

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.

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.

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.

Resistance Ops

You are part of the **Rag-Tag Fugitive Resistance**

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.

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.
2. Choose Your Home Colony.
3. Grab your Weapon.
4. Come up with a Name.
5. Snag a ship.

Class

"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

Your **Class** determines your starting attributes and pools, and gives you a choice of 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 who is pretty good at everything.

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
3	1	2	8	4	3

Apollo Class Talents

Talent 1

Talent 2

Talent 3

Talent 4

Talent 5

Gemini

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

Gemini Class Talents

Talent 1
Talent 2

Talent 3
Talent 4
Talent 5

Mercury

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

Mercury Class Talents

Talent 1

Talent 2
Talent 3
Talent 4
Talent 5

Soyuz

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

Soyuz Class Talents

Talent 1
Talent 2

Talent 3
Talent 4
Talent 5

Equipment

Armor

Tactical Vest

Assault Armor

Weapons

Autolaser 2 Harm, Mid, Autofire, Burn
Autorifle 1 Harm, Mid, Autofire
Bow 1 Harm, Mid, Far
Flamethrower 2 Harm, Close, Burn
Grenade Mortar 2 Harm, Mid, Tactical, Exploding, Reload
Pulse Grenade 1 Harm, Close, AOE, EMP, Single-Use
Pulse Pistol 1 Harm, Close, Handgun, EMP
Pulse Rifle 2 Harm, Mid, Heavy, EMP
Raybeam Pistol 1 Harm, Close, Handgun, Burn
Raybeam Rifle 2 Harm, Mid, Far, Burn
Rocket Launcher 3 Harm, Mid, Exploding, Heavy, Reload
SMG 1 Harm, Close, Mid, Autofire
Shotgun 2 Harm, Close
Slug Grenade 1 Harm, Close, Exploding, Single-Use

Slug Pistol 1 Harm, Close, Handgun

Slug Rifle 2 Harm, Mid, Far, Heavy

Sniper Rifle 2 Harm, Far, Scope, Tactical

Taser Pistol 1 Harm, Close, Handgun, Shock

Weapon Tags

AOE Affects multiple targets.

Autofire Can hit multiple targets.

Burn Does burn damage.

Close Effective up close.

EMP Does pulse damage.

Exploding Does explosive damage against multiple targets.

Far Effective far away.

Handgun +1 Harm when fired with Gyro.

Heavy +1 Harm when fired with Thrust.

Mid Effective at medium ranges.

Piercing Does +1 Harm against armored targets.

Reload Sometimes requires reloading.

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

Single-Use You can only use this weapon once.

Shock Does electrical 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

Earth

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

Ceres

Ceres is the largest and most populous planetoid in the asteroid belt. It's a mining colony.

Enceladus

Eris

Eris is on the far edges of the Solar System.

Europa

Europa's colonists live in the frozen seas below the surface ice.

Luna

Luna is the second most populated colony and is primarily technological work. It's also the center of communications in the Solar System.

Mars

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

Mercury

Mercury is a very hot planet.

O'Neill Station

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

Oberon

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

Pluto

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

Triton

Venus

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

Origins

Tellurian You're from Earth. *Start each operation with +1 Kit.*
Hermean You're from Mercury.
Selenite You're from Luna, Earth's moon.
Granger You're from O'Neill Station in the L5 point.
Cyntherean You're from Venus.
Martian You're from Mars.
Cererean You're from Ceres, in the Asteroid Belt.
Leonan You're from an orbital colony in Low Earth Orbit.
Europan You're from Jupiter's moon Europa.
Ganymedean You're from Jupiter's moon Ganymede.
Callistoan You're from Jupiter's moon Callisto.
Titanian You're from Saturn's moon Titan.
Enceladan You're from Saturn's moon Enceladus.
Uranian You're from Oberon or one of the colonies on Uranus's moons.
Plutonian You're from Pluto.
Eridian You're from Eris.



