

Pulp Invasion FAQ – 9/23/2023

Consolidated FAQ from the BGG forum entries for Pulp Invasion.

(This FAQ covers mostly questions about the base game.)

GENERAL RULES

Q. What are Captain's Dice, Crew Dice, and Systems Dice?

A. [Rules page 2] The 5 dice in the game are called Captain's Dice. The red, blue, and orange dice are the Crew Dice. The yellow and grey dice are the Systems Dice.

Q. If an ability ever reaches zero can it be increased by other means or does it forever remain zero?

A. [Todd Sanders BGG posting] You can increase it from 0 back up.

Q. What is the general order of modifications during the Encounter Phase?

A. [Todd Sanders BGG posting]

0. **Event cards in front of you** — any time. Then:

1. **Effects of Alien Cards** — the sphere of space in which you are operating, where the Encounter is taking place

2. **Planet card** — the planet within that sphere of space where the Encounter is taking place

3. **Location card** — where, on that planet, the Encounter is taking place

4. **Encounter Line card** — the specific Encounter that is taking place

5. **Super Weapon card(s)** — the aces you might have up your sleeve

Q. Drawing of cubes - Frequently, you have to pull some cubes from the bag and it is mentioned that superweapons (or false leads) go back in the bag. Do these cubes count as 'being drawn' and you simply have no other choice of returning them, or do you put them back and draw replacement cubes for them until you only have 'valid' cubes?

A. [Todd Sanders BGG posting] Yes those cubes count as drawn. No more cubes are "redrawn".

Q. Drawing of cubes - At one point, I had an encounter card allowing me to spend keys to draw extra cubes during the planet search phase, and the planet I was on specified I could spend pairs of key+circuit to draw extra cubes. Do these effects stack (i.e. 1 key + 1 circuit = 2 cubes, 1 for the key + 1 for the pair)? And if not, could I still spend just a key (without a circuit) to draw an extra cube? The rules mention that planet cards can modify rules from encounters, but the planet card rule was worded so permissively (you 'may') that I considered it an option, not something that forced me to ignore a better rule on an encounter card.

A. [Todd Sanders BGG posting] No they do not stack. Yes you could spend just a key to draw an extra cube.

Q. Are White cubes ALWAYS returned to the bag, or are they returned to the general supply when it says to "return to the general supply"?

A. [Todd Sanders BGG posting] Only when specified. A card like Technomagus will allow you to return them to the general supply.

Q. Is there a difference between cards 'on hand' and cards 'in front of you'? Some encounter cards say explicitly 'put this card in front of you'. Does that mean they are not in your hand and you can also not use symbols/planets on them during the planet search phase?

A. [Todd Sanders BGG posting] Yes there is a difference. Cards in hand you can think of as resources available. Cards 'in front of you' are more about the actions on the cards and not the icons on the cards.

Q. If I have one or more cards "in hand" and I choose not to use them during the Planet Search phase, do they stay in my hand until I choose to use them?

A. [Todd Sanders BGG posting] Yes. Keep until you need to use them. *(Also, there is no hand limit.)*

Q. Why is there an alternative layout of the ability/dice tracks printed on the bottom inside of the box? I think it's a nice thing to have (easier than the 3 separate cards), but i cannot take it out of the box which kind of makes it more difficult to use.

A. [Todd Sanders BGG posting] We had the opportunity to print on the inside of the box and did that to just provide an option for players who wanted bigger player area, or were maybe playing in a hotel room and had limited space. It protects the cubes somewhat on the tracks.

Adding an extra punchboard would have added cost as well as shipping weight so we did our best for everyone with this solution.

Q. Win Condition - Ending the game it says that I win if I find all Super Weapons. It says nothing else, so I assume it is correct that I do not need to understand the weapons in order to win the game, as long as I simply found them.

A. [Todd Sanders BGG posting] Yes, once you get all the cubes you win. Narratively you have located the weapons and turn them over to the scientists to figure out. You do not need to understand them yourself.

Q. "You may choose to add any Encounter card, from those you have Engaged (not Evaded), into your hand at the end of the round if it has either a Code or a Key icon." Can the added in hand cards be used for their Planet Icon? Is there a decision here to put in hand now so I can use them in the Planet Search Phase or use them for the Planet Icon and put them in hand after the Planet Search Phase?

A. [Todd Sanders BGG posting] It says 'at the end of the round' and the Round End section on page 10 states to add the Key/Code cards to your hand. *(This comes AFTER the Planet Search Phase and so you will still get to use the Planet Icons AND add the appropriate cards to your hand afterwards.)*

DIE ICONS & DIE USAGE

Q. If you use the Blaster face of the yellow die, you are instructed to then discard the red die after using it for Engaging. Does this mean, mechanically you lose a crew member? Does “discard” here mean to remove the red die from play for the rest of the game?

A. [Todd Sanders BGG posting] No. The red die is NOT removed for the rest of the game. It is a temporary die given to you (*or, if you have the Red die as Captain, it is temporarily cloned and you have a second red die*) for the current turn and then, once the turn is over, you set the red die aside again and it becomes Unowned. If you, as Captain, have the red die as one of your own dice, you keep the original red die and the cloned die no longer exists. In this case, just as the cloned red die is given up, set red die back to the face it had just before cloning.

