

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.

Saving the World

Game Mechanics

Resource Pools

Rolling the Dice

Survivor Creation

Class

Apollo

Gemini

Mercury

Soyuz

Colonial Origin

Gear

Armor

Weapons

Fights

The Solar System

The Pions

Ships

The Resistance Fleet

Pion Spacecraft

Mission Control

Resistance Ops

Credits

2

3

3

4

4

5

6

7

8

9

10

11

11

14

17

20

23

25

30

31

32

33

"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*

3

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.

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.

Rolling the Dice

When you do an action, either in a fight or not, state which attribute you're using, then roll a number of six-sided dice equal to your score in that 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**.

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. 5)
2. Choose Your Home Colony. (p. 10)
3. Grab your Gear. (p. 11)
4. Snag a ship. (p. 23)
5. Come up with a Name.

Instructions for playing the MC come later in the rules.

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

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.

Apollo

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.

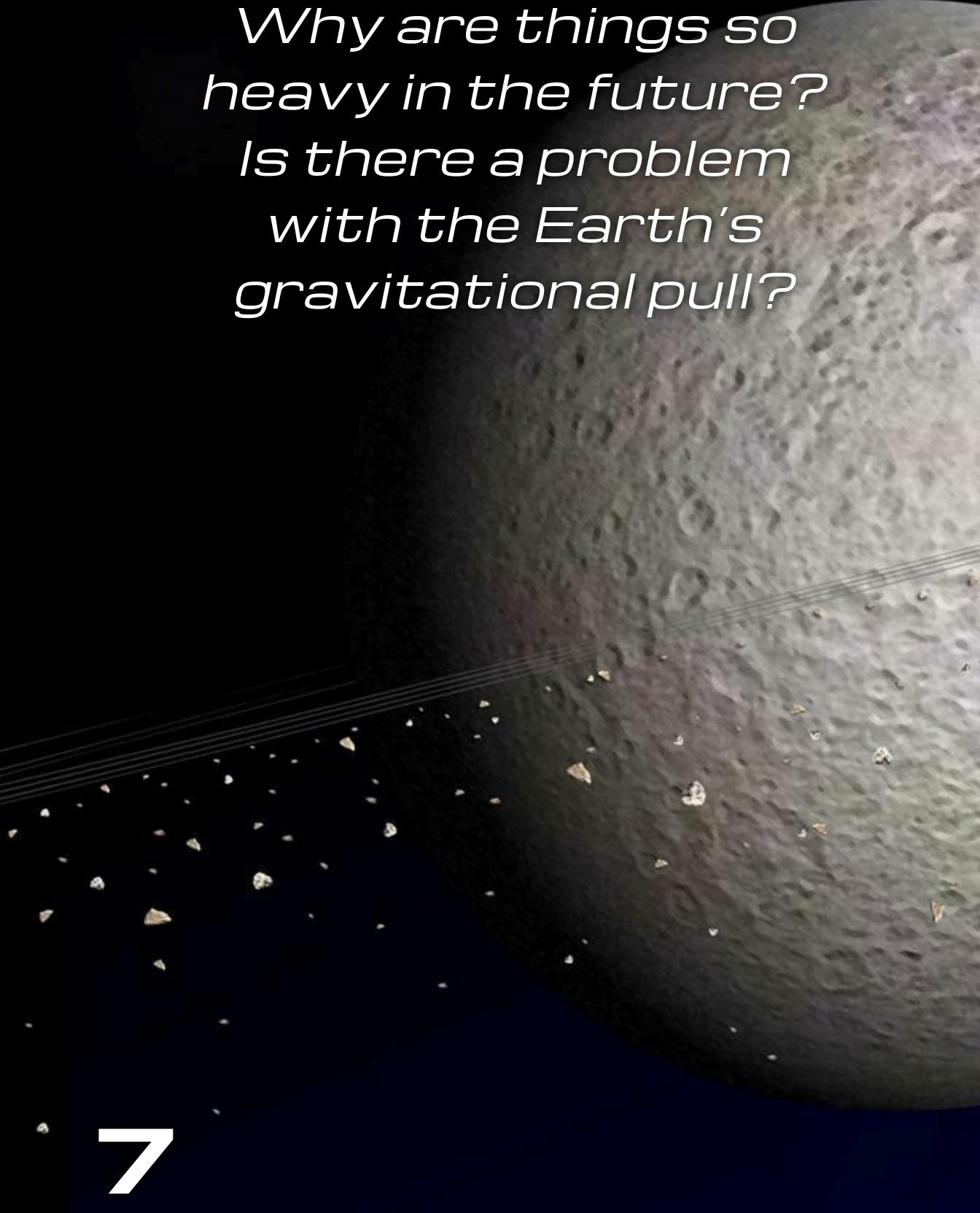
Rock 'n Roll Spend 1 Kit to do +1 damage with Autofire weapons this Fight.

