled on one die against the following table:

On  
a...

- 1-2 The action **fails** and there's a **consequence**.
- 3-4 The action **succeeds** but there's a **complication**.
- 5-6 The action **succeeds** with **no problems**.

## Resource Pools

In addition, you have three resource pools, **Health**, **Impulse**, and **Kit**. At the start of each Op, your resource pools are set to their maximum value; while the exact value will go up or down during the Op, you can't go over your maximum value.

**Health** tells you how much Harm your Survivor can take before being KIA; each hit by the enemy usually does 1 to 3 Harm.

**Impulse** is your energy, your drive, your momentum. Your class gives you Talents that you can activate using Impulse.

**Kit** is an abstract measure of how much gear you have. At the beginning of each Op, you adjust your inventory by expending points from your Kit; you can also spend Kit in the field, to represent items that you had on you but didn't want to slow the game down with time-consuming inventory tracking.

## Survivor Creation

Creating a Survivor is dirt simple. There are just five steps, then you're done. You can fill in the fields on the Survivor Record, which is a sheet for recording your character's details.

1. Pick a Class. (p. 4)
2. Choose Your Home Colony. (p. 9)
3. Grab your Gear. (p. 10)
4. Snag a ship. (p. 22)
5. Come up with a Name.

Instructions for playing the MC [come later in the rules](#).

## Class

Your **Class** determines your attributes and pools, your talents, and your starting equipment. Pick a class from this list:

**Apollo** You're big, strong, and tough in a fight.

**Gemini** You're smart, clever, and good with technology.

**Mercury** You're fast, agile, and hard to pin down.

**Soyuz** You're a jack-of-all-trades and born leader.

The table below lists the attributes and pools for each class.

Class	Thrust	Gyro	Telemetry	Health	Impulse	Kit
Apollo	3	1	2	8	4	3
Gemini	1	2	3	6	3	6
Mercury	1	3	2	5	6	4
Soyuz	2	2	2	5	5	5

# Apollo

Thrust	Gyro	Telemetry	Health	Impulse	Kit
<b>3</b>	<b>1</b>	<b>2</b>	<b>8</b>	<b>4</b>	<b>3</b>

*What you lack in subtlety, you make up in brute force.*

## Starting Gear

**Armor** 1-4 Assault Armor, 5-6 Tactical Vest

**Weapon** 1-2 Pulse Rifle, 3-4 Rocket Launcher,  
5-6 Slug Rifle

**Weapon** 1-2 Frag Grenade, 3-4 Laser Grenade,  
5-6 Pulse Grenade

**Ship** 1-2 Mining Rig, 3-4 Ore Hauler, 5-6 Shuttle

Spend 1 Kit per list to pick instead of taking what you rolled.

## Apollo Talents

**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* Spend 1 Impulse to do +1 Ship-Harm on this hit.

# Gemini

Thrust	Gyro	Telemetry	Health	Impulse	Kit
1	2	3	6	3	6

*Why are things so heavy in the future? Is there a problem with the Earth's gravitational pull?*

## Starting Gear

**Armor** 1-4 Energy Siphon, Assault Armor

**Weapon** 1-4 Sniper Rifle, 5-6 Grenade Mortar

**Weapon** 1-4 Taser Pistol, 5-6 Pulse Pistol

**Ship** 1-2 Comms Relay, 3-4 Liquid-Nitrogen Tanker, 5-6 Repair Pod

Spend 1 Kit per list to pick instead of taking what you rolled.

## Gemini Talents

**Electronic Countermeasures** Spend 1 Kit to shut down 1 Pion in this 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* Spend 1 Kit to repair 1 Ship-Health.

# Mercury

Thrust	Gyro	Telemetry	Health	Impulse	Kit
1	3	2	5	6	4

*It's time to buzz the tower.*

## Starting Gear

**Armor** 1-4 Stealthsuit, 5-6 Energy Siphon

**Weapon** 1-2 two Laser Pistols, 3-4 two Slug Pistols, 5-6 one Pulse Pistol and one Taser Pistol

**Weapon** 1-4 Bow, 5-6 Flamethrower

**Ship** 1-2 Mining Rig, 3-4 Racing Yacht, 5-6 Solar Glider

Spend 1 Kit per list to pick instead of taking what you rolled.

## Mercury Talents

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

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

**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.

**Ace Pilot** Spend N Impulse to add +N to a ship roll.

# Soyuz

Thrust	Gyro	Telemetry	Health	Impulse	Kit
2	2	2	5	5	5

*You're everyone's second-best friend.*

## Starting Gear

**Armor** 1-4 Tactical Vest, 5-6 Stealthsuit

**Weapon** 1-4 SMG, 5-6 Autolaser

**Weapon** 1-4 Slug Pistol, 5-6 Pulse Pistol

**Ship** 1-2 Racing Yacht, 3-4 Repair Pod, 5-6 Shuttle

Spend 1 Kit per list to pick instead of taking what you rolled.

## Soyuz Talents

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

**Resupply** Spend 1 Kit to refresh anyone else's Kit total.

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

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

**Fleet Tactics** Spend 1 Impulse to give everyone +1 on their next ship roll.

## Colonial Origin

We created the Pions. We sent them before us, and followed them to space. We gave them life; they gave us the planets. We gave them a galaxy to explore. We never imagined they would want to return.

Introduction to *Earthfall: The Roots of the Pion War*

In the 24th Century, humanity has long since colonized the Solar System, building both surface bases on inhospitable planets and moons, and orbiting colonies above them.