Q. On face 6 of blue dice, "Gain +2 to your Engage Strength against Enemy Engage Strength", does it mean that the engage strength of the card is decreased of two? And, if so, does the card's Engage Strength of 2 became 0 so I have to evade it?

A. [Todd Sanders BGG posting] You have chosen to 'Engage' the card when it has the Engage strength of 2. You are then using a die action to reduce it to 0 so you are not "Evading" it in this case.

Q. On face 5 of the AI die, the icon indicates: “roll 1 orange”? Is there more than one? I assume that this is more accurately stated "roll THE orange die"?

A. [Todd Sanders BGG posting] Yes. Roll THE orange die.

Q. The level 2 face of the AI die says, "Swap and roll and 1 unowned die for any 1 owned die if Engaging any Guardforce card with a planet icon." So what happens AFTER the Engagement? Do the swapped dice revert, or do I keep the chosen die in place of the other?

A. [Todd Sanders BGG posting] The swaps revert so that you have your original dice back again and with the faces showing before they were swapped out.

Q. My AI die is currently showing the face with an X, a pistol, and a 1. I find myself using it nearly every encounter because I'm in the Kah sector that adds the combat requirement. Am I correct in just continuing to use it because it's on the lowest setting?

A. [Todd Sanders BGG posting] Yes. Narratively the system dice are various parts of your ship and their abilities are degrading (due to all the Encountering and Evading) because you are far behind enemy lines and it isn't easy to find a space dock for repairs. At a die's lowest level your Scotty is "doing his best, Captain" and keeping things just barely together. (*So this answer is good for any Captain die on its lowest setting.*)

Q. The text on the back of the rules booklet says that for some of the die faces, you roll one of the crew dice and use the face rolled for the current Engage turn..."then discard the die." Which die do you discard--the die that allowed the roll of the crew die or the crew die that was selected for rolling?

A. [Todd Sanders BGG posting] Discard the actual die that was rolled. (*Keep in mind that if the die selected was already “owned” by you, you would “borrow” that die, roll it, and then execute the face’s instructions. Finally, you would own the borrowed die again with the face that it had before it was borrowed.*)

Q. The rules state: “One Captain’s die is usable during an Encounter unless the rules for a die face state that it’s used elsewhere in the turn order.”

Each face of the Scanning Tech die specifies that they are used during an Evade Action or a Planet Search phase except for phase 3, which automatically understands a Super Weapon and does not specify a phase or action.

Since no phase is specified, does this mean I can only use this die phase during an Encounter in place of using another die to, for example, add a bonus to an ability against a card I’m Engaging?

A. [Todd Sanders BGG posting] You could use the 3 side at any time during Encounter or Planet Search to Understand a Super Weapon.

Q. When you use a die and rotate it for a lower value, you may opt to skip a face. So, you could go from 6 to 4. Could you skip several faces? For example, from 6 to 2?

A. [Todd Sanders BGG posting] You can skip one face - so yes 6 to 4 but not 6 to 2.

Q. Using the dice the rules state: “You may use the action of one of your Captain’s dice at any time during the Encounter Phase”.

I’m assuming what this means is that I can’t stack dice actions. But can I use dice multiple times over the course of the same encounter phase?

A. [Todd Sanders BGG posting] You cannot stack dice actions. During each complete (single) Encounter Phase you may use 1 (ONE) action on 1 (ONE) die. No multiple dice usage during the same Encounter Phase.

On a future Encounter Phase you can use the same die again or a different die, but only use one die.

Q. Do you get to use a single dice action during each individual Encounter or do you get one dice action for the whole routine between drawing the four Encounter Cards and the beginning of the Planet Search?

A. [Todd Sanders BGG posting] One die action per the whole 4 Encounter Cards.

Q. The Artificial Intelligence Die: On its 4 ability, it says to reroll any owned die if Engaging an Agent. Can I reroll the yellow die itself, and then apply the effect I get?

A. [Todd Sanders BGG posting] Yes, you can reroll the AI die. No, you cannot use that die a second time after rerolling it.

Q. Can die abilities that increase Engage Strength be used as “virtual cubes” to combine with Ability Cubes to create Ability Cubes of desired color?

A. [Todd Sanders BGG posting] No. Dice are independent of spending abilities points. Narratively, for you, as the Captain, your skills are the abilities points. The dice represent your crew or parts of your ship so they are separate from you.

ENCOUNTER LINE – LOCATION CARDS

Q. During round end do you discard the current Location Card or does the Location Card remain?

A. [Todd Sanders BGG posting] The Location Card remains until a new Location Card is drawn even if that is during a later round.

Q. When you Engage the first three Encounter Cards and are left with only 1 card in the Encounter Line, you use that card's Encounter Icon. Not the first Encounter Card since it was already engaged and cleared? Correct?

A. [Todd Sanders BGG posting] If you look at Example A on page 7 of the rules you will see the last card in the row uses the Engage icon of the first card in the row. The cards remain in the Encounter Line so even if the first card was already Engaged, it is not 'cleared' yet.

The rule – ***“If only one card remains in the Encounter Line and you choose to Engage it, use its own Engage Icon for Engage Strength calculations.”*** refers to if there is physically only card in the row due to drawing and discarding locations or if other cards have told you to pick them up.

Q. I draw a Location Card as one of the 4 cards from the Encounter Deck and add the two cubes identified on the Location Card to the bag. In the next Encounter Phase, I do not draw a new Location Card, so the Location card from the previous Encounter Phase remains.