I Packed a Spare Spend 1 Kit to ignore your weapons' Reload and Single-Use tags this Fight.

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

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

Thrust	Gyro	Telemetry	Health	Impulse	Kit
3	1	2	8	4	3



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

Gemini

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 Spend 1 Kit to repair 1
Ship-Health.

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

Mercury

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

*It's time to buzz the
tower.*

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

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

Soyuz

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.

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

Colonial Origin

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.

Cynthorean 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.

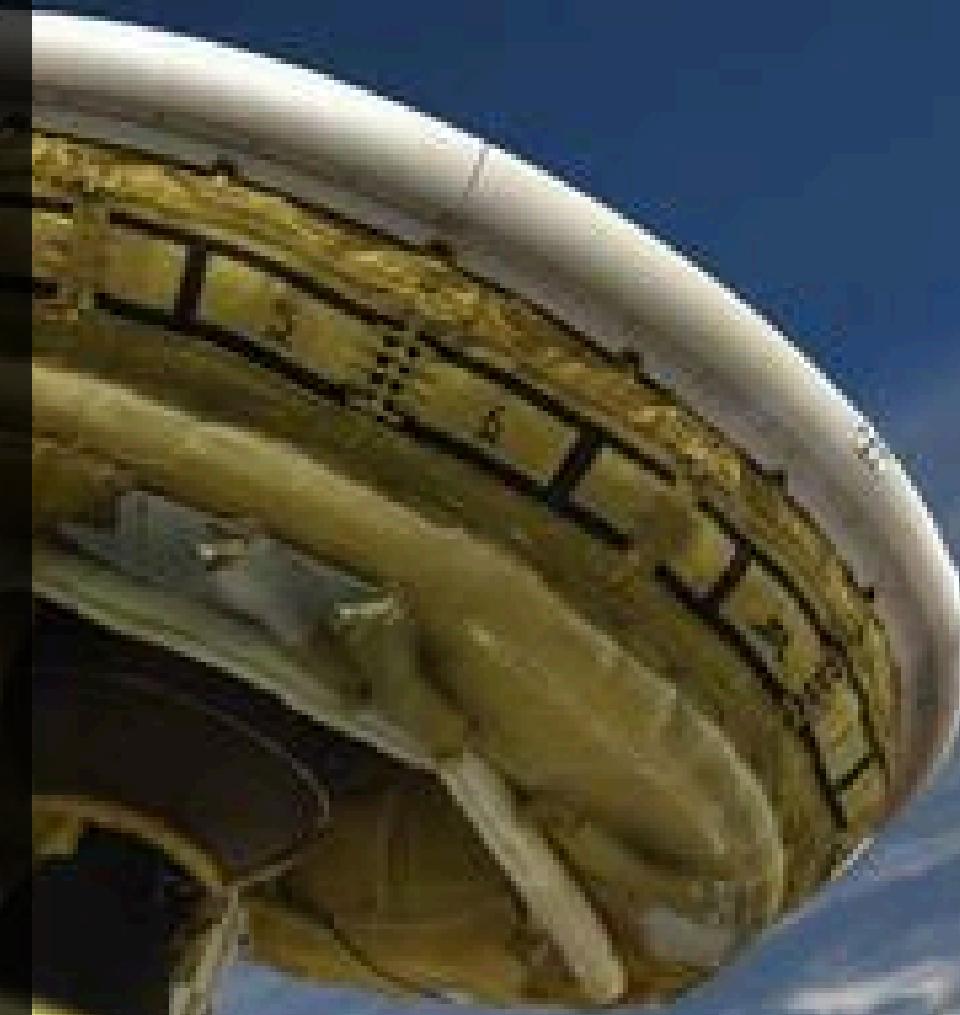
Plutonian You're from Pluto. +1 Ship-Telemetry on Comms Relays.

