

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.

Resistance Ops

You are part of the **Rag-Tag Fugitive Resistance** trying to free the Solar System from the clutches of its prodigal electronic children. With all the other players, you comprise a Resistance Cell that takes on missions, called **Ops**, that invariably involve blowing up lots and lots of Pions.

If you survive a deadly Op, the most you can hope for is a free drink in one of the underground Speakeasies frequented by

the Resistance fighters: if you fail, the best you'll get is one of those drinks lifted in honor of your sacrifice.

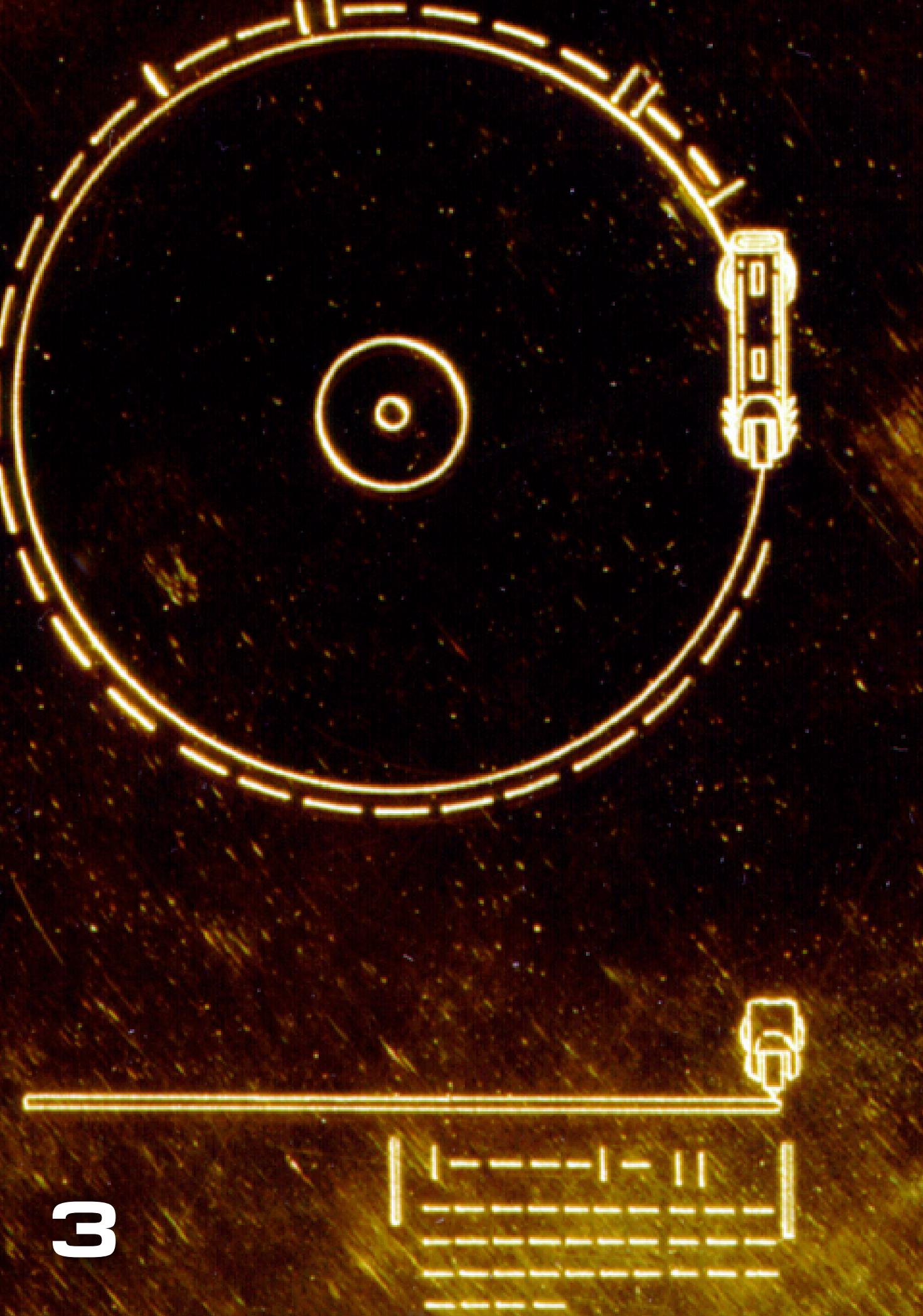
Game Mechanics

You have 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.



"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

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**.

Health tells you how much Harm you can take before dying; each hit by the enemy usually does 1 to 3 Harm.

Impulse is your energy, your drive, your momentum. You can spend Impulse to activate your Talents.

Kit is an abstract measure of how much gear you have. At the beginning of each Op, you can grab items from the Armory by spending some of 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.

Character Creation

Character creation is dirt simple. Follow these steps and you're done.