Do I again add cubes for this Location Card in this Encounter Phase and all future Encounter Phases if it remains?

A. [Todd Sanders BGG posting] No, you do not draw additional cubes in this case.

Q. The rules say that when several Location Cards are drawn during the Encounter Phase, only the last one stays in play (the others are discarded). But do you put cubes in the bag for every Location Card drawn, or only the last one (rules don't say anything about it)?

A. [Todd Sanders BGG posting] You only add cubes for the last Location Card drawn.

ENCOUNTER PHASE

Q. Here is the “grand” order of operations for the Encounter Phase from which a number of questions are asked:

Encounter Phase

1. Choose 1 Planet card.
2. Draw and place 4 Encounter Cards to the Encounter Line.
3. Add cubes indicated by each Encounter card to the bag (from the supply).
4. Take right most Location card from the Line and place it in the Current Location card slot, discarding any previous Location Card there.
5. Discard any other Location cards from the line.
6. Encounter each remaining in the Line one by one, left to right.

Encountering a Card

- A. Apply Alien Card effects.
- B. Apply effects of the current location for the icon matching the current sector to the card.
- C. Apply general effects of the Encounter Card.
- D. Apply effects of the current Location for the icon matching the current Sector to the card.
- E. Choose whether to (I) Engage the card or (II) Evade the card.

I. Engage the card

- a. Apply any 'If Engaging' effects.
- b. Calculate Engage Strength.
- c. Resolve Engage, paying Ability points to equal Engage Strength.

II. Evade the card

- a. Apply any 'If Evading' effects.
- b. Resolve Evade, paying chosen Ability point and 2 forced Ability points by cube draw.
- c. Rotate card, disregard Engage Icon and Planet Icon for remainder of this Encounter Phase.

Q1. At which point do the other Encounter Card effects apply (those that don't say 'If Engaging/Evading')?

A1. [Todd Sanders BGG posting] The effects apply as soon as you Encounter the card, before you decide whether you Engage or Evade.

Q2. Do those effects apply/persist, even if a card is Evaded?

A2. [Todd Sanders BGG posting] Yes.

Q3. At which point do the Alien card effects apply?

A3. [Todd Sanders BGG posting] When encountered. They are in effect while in that sector.

Q4. Is use of the Captain's dice limited to exactly 1 use of 1 die per the entire Encounter Phase/Planetary Search phase (i.e. the entire Round) for a maximum 12 possible uses per game?

A4. [Todd Sanders BGG posting] A round consists of an Encounter Phase (encountering up to 4 cards) and a Planet Search Phase. You can use 1 die 1 time per round. (So, yes, 12 max uses.)

Q5. Are the Gain +X effects of a die persistent for the Round, able to be used as +X in each relevant Encounter until the end of the Round?

A5. [Todd Sanders BGG posting] No, just for that particular Encounter.

Q6. Can the Gain +X from a die be used to pay the Evade costs, either the chosen Ability point or those forced by cube draws?

A1. [Todd Sanders BGG posting] No only when you Engage. (Future dice may work for evade.)

ENCOUNTER LINE – ENCOUNTER CARDS

Q. For Encounter card Action text which is not timing specific (i.e., "Swarmship", which says, "Draw 3 cubes. For each black drawn, move 1 ability point... Place all drawn cubes back in the bag")...

1) Do I assume correctly that the action is resolved only when the card is Engaged? I.e., it's NOT resolved if the card is Evaded?

2) Is the Action text meant to be resolved before or after the Engagement is paid for? For instance, for "Swarmship", it would likely be advantageous to resolve the action before paying the Engagement cost.

A. [Todd Sanders BGG posting]

1. As soon as the card is encountered you resolve that action text. Then you Engage or Evade.

2. Cubes are placed in the bag prior to encountering all the cards in the line.

So the Encounter Line process goes as follows:

a. **Deal out the 4 cards** (with adjustments if Locations cards are drawn etc.)

b. **Place cubes in the bag** as listed in the upper left of the cards for ALL the Encounter Cards drawn (now minus the Location Cards).

c. **Encounter card 1** - read action text and resolve

d. **Engage or Evade** (action text may refer specifically to this action resolving for the Engage/Evade choice)

e. **Go back to step c and repeat** for all remaining Encounter Cards.

Q. Guardforce 2 - Scout text – “If there are 3 or more Planet Icons in the encounter line, when cards are first drawn, you must Engage this GUARDFORCE twice. You may not Evade.” Does the Planet Icon on the Guardforce 2 card count as one of the 3 Planet Icons?

A. [Todd Sanders BGG posting] Yes.

Q. Disrupted Zone Combat text – “You may spend 1 ability point and remove any Encounter Card adjacent to any BAIS in the Encounter Line. Any Planet Icon is still counted.”

If I have BAIS in the first rightmost spot, does the “adjacency” wrap-around to the left-most card?

A. [Todd Sanders BGG posting] Alas, no.

Q. The Kah Hegemony card says: “All Guardforce Levels 1-5...” Which number on a Guardforce is its level: (A) the printed Engage Strength, (B) the potentially modified Engage Strength, or (C) the number next to the text "Guardforce" in the card name?