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

Pulse Pistol close Harm 1, EMP, Handgun

Pulse Rifle mid Harm 2, EMP, Heavy

Rocket Launcher mid Harm 3, Exploding,
Heavy, Reload

SMG close, mid Harm 1, Autofire

Shotgun close Harm 2

Slug Pistol close Harm 1, Handgun

Slug Rifle mid, far Harm 2, Heavy

Sniper Rifle far Harm 2, Scope, Tactical

Taser Pistol close Harm 1, Handgun, Shock,
Tactical

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.

Other Items

Pioneers isn't a subtle game. You get a
mission, go in, kill robots, and get out.

There's not a lot of room for the niceties -
your Survivors are Resistance freedom
fighters constantly on the run. There's
not a need for specialized equipment. We
assume your Survivor has the basics to
do their jobs:

Clothes and a Backpack

A Toolkit for basic repairs

Water/Rations dried "astronaut food"

A Map of the mission area

If you need anything else, you can spend 1 Kit before or during the mission to say you brought it with you.

Fights

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 a target has a **Resist** tag against a type of harm, they take 1 less point of Harm from the attack. Conversely, if they have a **Vulnerability** to that type of harm, they take 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

- 1-2 +1 Health
- 3-4 +1 Impulse
- 5-6 +1 Kit

... 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

The Solar System

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

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

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.

Jupiter

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

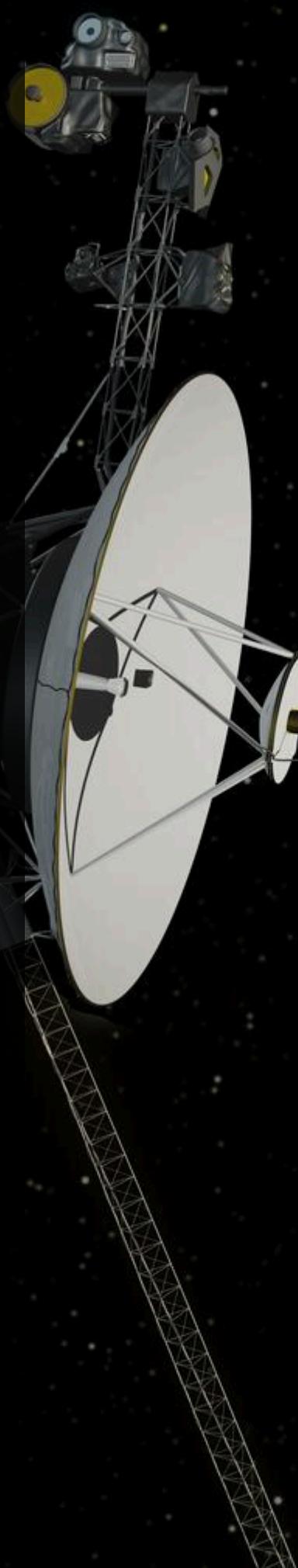
Europa is known for the indigenous life forms in its chilly seas - a primitive form of brine shrimp.