1. Pick a Class. (p. 4)
2. Choose Your Home Colony. (p. 5)
3. Grab your Gear. (p. 10)
4. Snag a ship. (p. 19)
5. Come up with a Name.

Class

Your **Class** determines your starting attributes and pools, and gives you five Talents. Pick a class from this list:

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

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

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

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

Colony Origins

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.

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.

Apollo

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

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 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 *ship* 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.

Gear

Armor

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

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

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

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.

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



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.

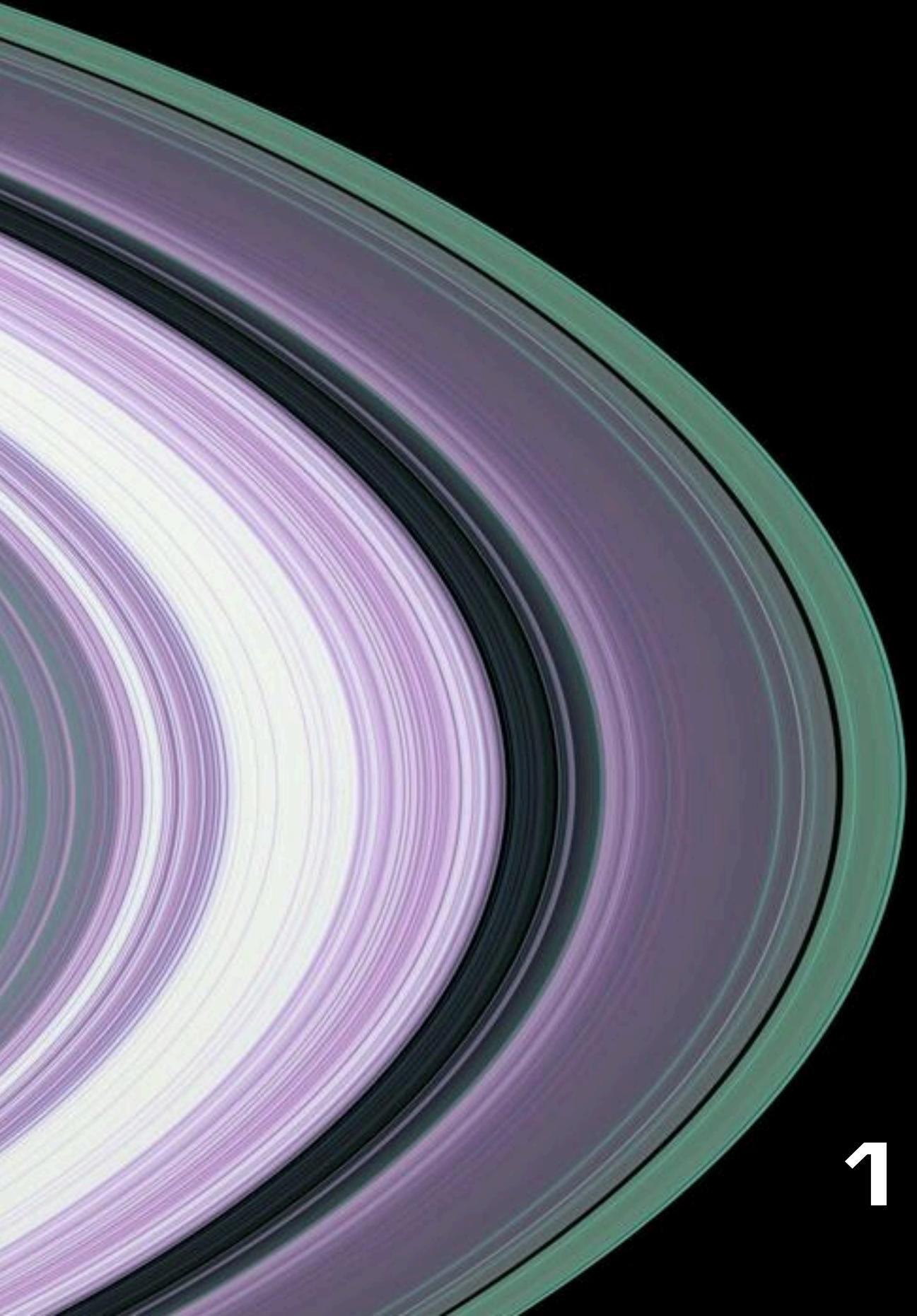
Europa is known for the indigenous life forms in its chilly seas - a primitive form of brine shrimp.