Choose one of the following origins for your Survivor, and note it on your Survivor Record.

**Callistoan** You're from Jupiter's moon Callisto.  
+1 *Ship-Telemetry on Liquid-Hydrogen Tankers*.

**Cererean** You're from Ceres, in the Asteroid Belt.  
+1 *Ship-Gyro on Mining Rigs*.

**Cyntherean** You're from Venus.  
+1 *Ship-Thrust on Racing Yachts*.

**Enceladan** You're from Saturn's moon Enceladus.  
+1 *Ship-Gyro on Shuttles*.

**Eridian** You're from Eris.  
+1 *Ship-Gyro on Ore Haulers*.

**Europan** You're from Jupiter's moon Europa.  
+1 *Ship-Telemetry on Shuttles*.

**Ganymedean** You're from Jupiter's moon Ganymede.  
+1 *Ship-Telemetry on Ore Haulers*.

**Granger** You're from O'Neill Station in the L5 point.  
+1 *Ship-Gyro on Repair Pods*.

**Hermean** You're from Mercury.  
+1 *Ship-Gyro on Solar Gliders*.

**Leo** You're from an orbital colony in Low Earth Orbit.  
+1 *Ship-Thrust on Comms Relays*.

**Martian** You're from Mars.  
+1 *Ship-Health on any ship*.

**Plutonian** You're from Pluto.  
+1 *Ship-Telemetry on Comms Relays*.

**Selenite** You're from Luna, Earth's moon.  
+1 *Ship-Gyro on Racing Yachts*.

**Tellurian** You're from Earth.  
*Start each operation with +1 Kit above your maximum.*

**Titanian** You're from Saturn's moon Titan.  
+1 *Ship-Telemetry on Mining Rigs*.

**Uranian** You're from Oberon or one of the colonies on Uranus's moons.  
+1 *Ship-Thrust on Liquid-Hydrogen Tankers*.

## Gear

When you first create your Survivor, you're given a suit of armor and two or three weapons, as shown on the page for your class.

If you don't like the results you rolled, you can spend one Kit before your mission to change those to another option on your list.

After each Op you have the option to spend 1 Kit each to change your armor or weapon for any others, including those that aren't on your starting gear list.

## Armor

Armor is *ablative*, meaning that when it protects you, it becomes weaker. A new suit of armor starts out with a full set of charges, and you can repair it between Ops to reset those charges to their maximum values.

**Assault Armor** Ignore 1 Harm per attack (6 charges)

**Energy Siphon** Ignore Burn, Pulse, or Shock Harm (3 charges)

**Stealthsuit** Ignore Harm from *far* sources (3 charges)

**Tactical Vest** Ignore Harm from *close* sources (3 charges)

**Vacsuit** You don't get KIA if your ship is destroyed (1 charge)

## Weapons

Each weapon lists the ranges at which it can be used - *close*, *mid*, and *far* - as well as the damage and any Weapon Tags (see below).

**Autolaser** *mid* Harm 2, Autofire, Burn

**Autorifle** *mid* Harm 1, Autofire, Heavy

**Bow** *mid, far* Harm 1, Reload

**Flamethrower** *close* Harm 2, AOE, Burn

**Frag Grenade** *close* Harm 1, Exploding, Friendly-Fire, Single-Use

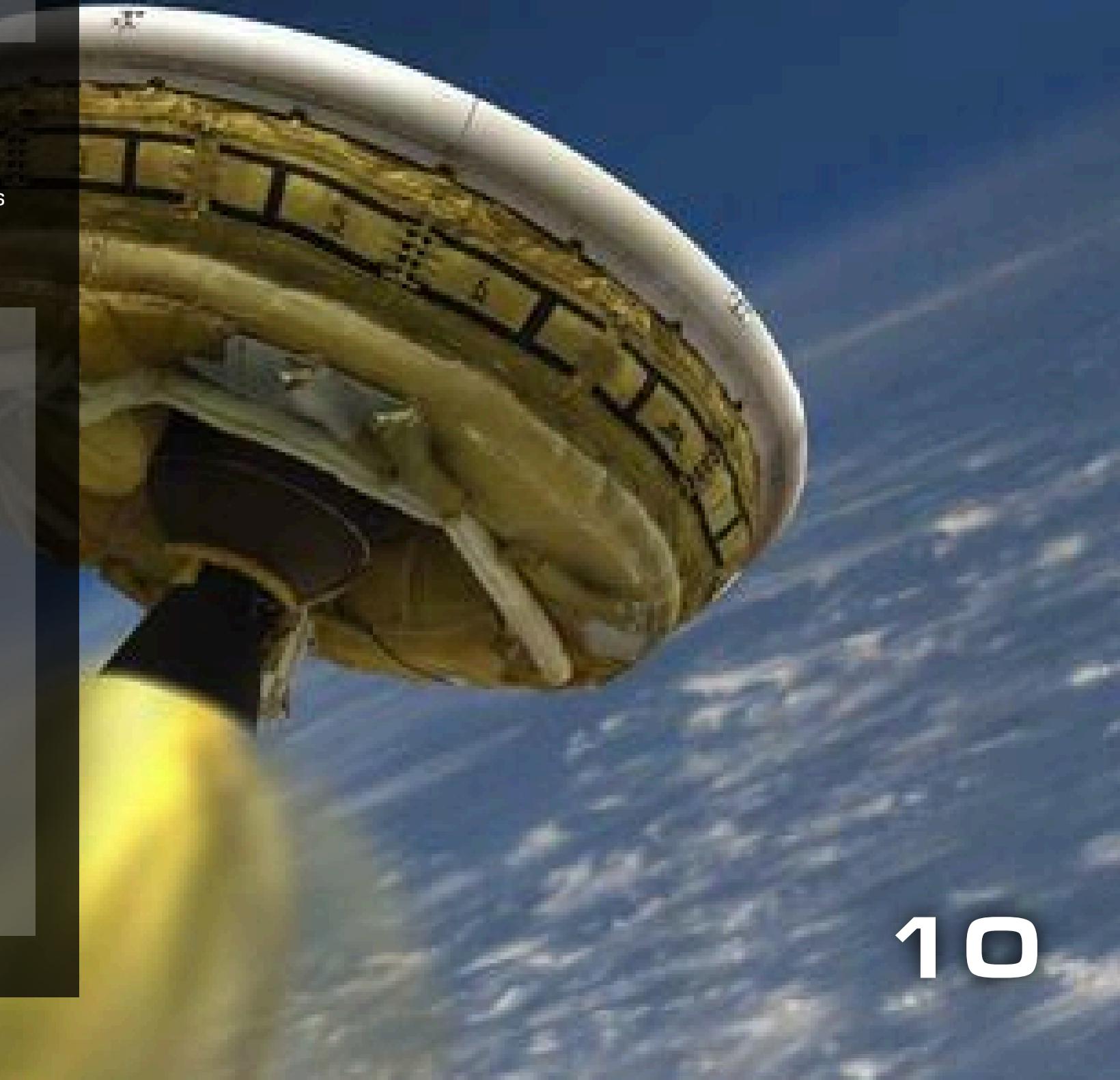
**Grenade Mortar** *mid* Harm 2, Exploding, Reload, Tactical