A. [Todd Sanders BGG posting] Choice “C” - the number next to the Guardforce title.

Q. If an Encounter card is a Hostile Agent with ability text applied before an Encounter is it applied (A) before the decision of whether to Engage or Evade is made or (B) only if the decision to Engage is made?

A. [Todd Sanders BGG posting] You apply this card's action before you decide to Engage/Evade (choice A). Some card actions change the rules. Narratively you have advanced knowledge of this encounter (you picked them up on long range scanners or some such) so you can be prepared to make a better choice.

Q. When does "KAH" control the "Guard Force"?

**a) If the Laser Gun Icon is printed on the Guard Force card
or**

b) If the Laser Gun Icon is printed on the card to the right of the "Guard Force" card

A. [BGG forum] As soon as you are in the Kah sector (drawing encounter cards from the stack beneath them) the +1 combat cost takes effect. The Gun Icon is used to cross-reference the current Cosmic Hegemony with other card's effects, for example a Location Card might say something like "[Gun Icon] Remove one Planet Icon from each Encounter Line".

Q. When do I use the actions on the Guardforce, agent or event cards? When I engage or evade it? Or at other times?

A. [Todd Sanders BGG posting] As soon as you the Encounter Card is in your line, the card's text activates.

Q. Today I drew 3 Location Cards, from the 4 cards of the Encounter Deck. I kept the last Location Card next to the planet, leaving me with 1 Encounter Card. Do I fill the line until there are 4 encounters, or do I just Engage 1?

A. [Todd Sanders BGG posting] You just Engage the 1. That is a very clear sector of space.

Q. Let's say I'm in the Arvan sector. I draw four Encounter Cards. When I get to the point of resolving each of the Encounter Card's text, does the Arvan sector text activate first or the individual Encounter Card text activate first?

A. [Todd Sanders BGG posting] Arvan first because you are in that Sector before any/all actions take place. It is the box that holds everything else, so to speak.

Q. My guess is the Encounter Text always takes place before you choose to Engage/Evade it, unless stated on the card, and the text effects should be resolved first before choosing to Engage/Evade. And also that Evading does not help in Evading card effects.

A. [Todd Sanders BGG posting] Correct. As soon as you 'move' on to the card you will read its action. We did add a list in the final rule book about the order of rule modifications as well.

When deciding how cards interact, follow this order:

-1. Any **Event Cards** you've placed on the table which you can bring to bear.

0. Any **Alien Hegemony Cards/Effects**.

1. The **Encounter Line Cards** show the default set of rules, actions and icons.

2. The **Location Card** actions then modify the Encounter Line.

3. The **Planet Card** actions then modify the Encounter Line.

4. Any **Super Weapons** understood by your actions then modify the Encounter Line.

Q. "If only one card remains in the Encounter and you choose to Engage it, use its own Engage Icon for Engage Strength calculations." Can we have a little clarification here? "Remains" means? Not Evaded?

A. [Todd Sanders BGG posting] "Remains" here means that perhaps due to randomizing you dealt 3 Location Cards in a row followed by 1 Encounter Card. Since the Location Cards are moved off the Encounter Line you would have only 1 card remaining.

Q. Are "blank" encounters, such as Cryosuspension, done in order in the Encounter Line? I.e. you don't apply the effect until you get to it?

A. [Todd Sanders BGG posting] Yes

ENCOUNTER LINE – ENGAGING vs EVADING

Q. What is the benefit of Engaging (rather than just Evading)? If you Engage and overcome an Encounter Card, you get to add the card to your hand if it has a Key or Code Icon? And those cards allow you to do certain things on the cards? Other than that, is there any other benefit to Engaging?

Then for Evading, you reduce the cost of getting past an Encounter Card to 3 cubes. Is that it?

A. [Todd Sanders BGG posting] For Engaging, you've summarized all the benefits.

For Evading, it also has the extra benefit of drawing cubes from the bag and, if they are blue, red, or orange, placing them in the "General Supply". So, you are increasing your odds of finding yellow cubes that way (because you are removing non-yellow cubes from the bag).

ENCOUNTER LINE - ENGAGING

Q. Can I immediately use (put in my hand) any Encounter Cards with [CODE] and/or [Key] on them that I've gotten from a successful Engage?

A. [Todd Sanders BGG posting] – No, you cannot use a CODE or KEY card in the same round they have been acquired. You have to wait until the next round.

Q. I put the Encounter Cards 1,2,3,4 from left to right. Normally I use the Engage Icon of the card on the right. I want to Engage card 4, but card 1 was Evaded before. Do I take the symbol of card 2 instead? And if 1, 2, 3 are Evaded - then I take the symbol from card 4 itself? Or is the Engage Symbol of an Evaded Card still valid?

A. [Todd Sanders BGG posting] Yes. The Evaded Card is no longer valid so you must use the next card in line for the calculations. So yes for card #4 you would use card #2 if card #1 was Evaded. And yes if you are seeing the very rare case of Evading #1 to #3 then you would take #4's values for #4.

Q. On page 8, under Engage rules, it says, "...you must pay with matching Abilities [...] equal to or greater than their Engage Strength number(s)". Why pay greater than what's required?

A. [Todd Sanders BGG posting] This would relate to a situation where you had Crew Dice where the higher value dice will be worth 2 for Engage Strength. So, you could use that against an Encounter with strength of 1 (*if you really had to*).