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, Blockade, 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

"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

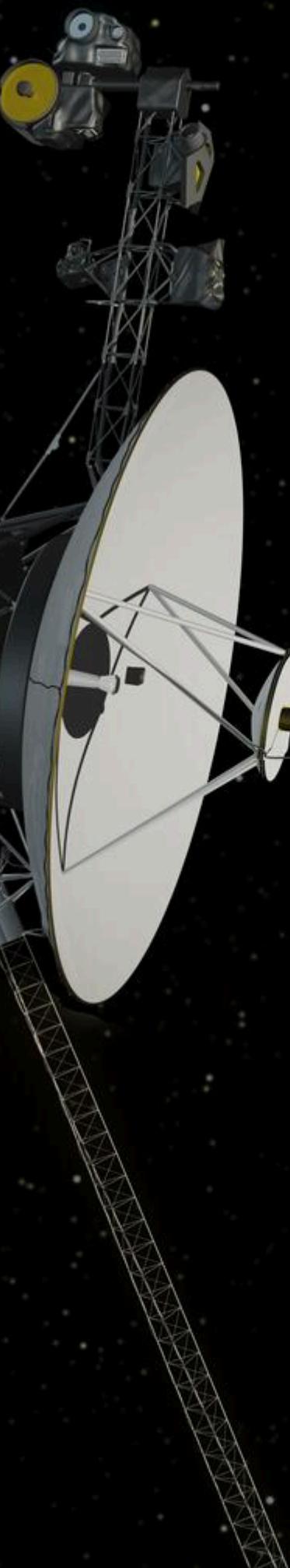
The only pions who have verbally spoken with humans. Roughly humanoid, slender, eight feet tall, and with clear domes over their blinking cybernetic brains. They're the spokesrobots for the Occupation.

Health 5

Vulnerable pulse

Finger Lasers close, mid Harm 2, Burn

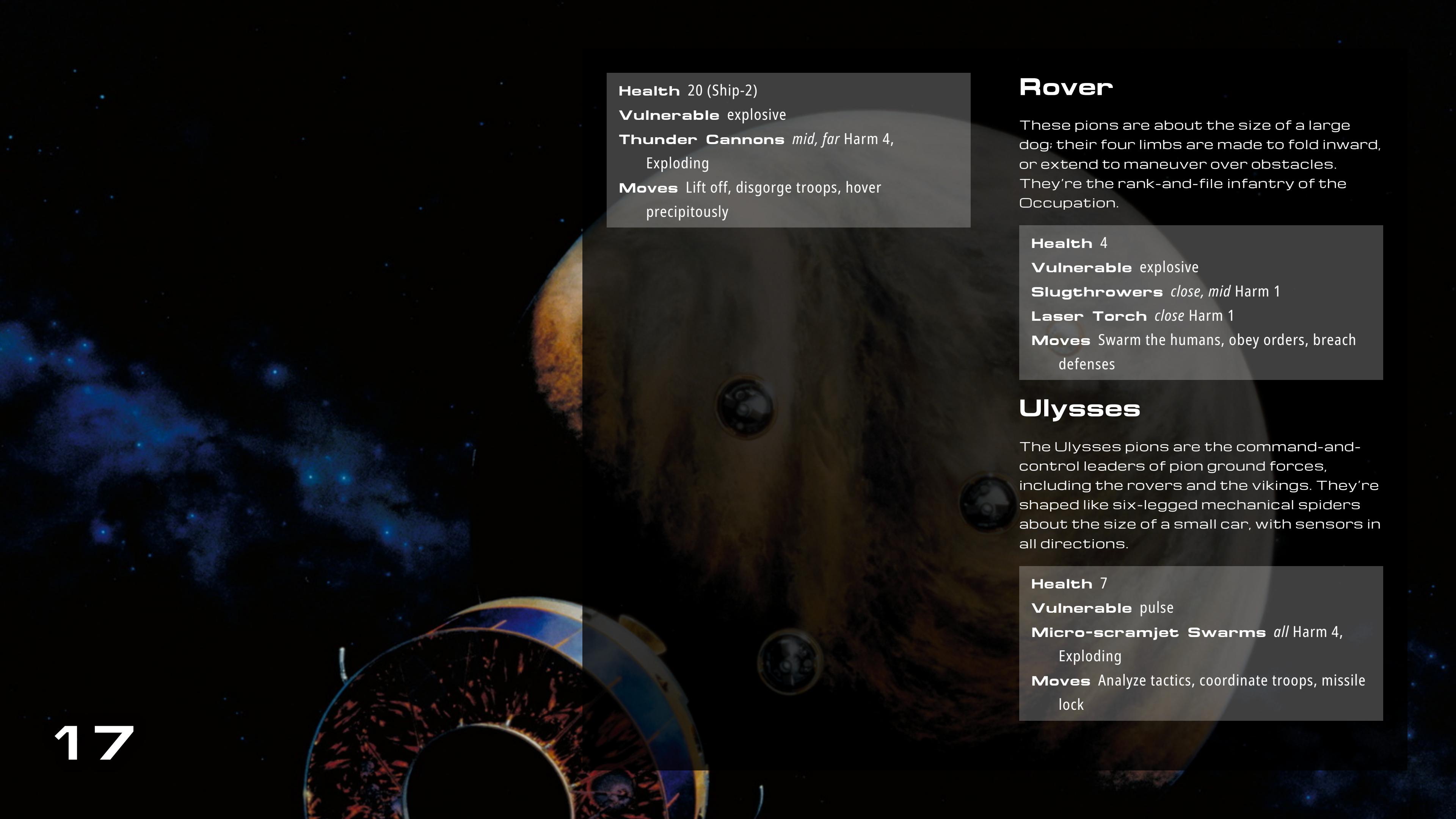
Moves Issue threats, call for help, strategic withdrawal



