

[explorers]

Name	Dice Pool	Weapon	Armor	Damage Sustained
earth-like creatures				
cat, ape or other small mammal	4	kinetic, damage 1x		
wolf	4	kinetic, damage 2x		
great cat, bear	5	kinetic, damage 2x		
poison snake	3	kinetic, damage 1x, poison 3 (diminishing)		
constrictor snake	3	crushing damage, automatic 1 wound per turn once an attack roll has succeeded.		
electric eel	2	energy, damage 1x, Stun		
shark	4	kinetic, damage 2x, Piercing 1		
dinosaur, small	4	kinetic, damage 2x	kinetic 1	
dinosaur, large	5	kinetic, damage 3x, Piercing 1	kinetic 2	
humans / colonists				
stone-age hunter	4	kinetic, melee damage 1x		
iron age warrior	4	kinetic, melee damage 2x	kinetic 1	
archer	4	kinetic, damage 1x, range 40m, ammo 1 (1 turn to reload)		
medieval knight	5	kinetic, melee damage 2x, Piercing 1	kinetic 2	
early gunpowder	3	kinetic, damage 1x, range 25m, ammo 1 (2 turns to reload)		
modern soldier	3	kinetic, damage 2x, range 100m, spray 5, burst 3x, ammo 30/5		
elite soldier	4	kinetic, damage 3x, range 100m, spray 5, burst 4x, ammo 40/5	kinetic 2	
space-age soldier	4	energy, damage 2x, range 80m, piercing 1, ammo 40	energy 2	
Empire soldier	4	energy, damage 3x, range 100m, spray 5, burst 4x, ammo 30/5	energy 4 or kinetic 3	

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Mission Record Sheet

	Mission Timer								
Day 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Day 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Beacon Measurements



Mark beginning of Beacon Calibration, 3 rows down is the completion point.

Mark beginning of gate construction, 2-3 rows down is the completion point.

Mission Notes

Area with horizontal dashed lines for writing mission notes.