Q. "To Engage the Guardforce or Agent you must pay with matching Abilities (Combat Ability for icons, Diplomacy Ability for icons, Super Science Ability for icons) equal to, or greater than, their Engage Strength number(s) and/or by using one of your Captain's Dice (see Captain's Dice below)." Can we use a combination of die and abilities? Maybe it needs a little more text here.

A. [Todd Sanders BGG posting] Yes you can use a combination of one die and abilities, hence the "and/or".

Q. When I want to engage a card and I don't have the full amount of the particular ability available do I still Engage and put the count to zero? Or do I have to skip Engaging that card? For example, I have 2 combat cubes but I need 4 to engage the card.

A. [Todd Sanders BGG posting] You can use 2 of any other ability for 1 of the one you require. If you do not have the full amount then that ability goes to zero. However, even if your ability goes to zero, you've still successfully Engaged that card. (*This is unless, of course, two of your 3 ability tracks are now zero – in which case you lose the game.*)

Q. This question relates to +1 (icon) situations where they Encounter Cards increase their attack strength. For example, let's say the Engage Cost is 3 Science Cubes and I am told to increase strength by +1 (Diplomacy Symbol). Does this mean to Engage the card it costs me 3 Science Cubes and 1 Diplomacy Cube or is it 4 Science Cubes?

A. [Todd Sanders BGG posting] 3 Science Cubes and 1 Diplomacy Cube.

Q. Hostile Agent - Phalanx: Just to clarify, when it switches its "Engage Strength icon to whichever Ability you're weakest in", does it mean the icon on the card itself, or which sort of attack it does?

A. [Todd Sanders BGG posting] No, not the icon on the card itself but the Engage Strength icon, on the next card in line, used to calculate it. Also, the switch to the new Engage Strength icon occurs when a player Encounters the card rather than when the card is first revealed.

Q. (PART 1) The board state is the following: I have 2 Planet icons in the Encounter Line, Freye's Edge as my Planet card, Urban Center as my Location, and the Telepathic Communication Super Weapon.

Normally, Freye's Edge means I would draw 3 cubes from the bag because I have 2 icons and an additional two for Telepathic Communication's effect.

A. [Todd Sanders BGG posting] (PART 1) - Yes, 5 cubes.

Q. (PART 2) But does the inclusion of Urban Center mean I should consider myself as having only 1 Planet icon for the purposes of Freye's Edge and Telepathic Communication? Or does Urban Center only affect the Planet icon count for the regular Planet Search rules?

A. [Todd Sanders BGG posting] (PART 2)

I would advise the following order:

- **Encounter Line** has 2 Planet Icons
- **Urban Center** deletes 1 Planet Icon
- **Encounter Line** has 1 Planet Icon remaining
- **Freye's Edge** states 4 cubes drawn based on 1 Planet Icon
- **Telepathic Communication** says draw 1 cube for each Planet Icon

So actually you come out still with 5 cubes.

The best order to follow in these cases is (and this is in a narrative sense):

=> **Encounter Line** is the base set of rules or actions.

=> 1st order rule modifications is the **Location** because the Encounter Line takes place in the Location (local situation)

=> 2nd order rule modifications is the **Planet** because the Encounter Line /Location are on the planet (global situation)

=> 3rd order rule modification is the **Super Weapon** (you possess this weapon so you are using it to change the story)

ENCOUNTER LINE - EVADING

Q. Regarding paying the cost for Evasion, the rules say that: "If an Ability of that color is at 0 already, the cube is ignored." Do such cubes (A) go directly back into the bag (i.e. treated as yellow/white/black), (B) go into the supply and re-drawn as if they had not been drawn, or (C) something different??

A. [Todd Sanders BGG posting] B - Put in the General Supply. What is ignored is the "reduce the Ability of that color by 1" part of the rule. If the ability is at 0, it cannot go lower.

Q. When you evade, you draw 2 cubes and return any black, white or yellow dice to the bag and continue drawing. Does this mean:

a) you just draw 2 cubes, independently the colors drawn

b) you continue till you have drawn two orange, blue or red die

A. [Rules pg 8 & BGG forum] It's b. You draw till you get 2 'colored' cubes. And then you lose 3 ability points. 1 free to choose and 2 depending on the 2 'colored' cubes.

Q. Why do some encounter cards have 0 strength but still with a Planet Symbol? For those cards, it is mandatory to Evade them, so you'll never use the Planet Symbol during the planet search phase.

A. [Todd Sanders BGG posting] – I have included things on the base game cards that I might need in future expansion (because I can't retroactively add them in later). In this case the 2nd expansion does make use of Planet Icons on Evaded cards.

Q. When using a crew die ability that allows me to remove cubes from the bag during an evade action, do I remove the cubes before or after evading?

A. [Todd Sanders BGG posting] After. Declare the Evade first, draw the cubes, and then move the cubes to the supply.

Q. "Nebula" - The card Nebula states "Discard to Evade any one chosen Encounter without penalty." Does this mean I can still use the Planet Icon during planet search on the Evaded Card?

A. [Todd Sanders BGG posting] No, because it is still evaded. The penalty refers to avoiding the cost of the cubes.

Q. "Nebula" - Do I do this at the moment I put the card down? Or when I reach to the card? I mean If nebula card is at third place, I pick it before I start encountering the first card? Or I can use it only for the fourth card?

A. [Todd Sanders BGG posting] You do it the moment you encounter it. You would pick it up as the 3rd card. You can use it once for any Evade during the rest of the game.