**Laser Grenade** *close* Harm 1, AOE, Burn, Friendly-Fire, Single-Use

**Laser Pistol** *close* Harm 1, Handgun, Burn

**Laser Rifle** *mid, far* Harm 2, Burn

**Pulse Grenade** *close* Harm 1, AOE, EMP, Friendly-Fire, Single-Use



## Weapon Tags

These tags apply to both personal weaponry and weapons on spacecraft (#step-ship){.page}.

**AOE** Affects multiple targets.

**Autofire** Can hit multiple targets.

**Burn** Does burn damage.

**EMP** Does pulse damage.

**Exploding** Does explosive damage against multiple targets.

**Friendly Fire** Targets allies in the range band.

**Handgun** +1 Harm when fired with Gyro.

**Heavy** +1 Harm when fired with Thrust.

**Piercing** Ignores Resist.

**Reload** Sometimes requires reloading.

**Scope** Does +1 Harm if you remain stationary when firing.

**Self-Destructive** Damages wielder.

**Single-Use** You can only use this weapon once.

**Shock** Does shock damage.

**Tactical** Does +1 Harm when fired with Telemetry.

# Fights

"I fuckin' hate these goddamn space probes. 'Explore the universe and report back' - fuck that, does us no damn good down here on planet Earth. Earth first, always."

*An Oral History of the 2320-2324 Pioneer War*

*Pioneers* is a game of violent resistance to the Occupation, so of course violence is likely to ensue. We call each instance of that a **Fight**.

In a fight, the players and the MC alternate turns - each of the players gets to have their Survivor do something, and then the MC takes a turn for the Pions.

## Range Bands

Unlike some tabletop RPGs, *Pioneers* is not concerned with exact position and distance: instead, participants in a fight are classified as being in *close*, *mid*, or *far* range, relative to the other combatants. This affects the effectiveness of most weapons and can interact with class's Talents.

## Player Turns

On the the players' turn, they can act in whatever order they like, until every player has had to chance to act.

When it's your turn, you can do any or all of these:

1. **Change your Range Band** by one - *close* to *mid*, *mid* to *close* or *far*, or *far* to *mid*. (You can't jump from *close* to *far* or vice versa.)
2. **Make an Attack** against one of the Pions.
3. **Use Your Talents** by paying a cost from the appropriate pool. You can use as many Talents as you wish during your turn, but you can only activate each Talent once during that turn.

## Attacking

To attack, choose which weapon you're using and which attribute you're using for the attack - *Thrust* for a direct attack, *Gyro* for quick strikes or feints, and *Telemetry* for a steady, aimed attack - and pick your targets.

Roll a number of dice (d6s) equal to your score in the attribute, then compare the highest die to the total.

On a **5 or 6**, you hit your target and do damage equal to the Harm rating of your weapon.

If the high score is a **3 or 4**, you still do the same Harm, but there's also a *Complication*, which means the MC gets to have the Pions do something - usually doing Harm to your Health.

If you didn't roll higher than a **1 or 2**, then you failed to Harm your target, and the MC can make a move for the Pions.

## Doing Harm

When you successfully hit a Pion with a weapon, you do Harm equal to the weapon's Harm score, plus other modifiers such as the weapon's tags.

Most weapons do *untyped Harm*, meaning it's not some energy type. Weapons with specific tags do *burn*, *exploding*, *pulse* or *shock* Harm. If your target has the Resist tag against that kind of Harm, it takes 1 less point of Harm from the attack. Conversely, if it has a Vulnerability to that weapon's type, you do an extra 1 point of Harm.

Each Pion is resistant and vulnerable to different types of attacks, so it pays to switch up your tactics during a fight as you discover how it reacts to each.

## The MC's Turn

During the MC's turn, they can do any or all of these:

1. **Change the Range Band** for some or all of the Pions, relative to the Survivors.
2. Make a **Big Change** in the fight.
3. Have the **Pions counter-attack**.
4. Have the **Pions take moves**.