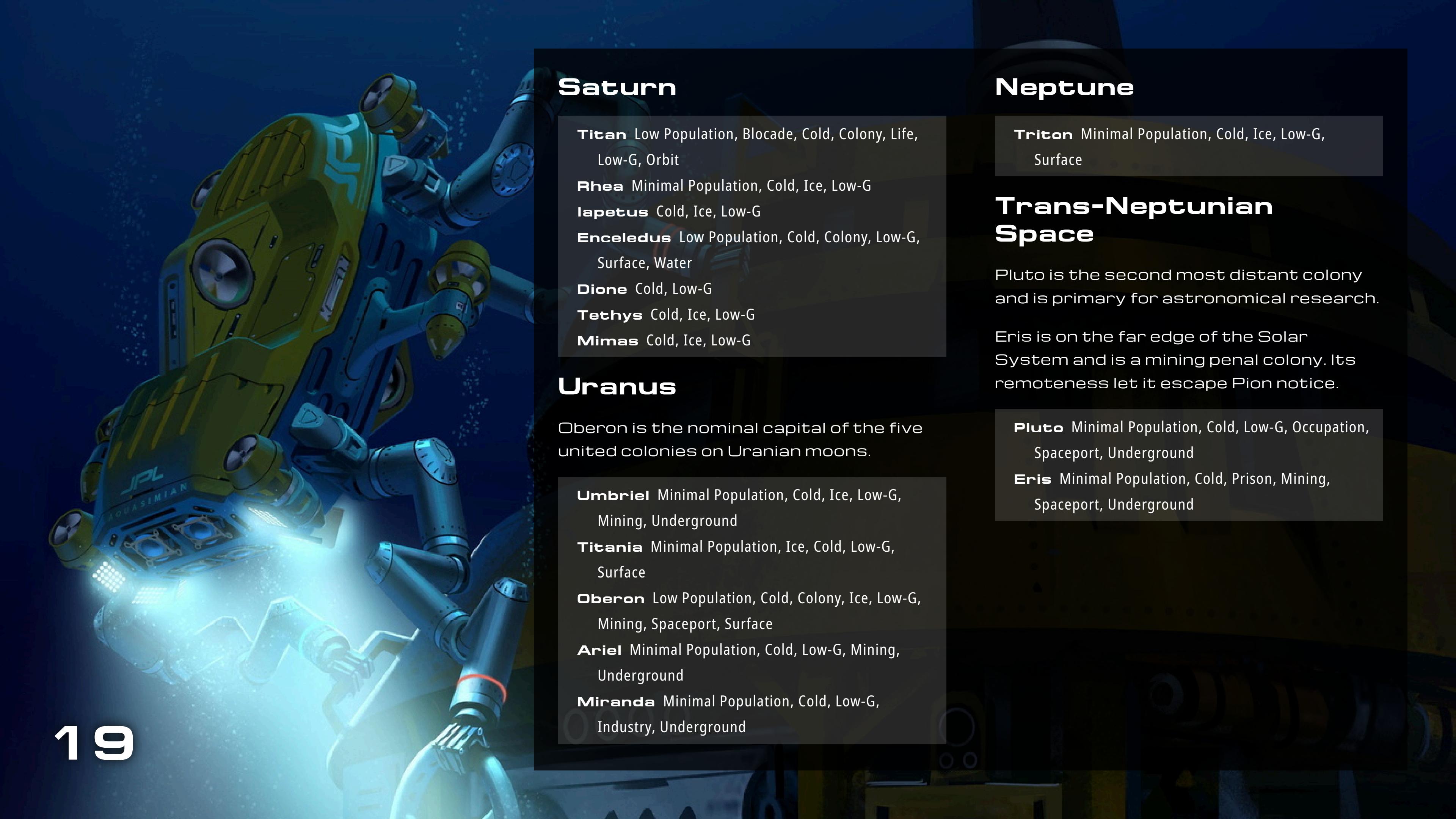
Europa Medium Population, Cold, Colony, Life, Low-G, Blocade, Surface, Water

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

Enceladus 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

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

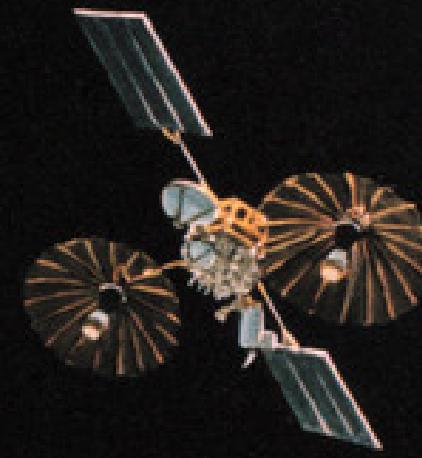
The only pions who have verbally spoken with humans. Roughly humanoid, slender, eight feet tall, and with clear domes over their blinking cybernetic brains. They're the spokesrobots for the Occupation.

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

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

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

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.