Q. What happen if I Evade a card and there are no more Abilities Cubes (red, blue, green) in the bag?

A. [Todd Sanders BGG posting] If there are none in the bag then you cannot draw any. You would not spend any Abilities Points.

PLANET SEARCH

Q. The Jenson's Folly Planet Text says: "Each (KEY) in your hand, discarded during a Planet Search, will allow you to draw one extra cube during your search." Do I have to discard each KEY in my hand or can I decide when & if I want to do this?

A. [Todd Sanders BGG posting] You can decide yourself when you want to draw the extra cube, anytime during Planet Search.

Q. High Orbit Planet: The effect says you can remove any Black cubes "without applying the associated penalty." What penalty is this?

A. [Todd Sanders BGG posting] Placing them on The Quietus Sector (and potentially things that will happen in the next 2 expansions).

Q. The High Orbit planet text says: "Each (CODE) in your hand, discarded during a Planet Search, will allow you to remove any (BLACK) drawn during your Planet Search from the game without applying the associated penalty. Does the decision to discard those have to be made before drawing cubes or can it be delayed until after a relevant cube is drawn?"

A. [Todd Sanders BGG posting] The decision can be delayed until after you have drawn the cubes.

Q. Freye's Edge (a planet) states that the number of searches you get after Engagement depends on the number of Planet Symbols in the Engagement Line – basically the less Planet Symbols the more searches I get. So if I Evade all cards (and as the rules state, I ignore Planet Symbols on Evaded enemies), then can I achieve 4 searches for having 0-1 symbols?

A. [Todd Sanders BGG posting] Yes.

Q. "Freye's edge"

This only takes into account the Engaged cards or all the cards? And when do I count them? Before the Planet phase? I mean if I have taken into my hand some cards do they count towards this? or I count the remaining cards after I put the cards I want in my hand so I can raise the number of cubes I draw?

A. [Todd Sanders BGG posting] The card's text says to use this card's action rather than normal Planet Search Phase rules. At the beginning of the phase so you will not have taken cards into your hand at this point.

Q. In the Planet search phase, if I draw a yellow cube together with one or more other cubes which colors matching those required for understanding the just discovered Super Weapon, can I use them immediately for this purpose?

A. [Todd Sanders BGG posting] Yes.

Q. I don't understand last sentence in this Planet Card:

"Each [codes] in your hand, discarded during a Planet Search, will allow you to remove any [white cube] drawn during your search from the game without applying the associated penalty."

Penalty!? White cubes are false leads but they don't "generate" any penalty, right?

A. [Todd Sanders BGG posting] This is another case of me adding something in now that will appear in a later expansion. Since I can't go back later and change the cards already printed. I can understand why you flagged it though. (*For the Base Game, there is no penalty for drawing a white cube from the bag.*)

Q. When we draw cubes in the Encounter Phase, are the black or white cubes returned to the bag or to the reserve?

A. [Todd Sanders BGG posting and rules page 10]

Black cubes - they will go on the Quietus Sector card unless you have already Encountered it. If that is so, then they go in The General Supply (i.e. reserve)

White cubes - Always go back in the bag.

Q. Do I win on Meridian 7, or do I lose because of the Quietus?

The Quietus was my first sector and I passed it (per rules at top of page 10). I am now in the Kah sector.

I am playing on basic mode and need 4 Super Weapons to win. I already have three.

I get to the end of my 1st encounter in the Kah sector and per the Planet Card (Meridian 7) there are three Planet Icons in that Encounter.

I draw a Black Cube.

Per the rest of the Quietus instruction at the top of page 10 do I need to "place that cube back into the general supply" or can I FIRST apply the text on the planet card, Meridian 7, turn two 'code' icon cards in my hand into a yellow-cube, Super Weapon, and win the game?

I presume that as soon as I obtain that 4th Super Weapon I win instantly? No need to complete the phase or turn or anything like that?

A. [Todd Sanders BGG posting] The words on the Meridian 7 Planet Card say you turn the Black Cube into a yellow cube. So, that black cube isn't a Black Cube anymore. And, as soon as you find the required number of Yellow Cubes you win. Therefore, you've won.

Q. When Searching a planet the rules state under "Results of cubes drawn": For each cube drawn, either add +1 to an Ability of the matching color and place the cube back in the General Supply OR add that cube to a Super Weapon card to understand [...] it. How do I read this?

A. [Todd Sanders BGG posting] You either:

A. use it to raise an ability (*cube matches ability of same color then back in the general supply*)

OR

B. put it on Super Weapon card to understand it.

Q. Planet Search Phase - "The number of cubes drawn may be modified by cards you have Evaded." So we take Evaded cards into account only for their text in the Planet Search Phase (if text is Planet Search Phase appropriate)?

A. [Todd Sanders BGG posting] Yes if appropriate.

Q. "Spaceport" - For the blue line I am guessing we will no longer have a Planet Search Phase while this Location Card is in effect and as long as it stays there, correct?

A. [Todd Sanders BGG posting] Only those cards marked Hostile Agent will not have their Planet icons counted. Any other cards still count and there is still a Planet Search phase

Q. "Telepathic Communication" - The Location is Spaceport with the "Hostile Agent Planet Icons are not counted during a planet search." Does the Telepathic Communication allow me to draw a cube, or does the Location negate both cubes?