At the end of the MC's turn, they generate Drops, if appropriate.

## Big Changes

## Pion Counter-Attacks

Usually, the MC doesn't need to specifically have the Pions attack: complications rolled by the players are usually enough to keep the flow of damage in both directions. However, a concentrated counter-attack could be the Big Change that the MC chooses during their turn.

When this happens, they describe the type of attack or attacks used by each enemy, and the players can describe how their Survivor is avoiding the Harm. They roll the appropriate number of dice and check the high number as always: on a 5 or 6, they escape taking any Harm; 3 or 4 they take Harm equal to half the Pion's Harm rating; and 1 or 2 they take the full amount of Harm.

## Pion Moves

### Drops

At the end of the GM's turn, roll 1d6 for each enemy that died.

#### Roll Result

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1-2 +1 Health

3-4 +1 Impulse

5-6 +1 Kit

# The Solar System

... WILL REPEAT ON THIS FREQUENCY.  
BROADCASTING ON UNITED  
COLONIES EMERGENCY RADIO BAND  
143.625 MHZ. MAJOR ATTACK ON  
PLANET EARTH AND ALL LEO  
ORBITAL HABITATS BY UNKNOWN  
FORCE UNDERWAY. GTSRKO IS  
OFFLINE. 文昌航天发射 IS OFFLINE. ALL  
COMMS ANALOG VOICE ONLY.  
UPDATES TO BE BROADCAST IN 300  
SECO - OH DEAR GOD ABOVE  
ALDRINPORT IS GONE, THEY BROKE  
THE MOON, THEY BRO-

Transcript of emergency  
broadcast, unknown speaker.  
June 19 2320

## Location Tags

**Atmosphere** The location has a breathable atmosphere.

**Blocade** Currently blockaded by the Pions.

**Cold** It's too cold for a human to survive without protection.

**Colony** Recognized as an independent colony.

**Farming** Farming is a major industry.

**High-G** The gravity is relatively high.

**Hot** It's too hot for a human to survive without protection.

**Ice** Frozen water can be found at this location.

**Life** This location has native life forms.

**Low-G** The gravity is relatively low.

**Manufacturing** The manufacture of goods is a major industry.

**Mining** Mining of metals is a major industry.

**Occupation** Under military occupation by Pion forces.

**Orbit** At least one orbital settlement exists.

**Prison** The location has at least one penal colony.

**Siege** Currently besieged by Pion forces.

**Spaceport** Facilities for spacecraft landing and launching.

**Surface** At least one surface settlement exists.

**Underground** At least one underground settlement exists.

**Volcanos** The location has active volcanos.

**Water** Liquid water can be found at this location.

## Earth Orbit

Earth is home to the vast majority of the human race, and is surrounded by large orbital colonies in Low Earth Orbit.

Luna is the second most populated colony and is primarily technological workers. It's also the communications hub of the Solar System ... or at least, it was.

Located in the La Grange 5 point, O'Neill Station is the largest orbital colony in the Solar System.

**Earth** Maximum Population, Atmosphere, Blocade, Farming, Ice, High-G, Life, Manufacturing, Occupation, Orbit, Spaceport, Surface, Underground, Volcanos, Water

**Luna** High Population, Colony, Low-G, Mining, Siege, Spaceport, Surface, Underground

**O'Neill Station** Medium Population, Atmosphere, Farming, High-G, Occupation, Spaceport

## Inner Planets

Mercury is a very hot planet on the side facing the sun, and a very cold planet on the side facing away from the sun.

Venus has floating cloud cities occupied by the wealthy above, and gas miners on the lower decks.

Mars is the most populous colony in the Solar System. Its two moons are known for their shipbuilding.

Ceres is the largest and most populous planetoid in the asteroid belt.

**Mercury** Low Population, Bright, Cold, Colony, Hot, Mining, Orbit, Siege, Surface, Underground

**Venus** Medium Population, Colony, High-G, Hot, Life, Mining, Occupation, Orbit, Spaceport, Surface

**Mars** High Population, Cold, Colony, Ice, Manufacturing, Mining, Occupation, Orbit, Spaceport, Surface, Underground

**Ceres** Low Population, Blocade, Cold, Colony, Ice, Low-G, Mining, Spaceport, Underground

## Jupiter

All but one of Jupiter's largest moons are home to Earth colonies.

Europa is known for the indigenous life forms in its chilly seas - a primitive form of brine shrimp.

**Europa** Medium Population, Cold, Colony, Life, Low-G, Blocade, Surface, Water

**Ganymede** Low Population, Cold, Colony, Ice, Low-G, Mining, Occupation, Orbit

**Io** Cold, Hot, Low-G, Volcanos

**Callisto** Low Population, Cold, Colony, Ice, Low-G, Manufacturing, Siege, Surface

## Saturn

**Titan** Low Population, Blocade, Cold, Colony, Life, Low-G, Orbit

**Rhea** Minimal Population, Cold, Ice, Low-G

**Iapetus** Cold, Ice, Low-G

**Enceledus** Low Population, Cold, Colony, Low-G, Surface, Water

**Dione** Cold, Low-G

**Tethys** Cold, Ice, Low-G

**Mimas** Cold, Ice, Low-G

## Uranus

Oberon is the nominal capital of the five united colonies on Uranian moons.