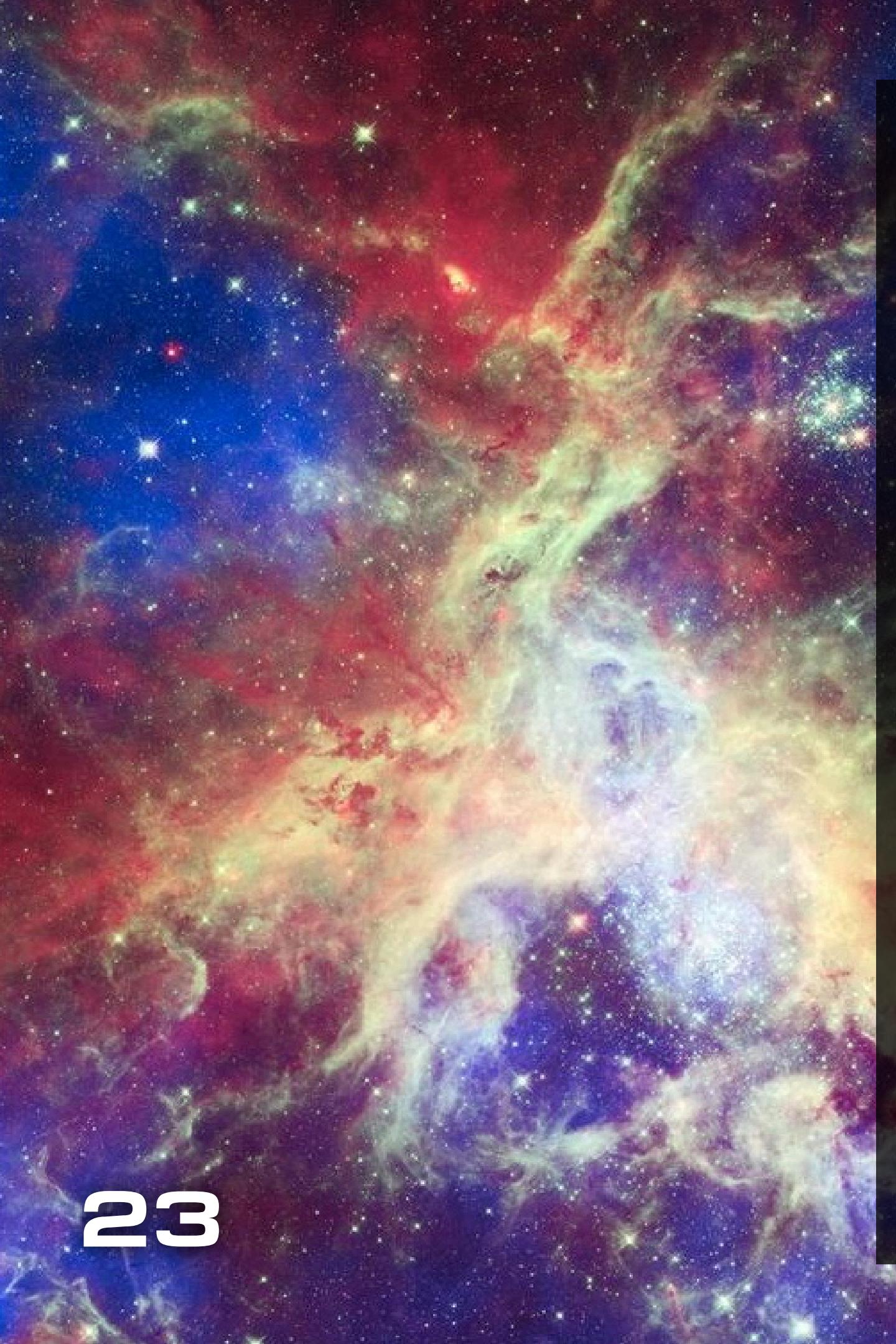
Health 9

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 Hawsers 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

Mission Control

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi, sit amet aliquet libero bibendum non. Curabitur sed ligula eu mi laoreet ornare. Ut tempor pretium ex. Etiam eu semper arcu sem gravida metus, at vestibulum erat augue vel ante.

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

 Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi, sit amet aliquet libero bibendum non.

 Curabitur sed ligula eu mi laoreet ornare. Ut tempor pretium ex. Etiam eu semper arcu sem gravida metus, at vestibulum erat augue vel ante.

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.

All art is courtesy of NASA and is in the public domain. Use of these images in this game does not imply any endorsement by

NASA.

The contents of the game are covered by the *Anti-Capitalist Attribution Cooperative License*, written by [Takuma Okada](#) which [you can read here](#).

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.