A. [Todd Sanders BGG posting] If you have only Hostile Agents in your Encounter Line (*or the Hostile Agents are the only cards with Planet icons*) then yes the Location will negate them before Telepathic Communication takes effect.

Q. If the Protector is in the Encounter Line during the Planet Search (and it was Engaged, not Evaded), and I discard a Code to apply the effect of the current Planet, do I also apply the effect of the Protector? Do I get the benefit of both Planet's effects and Protector effect by only discarding one Code?

A. [Todd Sanders BGG posting] Ah I see what you are getting at. (and it is a Key being discarded on the Protectors). No, each item discarded can only act one way. So you are either discarding for the Protector action OR for the Planet action.

SPECIALCARD ICONS/SYMBOLS (including Planet icons)

Q. The Engagement line includes a Guardforce Protector that says for each discarded Key, I can pull another cube during search. I'm also searching Outpost Zero that says for each discarded Key, I can add 1 to my combat strength. If I discard a Key, can I activate both abilities, or must I choose only one?

A. [Todd Sanders BGG posting] You need to choose one of the two uses for the Key. Once you use a Key for any single action it is no longer available for other actions.

Q. The rules say that I can use a card from my hand (a card that I have successfully Engaged and that has one of the two symbols on it) during an engagement. Can that card only be used in an Engagement that has the same symbol as the one on the card from my hand of is the only thing that matters is the Engagement strength on the card from my hand?

A. [Todd Sanders BGG posting] No, any card from your hand can be used for its Key or Code symbol. It does not have to match an Engagement strength or anything else. Use Keys when called for in the actions on the cards or Codes in the actions.

Q. I don't understand how the three icons are working on Locations. For example, "Terraformed Moon" divvies out buffs to different types of enemy units but I don't know what the relationship is between the icon depicted on the Location Card and the units the buffs are meant to target.

A. [Todd Sanders BGG posting] The three icons refer to the alien sector you are currently in. So the action adjacent to the red icon on the Terraforming Moon card will be active if you are in a Kah or Kah vassal sector. In this example the, all Guardforce cards Encountered, who are levels 1 to 3, will have +1 (combat) added to their Engage Strength.

Q. The ability says, "Each (Keys)... will add, to each (Red, Orange, Blue) cube drawn, a +2 to an ability of your choice (color = specific ability) instead of a normal +1." Afraid I don't understand this: if I draw an Orange cube, can I add +2 to any of my three abilities ("of my choice"), or must I add it to Science ("color = specific ability")?

A. [Todd Sanders BGG posting] Each Key discarded from your hand lets you double the bonus a cube would normally give when being drawn during the Planet Search phase. For example:

Draw an Orange cube and discard a Key Card = add +2 to your Orange Super Science ability instead of a normal +1
Draw a Red cube and discard a Key Card = add +2 to your Red Combat ability instead of a normal +1

SPECIAL CARD TEXT and SPECIAL CARD ABILITIES

Q. Not sure if I'm playing the card Swarmship correctly. For every black cube I draw do I choose an ability to subtract by 1 and add 1 to one of the other abilities?

A. [Todd Sanders BGG posting] Yes.

Q. I also have a question about the purple cards in the Encounter Deck. They have no icons and seem like abilities I can use later. Nebula was one of them. It doesn't seem like I can Encounter these cards since they have no Engage Icons that can be applied to the card to the left. What do I do with these? Do they stay in the line, or come out into my hand or in front of me? I'll be darned if I can find any mention of this in the rule book. What am I missing?

A. [Todd Sanders BGG posting] For these cards, you pick them up and place them in front of you when you Encounter them (*reach that card in the line*). You can then discard it for its ability when you choose to. Here is a related question specifically about "Nebula":

“ "Nebula" - Do I do this at the moment I put the card down? or when I reach to the card ? I mean If nebula card is in the third place, do I pick it before I start encountering the first card? Or I can use it only for the fourth card?”

“You execute the Nebula effect the moment you encounter it. You would pick it up as the 3rd card. You can use it once for any Evade during the rest of the game.”

Q. “Meridian 7” - Does it matter if the cards are Engaged or Evaded? And I'm guessing we do its action during the Planet Search Phase?

A. [Todd Sanders BGG posting] Does not matter since this is a Location card. Yes its action takes place during the Planet Search Phase.

Q. "Northkeep" - I am guessing for the effect to take place we need to Engage the cards? Correct?

A. [Todd Sanders BGG posting] Yes.

Q. "Outpost Zero" - If both Code and Key have been discarded, I choose which ability to choose?

A. [Todd Sanders BGG posting] Yes. This is an OR statement so you will be discarding only one type - Code OR Key.

Q. "Urban Center" - Does this apply before the Planet Phase and therefore I deduct one planet from the Engaged cards? Or do I choose the card before I Encounter it so I can choose if I will Engage or Evade?

A. [Todd Sanders BGG posting] This card's text applies at start of the Planet Search phase. Therefore, you will still be Encountering, Engaging, and Evading before this card's text takes effect.

Q. “Urban Center” - Urban Center states "Each Encounter Line loses one Planet Icon." If I have 4 Planet Icons in the Encounter Line and I Evade three of them, how many cubes would I draw during Planet Search? Zero or one?

A. [Todd Sanders BGG posting] Zero, because you actually Encountered (Engaged) only one planet, and with the Urban Center you lose it.