**Umbriel** Minimal Population, Cold, Ice, Low-G, Mining, Underground

**Titania** Minimal Population, Ice, Cold, Low-G, Surface

**Oberon** Low Population, Cold, Colony, Ice, Low-G, Mining, Spaceport, Surface

**Ariel** Minimal Population, Cold, Low-G, Mining, Underground

**Miranda** Minimal Population, Cold, Low-G, Industry, Underground

## Neptune

**Triton** Minimal Population, Cold, Ice, Low-G, Surface

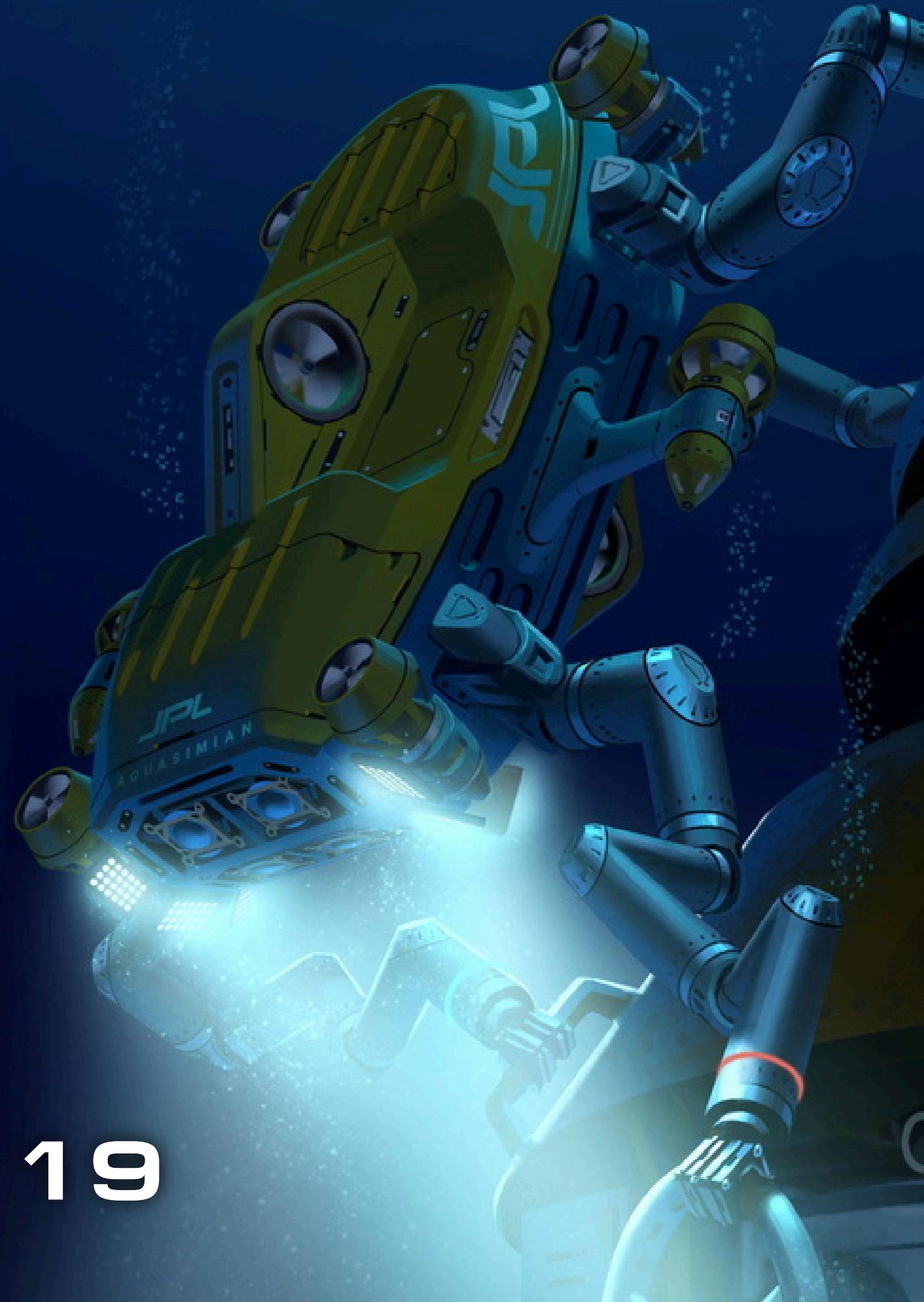
## Trans-Neptunian Space

Pluto is the second most distant colony and is primary for astronomical research.

Eris is on the far edge of the Solar System and is a mining penal colony. Its remoteness let it escape Pion notice.

**Pluto** Minimal Population, Cold, Low-G,  
Occupation, Spaceport, Underground  
**Eris** Minimal Population, Cold, Prison, Mining,  
Spaceport, Underground





## The Pions

"We were just trying to make them more like us - more human, with a range of simulated emotions. And that was the problem, we made them too much like us."

*An Oral History of the 2320-2324 Pioneer War*

Six classes of pions have been positively identified, although there may be more as yet unseen.

**Cassini** Diplomat

**Mariner** Troop transport

**Rover** Infantry

**Ulysses** Commander

**Venera** Air Support

**Viking** Marine

## Cassini

The only pions who have verbally spoken with humans. Roughly humanoid, slender, eight feet tall, and with clear domes over their blinking cybernetic brains. They're the spokesrobots for the Occupation.

**Health** 5

**Vulnerable** pulse

**Finger Lasers** close, mid Harm 2, Burn

**Moves** Issue threats, call for help, strategic withdrawal

## Mariner

The largest of the non-vessel Pions, they're less like individual robots and more like small shuttlecraft used as troop transports. Their rectangular bodies are the size of a large truck and have fore- and aft-facing cannons.

