

No.	Dies De el	Wannan	Damaga Creat-in- J
Name	Dice Pool	Weapon	Damage Sustained
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[explorers]

Name	Dice Pool	Weapon	Damage Sustained		
	earthlike creatures				
wolf	4	kinetic, damage 1x/2x			
great cat	5	kinetic, damage 1x/2x			
bear	5	kinetic, damage 2x/3x			
snake	3	kinetic, damage 1x/2x, Poison 3 (diminishing)			
shark	4	kinetic, damage 2x/3x, Piercing 1			
dinosaur, small	4	kinetic, damage 2x/3x armor: kinetic 1			
dinosaur, large	5	kinetic, damage 3x/4x, Piercing 1 armor: kinetic 2			
	humans / colonists				
stone-age hunter	4	kinetic, damage 2x/3x			
iron age warrior	4	kinetic, damage 2x/3x armor: kinetic 1			
archer	4	kinetic, damage 2x, range 40m, ammo 1 (1 turn to reload)			
medieval knight	5	kinetic, damage 2x/3x, Piercing 1 armor: kinetic 2			
early gunpowder	3	kinetic, damage 2x, range 25m, ammo 1 (2 turns to reload)			
modern soldier	4	kinetic, damage 4x, range 100m, spray 5, burst 5x, ammo 30/5			
space-age soldier	4	energy, damage 3x, Piercing 1, ammo 40 armor: energy 2			
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Mission Record Sheet

		Beacon Measurements								
Day 1										
Day 2			000							
Day 3										
Day 4			Mark beginning of Beacon Calibration, 3 rows down is the							
Day 5			completion point.							
Day 6			Mark beginning of gate construction, 2-3 rows down is the							
Day 7			completion point.							
Mission Notes										
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