Q. "Hegemony sentry" and "Guardforce 4 - Infiltrator" and "Technomagus" - If I draw only one blue cube, do I put it in the general supply?

A. [Todd Sanders BGG posting] The card's text says to draw 3 cubes. If you draw 1 blue, 1 red and 1 white, you can decide which of those goes in the general supply and which go back in the bag. I have updated this card to say all yellow cubes must go back in the bag.

So now the text indicates that "Yellows go back in the bag automatically and, of the remaining cubes, 1 may be returned to the general supply including white and black".

Q. "Hostile agent - Mannqin" - I am guessing here that the "draw 3 cubes from the bag and place any on 1 Super Weapon to understand it" requires that the cube must be the correct color right?

A. [Todd Sanders BGG posting] Yes, it must be the correct color.

Q. "Swarmship" - What does "MOVE" in the card mean? Does this mean reduce one ability of my choice by one point and then raise another ability of my choice by one point?

A. [Todd Sanders BGG posting] Yes.

Q. "D'Ahh'Annn" - Do I just take this card, or do I have to Evade it first (0 Engage cost)?

A. [Todd Sanders BGG posting] Nope, just take it.

SUPER WEAPONS

Q. When you try to understand a weapon and pay to use it, is this payment required for every use of the weapon? For example if the Super Weapon requires 3 red cubes to understand it and allows you to use its ability, to use it again would you need to pay another 3 cubes?

A. [Rules page 9] Once a Super Weapon is understood, you may continue to use it in future encounter lines. No more cubes needed.

Q. If face 3 of the Scanning Technology die is used, is the automatically understood Super Weapon available immediately?

A. [Todd Sanders BGG posting] Yes.

Q. If the face 3 of the Scanning Technology die is used, and a Super Weapon is automatically understood, how is the weapon marked? Are cubes taken from the bag, supply, or something else?

A. [Todd Sanders BGG posting] No, this is outside of drawing cubes. Narratively you could say the scans worked more quickly (or you got lucky and pressed the right buttons) and your crew figured the weapon out without having to use too many resources to do so. No cubes will be pulled from the bag. Any cubes already on this card remain. To mark whether a Super Weapon is understood, I usually keep the cards rotated 90deg until they are Understood, then rotate back.

Q. Super Weapon: Time Dilatation - It says that I can use it at the beginning of the Encounter Phase but what do you consider the beginning?

A. [Todd Sanders BGG posting] The beginning of the Encounter Phase is the phase where you start Engaging or Evading the cards.

Q. Super Weapon: Time Dilatation - Can I use it to replace a Location before I move it to the Location space?

A. [Todd Sanders BGG posting] No. Moving the Location happens before the Encounter Phase.

Q. Super Weapon: Time Dilation - Do I put the cubes in the bag before I replace the Encounter Cards?

A. [Todd Sanders BGG posting] Yes. Putting cubes in the bag because of Location & Encounter Cards happens before the Encounter Phase and even before putting a new Location Card in the Location Spot. The order of progression would be:

- a) You draw the four cards.
- b) You put the cubes inside the bag.
- c) You then you put the location card (if any) in the Location Spot following the rules on how to do it.
- d) You then you start the Encounter Phase. => Here you can apply the weapon ability if you want to change 1 of the remaining cards in the Encounter Line.

Q. Super Weapon: Time Dilation – How can I use this to replace the Location Card “Urban Center”?

A. [Todd Sanders BGG posting] If you drew a Location Card as 1 of the 4 cards you are allowed to draw from the Encounter Deck, then, yes, you could replace Urban Center.

Q. Super Weapon: Lost Race Technology - Is this a one off effect? As many times as I like? Could I add more Yellow Cubes until I'm out of Yellow Cubes in the supply? In which case, could I use it towards the end to refill the bag with Yellow Cubes?

A. [Todd Sanders BGG posting and Rules page 3, point 4] There are no extra Yellow Cubes beyond the number you put in the bag to begin with. (*Consider these extra Yellow Cubes to not even be in the Supply.*) And - per the rules - "You may use each Super Weapon's power once during each Encounter phase." Therefore, you can use this Super Weapon multiple times in the game.

DIFFICULTY CONTROL and HOW to WIN

Q. Ok, the game is a little bit hard (or I'm doing something really wrong). I haven't been able to beat a single game yet. Most of the time I reach the second pile and that's it. I know you want it that way but I think that it needs a little bit of balancing or at least some level of progression, like easy, medium, hard, extreme, etc. I found out that some captains make a little easier to progress and some make it a little harder. Maybe devise a system so we can choose some cards or captains etc to make the game easier except only the yellow cube thing.

A. [Todd Sanders BGG posting] No, the game is hard. I like my solo games to have a 15-20% win ratio. There was a lot of commentary on Pulp Detective about this. For those expansions I ended up adding in a few things to make the game easier. The games I design are organic in many ways and new ideas will come about as people play them and I design the expansions. If you want to pick a Captain you are free to do so. I like the random nature of the choice but you are welcome to pick a Captain you find easy and then graduate to harder ones.

Keep in mind that you are constantly spending more than you are gaining. It is a hard game for that reason. There may be mitigations in the future, much as I did with the Sidekicks in Pulp Detective.

(Player commentary – perhaps for “super easy mode”, require only 3 Super Weapons be found?)