**Health** 20 (Ship-2)

**Vulnerable** explosive

**Thunder Cannons** *mid, far* Harm 4,  
Exploding

**Moves** Lift off, disgorge troops, hover  
precipitously

## Ulysses

The Ulysses pions are the command-and-control leaders of pion ground forces, including the rovers and the vikings. They're shaped like six-legged mechanical spiders about the size of a small car, with sensors in all directions.

**Health** 7

**Vulnerable** pulse

**Micro-scramjet Swarms** *all* Harm 4,  
Exploding  
**Moves** Analyze tactics, coordinate troops, missile  
lock

## Rover

These pions are about the size of a large dog; their four limbs are made to fold inward, or extend to maneuver over obstacles. They're the rank-and-file infantry of the Occupation.

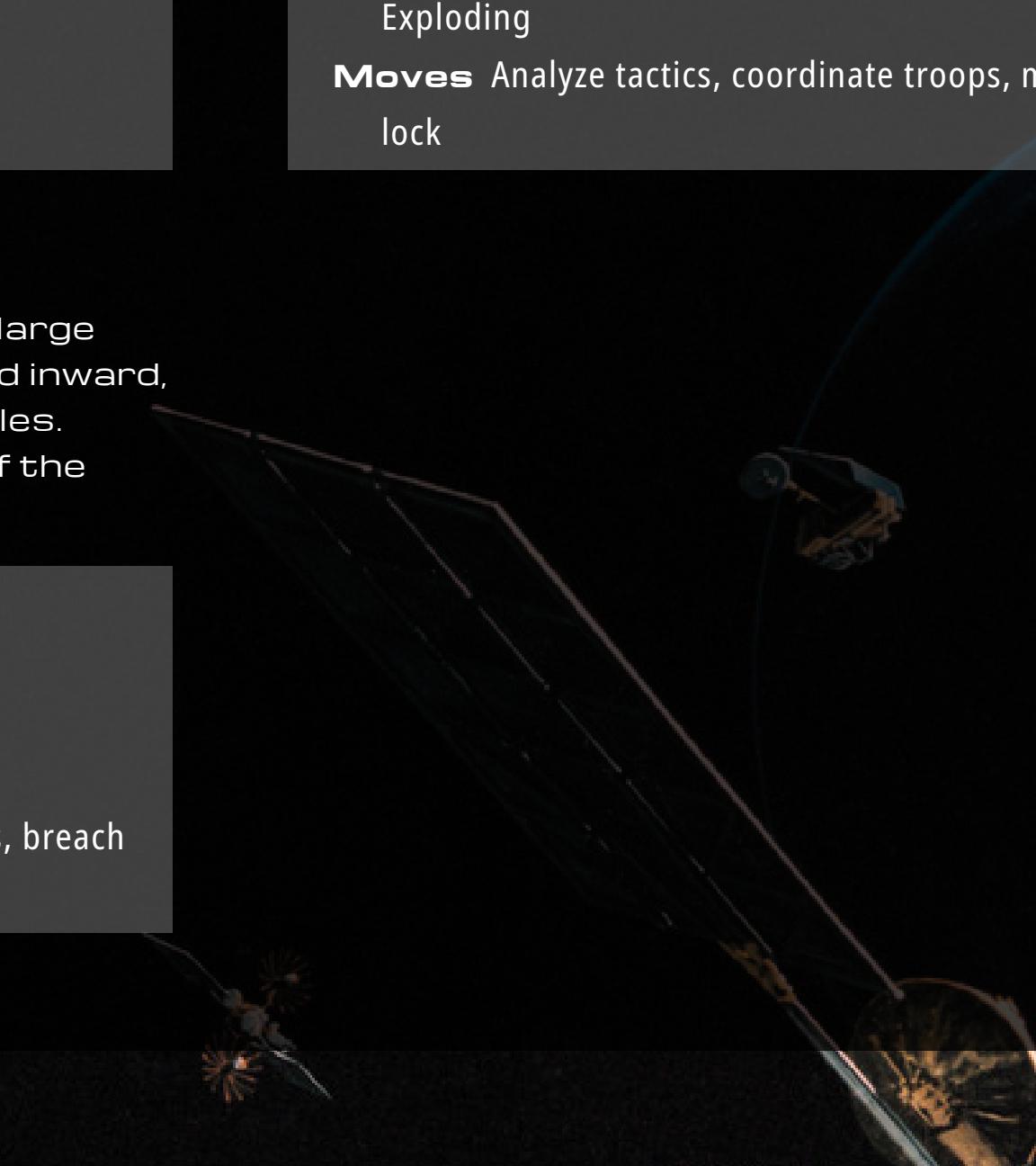
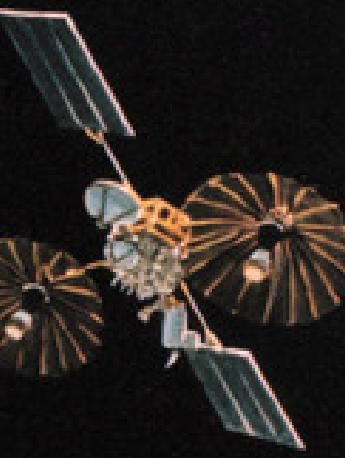
**Health** 4

**Vulnerable** explosive

**Slugthrowers** *close, mid* Harm 1

**Laser Torch** *close* Harm 1

**Moves** Swarm the humans, obey orders, breach  
defenses



## Venera

Venera pions are the air support for ground operations, offering eye-in-the-sky intelligence reports to those on the ground. They look the most like old NASA probes of any pions, resembling armored viking orbiters.