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

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 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

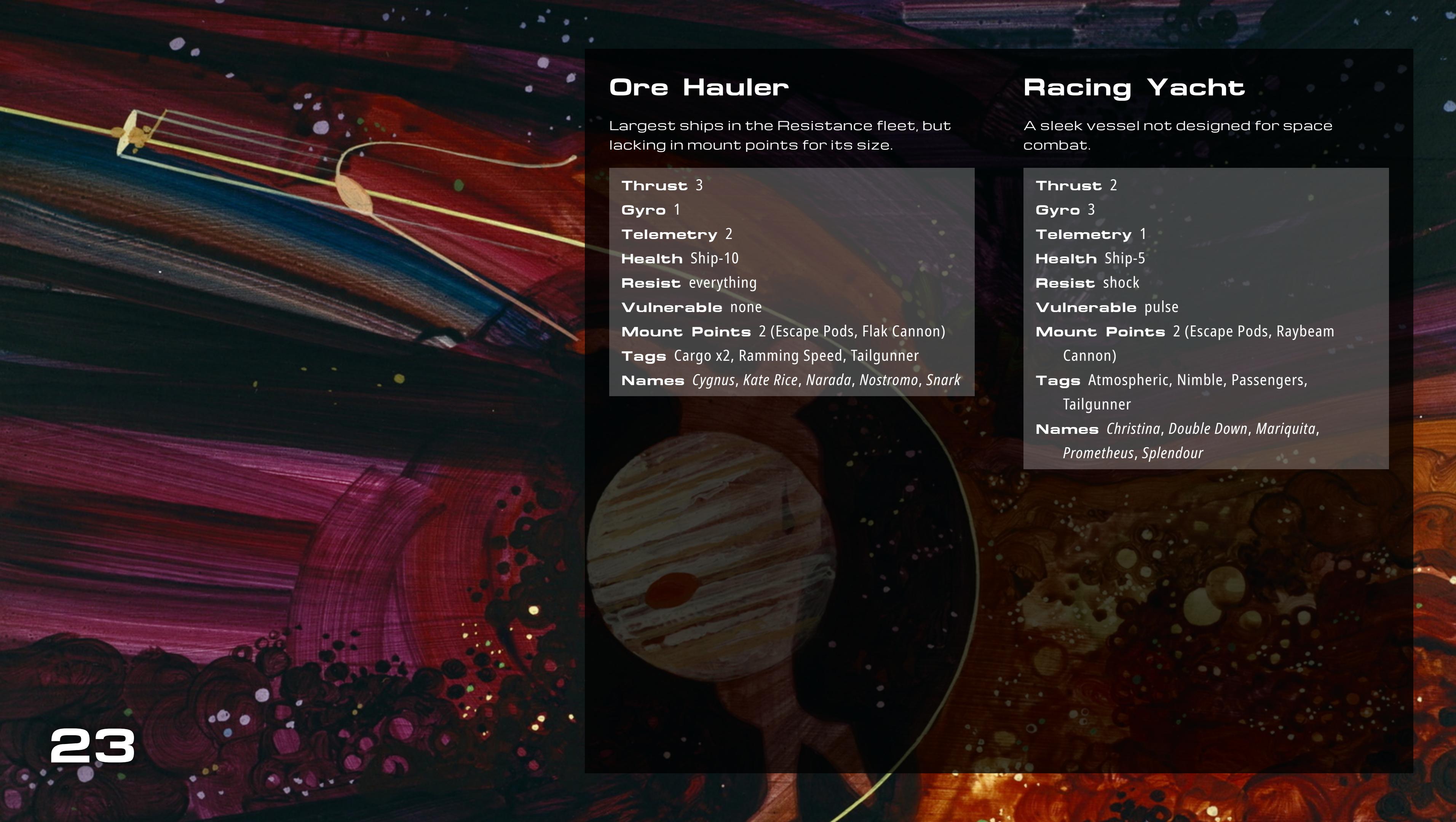
Resist explosive

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 <i>Betty, Bowman, Discovery Two, Icarus, Palomino</i>

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 <i>Columbia, Galileo, Moonraker, Narcissus, Salmacis</i>



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.