

# 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.

## Three Attributes

Your Survivor 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.

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

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## 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...**

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- 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 et for recording your character's details.

1. Pick a Class. (p. 6)
2. Choose Your Home Colony. (p. 0)
3. Grab your Gear. (p. 0)
4. Snag a ship. (p. 0)
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.

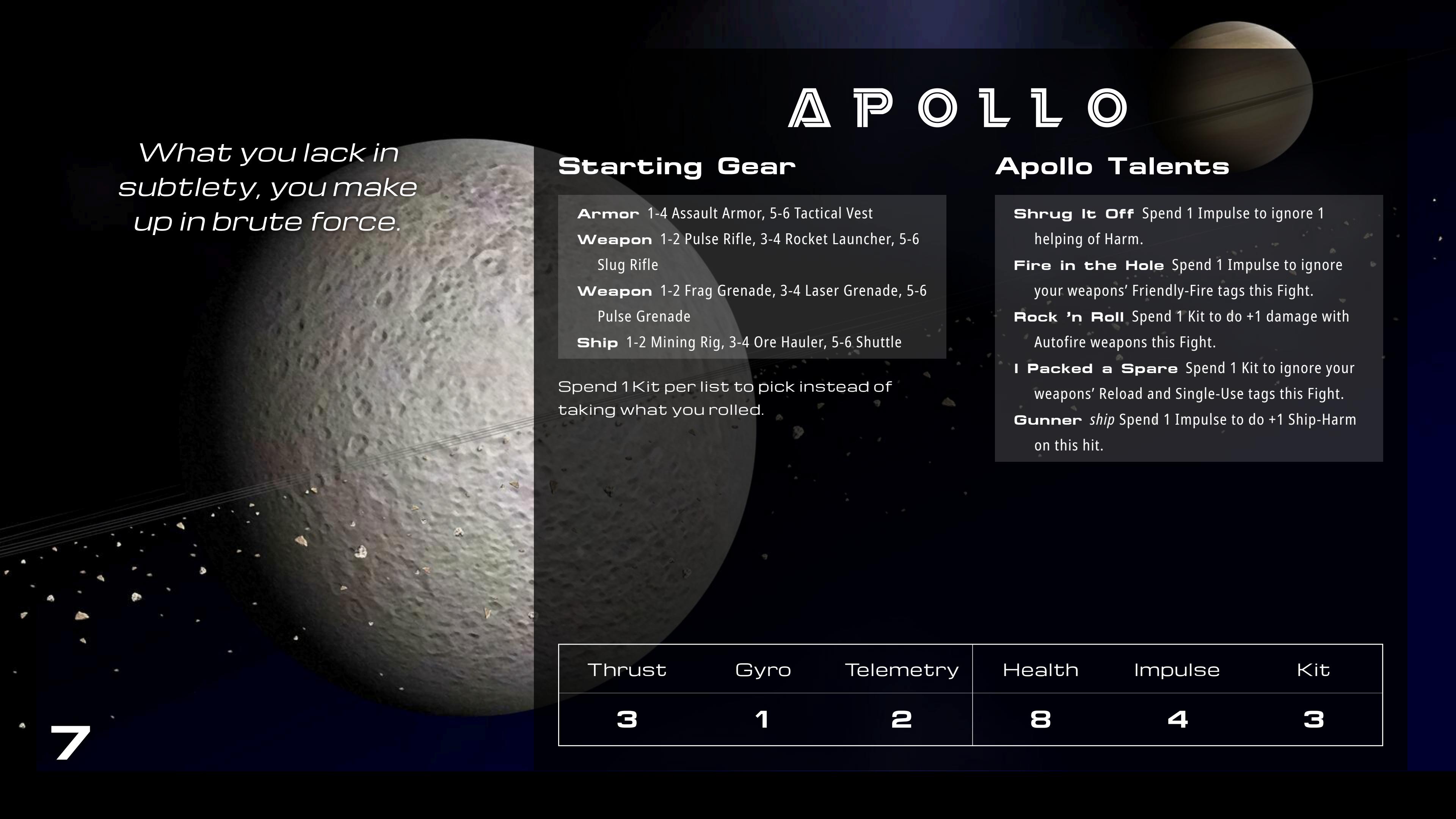
**Gemini** You're smart, clever, and good with technology.

**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



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

# A P O L L O

## 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.

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

# 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** *ship* Spend 1 Kit to repair 1  
Ship-Health.

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?

*It's time to buzz the tower.*

# 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.

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

# S O Y U Z

## 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

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