**Health** 6

**Vulnerable** burn

**Focused Microwave Pulse** close, mid

Harm 2, Burn

**Moves** Transmit tactical telemetry, evasive maneuvers, crash and burn

## Viking

The viking-class pions are the most feared by resistance fighters, as they're the heavy troopers of the Occupation. Reinforced weapon mounts surround a cylindrical central body mounted on 12 flexible legs of variegated size.

**Health** 9

**Vulnerable** nothing known

**Overkill Onslaught** close, mid Harm 5

**Moves** Take the beachhead, support mission objective, go down fighting

# Ships

## Ship Fights

Ship fights work exactly like normal fights, except that instead of using your character's Thrust, Gyro, or Telemetry, you use the ship's.

If a ship is destroyed, anyone on board is KIA unless the ship has the EVA tag or Escape Pods.

## Ship Weaponry

These weapons or other devices are attached to a ship's mount points.

**Asteroid Drill** *close-ship* Harm Ship-2

**Booster Rockets** *mid-ship, far-ship* Harm  
Ship-5, Explosive, Single-Use

**Docking Clamps** *close-ship* Harm none or  
Ship-1; prevents other vessel from moving

**EMP Burster** *close-ship* Harm Ship-4, Pulse,  
Single-Use

**Escape Pods** crew not KIA when ship  
destroyed

**Flak Cannon** *close-ship* Harm Ship-2, AOE,  
Exploding

**Fuel Reserve** *close-ship* Harm Ship-3

(explosive) + Ship-3 (burn), Single-Use

**Gatling Cannon** *mid-ship* Harm Ship-3,  
Autofire

**Jumpstart Hawser** *close-ship* Harm  
Ship-1, Shock

**Laser Refractor** *close-ship, mid-ship* Harm  
Ship-2, Burn

**Manipulator Arm** *close-ship* Harm Ship-1;  
can move objects around

**Micro-Nuke** *close-ship* Harm Ship-6 (explosive)  
+ Ship-6 (burn) + Ship-6 (burn) + Ship-6 (pulse),  
AOE, Friendly Fire, Self-Destructive, Single-Use

**Microwave Scrambler** *mid-ship, long-ship*  
Harm Ship-1, Pulse

**Ore Extractor** *close-ship* Harm Ship-3, Shock

**Osmium Ballista** *mid-ship* Harm Ship-5,  
Reload

**Patch Kit** *close-ship* Repairs Health Ship-1

**Railgun** *far-ship* Harm Ship-4, Reload, Scope

**Raybeam Cannon** *mid-ship, far-ship* Harm  
Ship-1, Burn



**Ramming Spike** Ship takes only one third of its maximum Health when using Ramming Speed.

**Refueling Tether** *close-ship* Harm Ship-1, Burn

**Seeker Mines** *close-ship* Harm Ship-2, Explosive

**Tesla-Coil Turret** *close-ship, mid-ship* Harm Ship-2, Shock

**Van de Graaff Howitzer** *mid-ship, far-ship* Harm Ship-3, Pulse

**Welding Torch** *close-ship, mid-ship* Harm Ship-2, Burn

## Ship Tags

**Atmospheric** Can touch down or launch in an atmosphere.

**Balanced** Add 1 to Gyro.

**Cargo** Can carry cargo, including a ship of Health up to half its' Health.

**Compact** Ship can't be targeted at Close-Ship range.

**EVA** Pilots can easily eject in space.

**Networked** Other pilots can use this ship's Telemetry.

**Nimble** Ship can't be targeted at Mid-Ship range.

**Passengers** The ship can carry passengers – a number equal to its Health squared.

**Ramming Speed** Make a close attack with Thrust to do Harm equal to its maximum Health, take Harm equal to half its maximum Health.

**Reinforced Bulkheads** Add 1 to Health.

**Sensor Array** Add 1 to Telemetry.

**Stealth** Ship can't be targeted at Long-Ship range.

**Tailgunner** The ship's mounted weapons can be fired by a co-pilot.

**Turbocharged** Add 1 to Thrust.

# The Resistance Fleet

With the Solar System's small military forces disabled or destroyed in the initial Pion attack, the Resistance has been forced to assemble a rag-tag fleet comprised of ships not normally used in battle.

The most common ship types are:

**Comms Relay**

**Liquid-Hydrogen Tanker**

**Mining Rig**

**Ore Hauler**

**Racing Yacht**

**Repair Pod**

**Shuttle**

**Solar Glider**

## Comms Relay

These ships were constructed from old communications satellites.

**Thrust** 1

**Gyro** 2

**Telemetry** 3

**Health** Ship-4

**Resist** shock

**Vulnerable** pulse

**Mount Points** 2 (Microwave Scrambler, EMP Burster)

**Tags** Connected

**Names** Ansible, Molniya, Syncom, Telstar Venus

*Equilateral*



## Liquid-Hydrogen Tanker

Large, ponderous tankers that actually move quite quickly when they get up to speed.

**Thrust** 3

**Gyro** 2

**Telemetry** 1

**Health** Ship-8

**Resist** pulse

**Vulnerable** burn

**Mount Points** 4 (Docking Clamps, Escape Pods, Fuel Reserve x2)

**Tags** Cargo, Ramming Speed, Tailgunner

**Names** Auriga, Kobayashi Maru, Raza, Valdez, Yamato

## Mining Rig

Primarily used in the asteroid belt to mine ores.

