An unofficial list of resources that can be used with *Impulse Drive* by Adrian Thoen. Feel free to add comments to suggest others. Maintained by @jalanhenning@dice.camp.

Core Rules
Impulse Drive PDF
Impulse Drive PWYW PDF
Impulse Drive hardcover & softcover

Official Expansions
Impulse Drive deck of cards - "Track your characters Weapons, Equipment, Modifications, & special Moves with these 120 double sided cards."
The Pioneer - "Play members of a community on a long pilgrimage between the stars with this Ship Playbook expansion."
The Outpost - "Play crew members of an outpost station with this Ship Playbook expansion for Impulse Drive.

Interview
The Gauntlet interview with Adrian Thoen - YouTube podcast

Forums
/r/ImpulseDrive
Dungeon World+ Discord #impulse-drive

Third-Party Resources
Impulse Drive Play Aids and Hacks - Curufea
On Harm, Stress, and Calamities - Marcus Prospero
Thinking about the Teleporter - Marcus Prospero
Who's Driving This Thing? - Marcus Prospero
Space is Big… - Marcus Prospero
Impulse Drive - Star Wars, actual play - YouTube
Impulse Drive - The Expanse, actual play - YouTube
Rogue One and Impulse Drive podcast - +1 Forward

Collaborative Resources
Custom Moves for Impulse Drive RPG
Custom Gear for Impulse Drive RPG
Impulse Drive Character Sheets_Template

Resources for Other Science-Fiction Systems
The following can be adapted for use with *Impulse Drive*.

World Building
Using Microscope for World Building for a Campaign
Standard Sci-Fi Setting - TV Tropes

Tutorial for rpg map making for a Space /Sci Fi Setting [YouTube]
Diaspora Star Cluster rules
5 Tips On Creating Sci-Fi Locations - by Johnathan Hicks
Ships of the Expanse: The Ships and Deck Plans
Spaceship Image Generator

Session Planning
72 Sci-Fi Heist Challenges
Coriolis Atlas Compendium - systems and random tables

Sessions
Coriolis The Third Horizon - Quickstart - “Dark Flowers is a short introductory adventure for Coriolis” that can be easily adapted for *Impulse Drive*.
Coriolis The Dying Ship

Hard Science
How fast will 1g get you there? - Space Exploration Stack Exchange