

PIONEERS



Space Probes

Orbital Colonies

And the End of All that Is

Spindrift Games

ILLUMINATED
by LUMEN 

PIONEERS

In *Pioneers*, you fight to liberate the Solar System from the Pions, cybernetic beings who have already conquered the Earth and nuked the Moon.

Game Mechanics

Roll a number of dice equal to your attribute, and use the highest number.

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**.

Each extra 6 is **Good Fortune**, meaning one of the following: - +1 Harm on an attack

Character Creation

1. Pick a Class.
2. Choose Your Home Colony.

Class

Pick a class:

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

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

Impulse

Resource to spend

Kit

Resource to spend

Health

Health

Solar System

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.

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

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

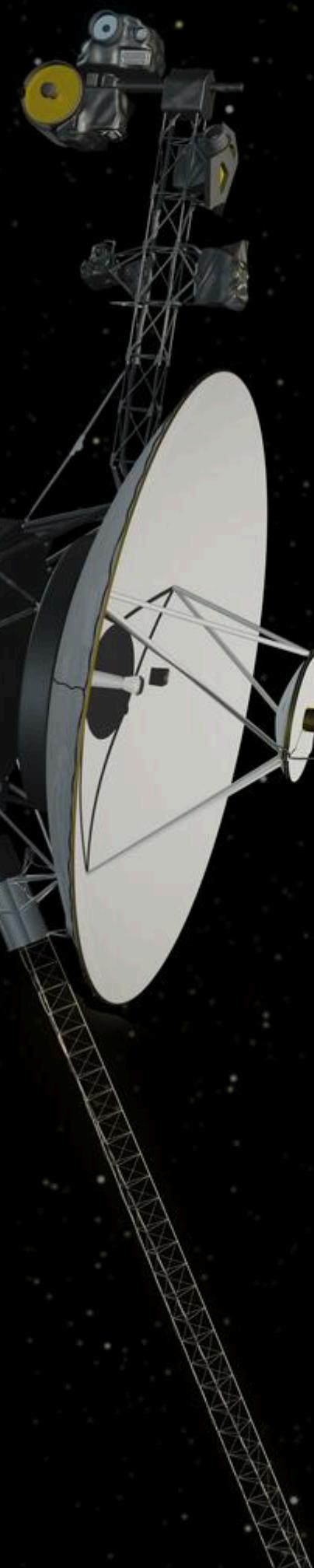
- Shotgun 2 Harm, Close
- Slug Grenade 1 Harm, Close, Exploding, Single-Use
- Slug Pistol 1 Harm, Close, Handgun
- Slug Rifle 2 Harm, Mid, Far, Heavy
- Sniper Rifle 2 Harm, Far, Scope, Tactical
- Taser Pistol 1 Harm, Close, Handgun, Shock

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.

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 blockaded 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

Uranus

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

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

Trans-Neptunian

Pluto Minimal Population, Cold, Low-G, Occupation, Spaceport, Underground

Eris Minimal Population, Cold, Prison, Mining, Spaceport, Underground

Opponents

Pion Classes:

Mariner Space forces

Venera Air support
Viking Marine
Ulysses Commander
Cassini Diplomat
Rover Infantry