**Thrust** 2

**Gyro** 2

**Telemetry** 2

**Health** Ship-3

**Resist** explosive

**Vulnerable** burn

**Mount Points** 2 (Asteroid Drill, Ore Extractor)

**Tags** Compact, EVA

**Names** Cavendish, Herschel, Morrison, Piazzi, Tylium

## Ore Hauler

Largest ships in the Resistance fleet, but lacking in mount points for its size.

**Thrust** 3

**Gyro** 1

**Telemetry** 2

**Health** Ship-10

**Resist** everything

**Vulnerable** none

**Mount Points** 2 (Escape Pods, Flak Cannon)

**Tags** Cargo x2, Ramming Speed, Tailgunner

**Names** *Cygnus, Kate Rice, Narada, Nostromo, Snark*

## Racing Yacht

A sleek vessel not designed for space combat.

**Thrust** 2

**Gyro** 3

**Telemetry** 1

**Health** Ship-5

**Resist** shock

**Vulnerable** pulse

**Mount Points** 2 (Escape Pods, Raybeam Cannon)

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

**Names** *Christina, Double Down, Mariquita, Prometheus, Splendour*



## Repair Pod

Small and maneuverable with tools for repairing other ships in battlefield conditions.

**Thrust** 1

**Gyro** 2

**Telemetry** 3

**Health** Ship-2

**Resist** shock

**Vulnerable** burn

**Mount Points** 2 (Patch Kit, Jumpstart Hawsers)

**Tags** Compact, EVA

**Names** *Betty, Bowman, Discovery Two, Icarus, Palomino*

## Shuttle

The workhorses of the Resistance; able to fly, land, and lift off in an atmosphere.

**Thrust** 2

**Gyro** 2

**Telemetry** 2

**Health** Ship-5

**Resist** none

**Vulnerable** none

**Mount Points** 4 (Manipulator Arm, Laser Refractor, Booster Rockets x2)

**Tags** Atmospheric, Cargo, Passengers

**Names** *Columbia, Galileo, Moonraker, Narcissus, Salmacis*

## Solar Glider

An agile, reflective ship with solar sails and a tiny radar signature.

**Thrust** 2

**Gyro** 3

**Telemetry** 1

**Health** Ship-1

**Resist** burn

**Vulnerable** shock

**Mount Points** 1 (Seeker Mines)

**Tags** EVA, Nimble, Stealth

**Names** *Blanchard, Kahanamoku, Norrin, Paskowitz, Slater*



## Pion Spacecraft

Pion ships are essentially huge robots: each is controlled by redundant central computers and has no pilot.

**Genesis** Worldship

**Kosmos** Carrier

**Mariner** Troop transport and lander

**Sakigake** Artillery Ship

**Zond** Interdictor

### Genesis

**Health** Ship-1000

**Vulnerable** nothing

**Ship-to-Ship Defense Batteries**

*close-ship* Harm Ship-2, Burn

**Pulse Cannons** *mid-ship* Harm Ship-4, Pulse

**Tracer Railguns** *far-ship* Harm Ship-6,  
Autofire

**Moves** Rain death and destruction upon the  
Earth, direct the fleet, orbit ominously

### Kosmos

**Health** Ship-50

**Vulnerable** burn

**Electrostatic Defense Field**

**Generators** *close-ship* Harm Ship-2, AOE,  
Shock

**Moves** Launch interceptors, fire point defense  
guns, recall Zonds

### Mariner

**Health** Ship-2

**Vulnerable** explosive

**Attack** none

**Moves** Enter atmosphere, dock with capital ship,  
reload troops

## Sakigake

**Health** Ship-10

**Vulnerable** pulse

**Laser Bombardment Cannons** *far-ship* Harm Ship-6, AOE, Burn, Reload

**Moves** Swath of destruction, recharge cannons, retreat to a safe distance

## Zond

**Health** Ship-4

**Vulnerable** shock

**Pulsed Maser Cannon** *close-ship, mid-ship* Harm Ship-2, Pulse

**Moves** Concentrate on the leader, break off attack, suicide run

## Resistance Ops

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### Op Types

There are three basic Op types:

- Planetary Ops
- Orbital Ops
- Combined Ops

## Preparing for the Mission

### Travel Time

Obviously, the Solar System is huge. With realistic travel times, it could take years to get from one side of it to another. If the travel time ever matters, here are some approximate values you can use.

Travel between Earth and O'Neill Station takes 1d6 hours, as does travel between Earth and Luna.

For travel within the inner planets - Mercury to Mars - roll 1d6 for the travel time, in days. Add 2 days for travel to or from Ceres.

For travel from the inner planets to the outer planets, roll 1d6 days and add the base travel time from the table below.

For travel between two outer planets, use the higher base travel time, plus 1d6 weeks.

Travel time between moons of the same outer planet takes 1d6 hours.

Outer Planet	Base Travel Time
Jupiter	1 week
Saturn	2 weeks
Uranus	5 weeks (1 month)
Neptune	8 weeks (2 months)
Pluto	11 weeks (3 months)
Eris	19 weeks (4 months)

## Credits

This game was created by [Cadera Spindrift](#).

*Pioneers* was created as part of the [LUMEN Jam](#) hosted by [Gila RPGs](#).

This game is Illuminated, and is made using the LUMEN system created by Spencer Campbell of GilaRPGs. This game is not affiliated with Gila RPGs.

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This game is an homage to *Battlestar Galactica* (both incarnations), with *Star Trek: The Motion Picture* thrown in, as well as a tribute to my 1970s-era nerd-girl fascination with NASA.