The Solar System

Location Tags:

Atmosphere The location has a breathable atmosphere.
Blocade Currently blocaded by the Pion.
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 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 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

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

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

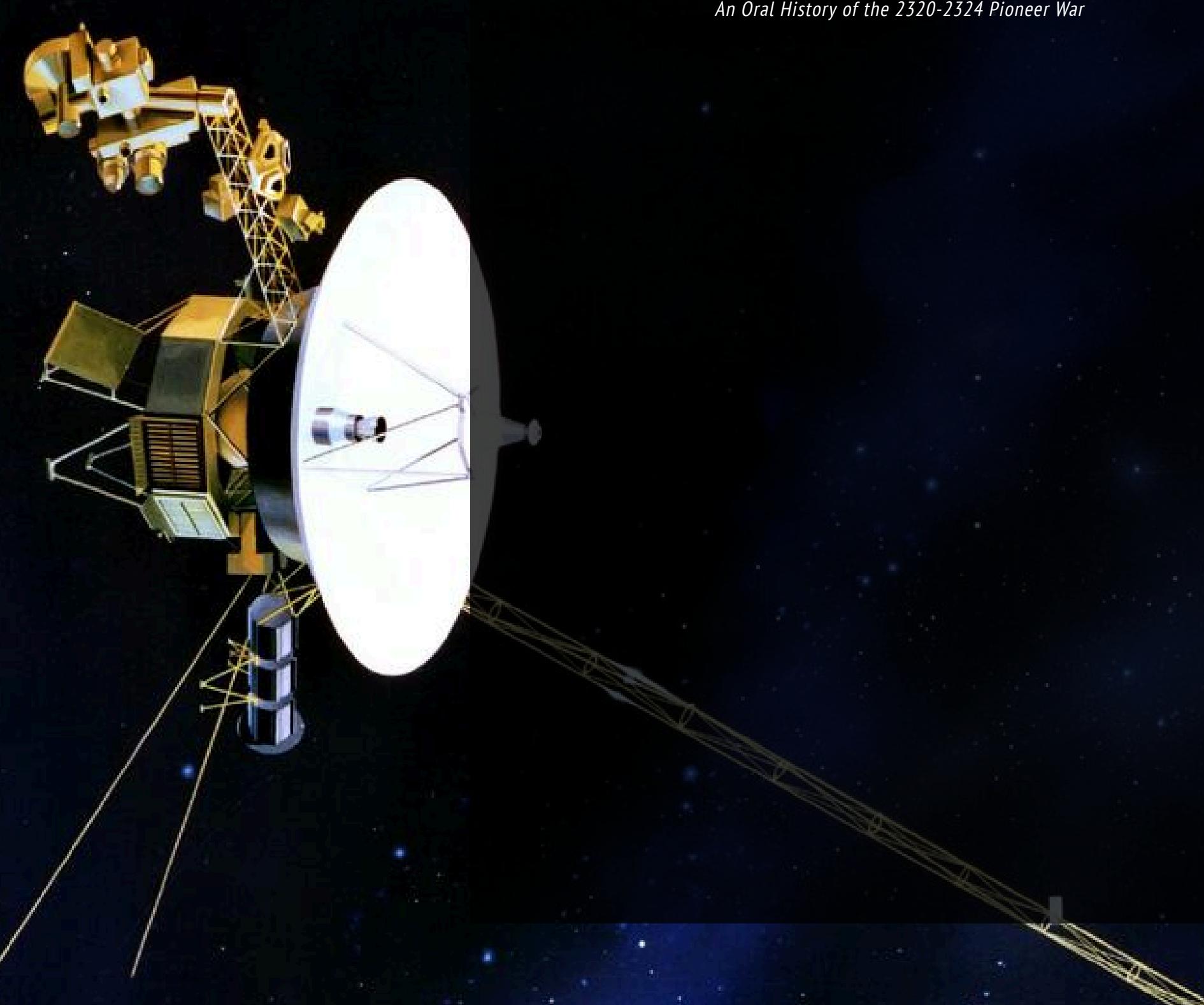
Trans-Neptunian

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

Uranus

Umbriel Minimal Population, Cold, Ice, Low-G, Mining, Underground
Titania Minimal Population, Ice, Cold, Low-G, Surface

Opponents



"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."

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Pion Classes:

- Mariner** Space forces
- Venera** Air support
- Viking** Marine
- Ulysses** Commander
- Cassini** Diplomat
- Rover** Infantry

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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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.

