

PULP INVASION PLAY AID

Setup

1. Randomly place three Cosmic Hegemony Alien cards in a row.
2. Randomly select one Captain card. Place , and markers on Ability tracks according to Captain's card. (This is the maximum value for Abilities. Abilities cannot be increased above these values.) Select Captain's Dice as indicated on Captain's card and place in Crew/Systems area on appropriate face. (Crew dice are placed on 6. Roll any System dice before placing.)
3. Shuffle Guardforce, Location and Agent/Event cards, then deal three equal piles of 16 cards each, placing one pile below each Cosmic Hegemony Alien. These are the Encounter decks. Each Encounter deck corresponds to one Cosmic Hegemony Alien's Sector.
4. Seed bag with four each , , and . Choose Difficulty Level and seed and accordingly. Remaining cubes stay in general supply. Remaining are removed from play.
5. Randomly select relevant number of Super Weapon cards based on Difficulty Level to create draw deck.
6. Shuffle 12 Planet cards. Deal three face up in a row. Remaining Planet cards are draw deck.

Difficulty Levels

Basic - Four
Normal - Five
Advanced - Six

Game Play

Each Round consists of two Phases: **Encounter Phase** and **Planet Search Phase**.

Encounter Phase: Perform the following steps in this order:

1. Select one Planet card from face-up Planet cards. This Planet will be the Planet searched this round. If there are no more face-up Planet cards, deal three more from the deck.
2. Draw four cards from the Encounter deck below the leftmost Cosmic Hegemony Alien. Place them in a row left to right as they are drawn. These four cards are the Encounter Line.
3. Add cubes indicated at upper left of each card in Encounter Line to bag.
4. Any Location card in Encounter Line becomes the new Location and is placed below the current Planet card, replacing any previous Location. If more than one Location card is in the Encounter Line, discard all except the last one in the Encounter Line, then it becomes the new Location. (Icons on the Location card correspond to the icon on the Cosmic Hegemony Alien in the current Sector. Consult appropriate icon when determining Location card effects.)
5. Encounter each remaining card in the Encounter Line from left to right, one by one, performing the following steps for each card in this order:
 - a. Read and apply text on current card. Apply any modifications by current Cosmic Hegemony Alien, Location, Planet, Super Weapons and/or other cards.
 - b. If necessary, choose whether to **Engage** or **Evade** the card.

Engage

1. Number in upper left is the Engage Strength. Icon on card to its immediate right is the Engage Icon, determining which Ability is used to Engage this card. (Rightmost card uses leftmost card's icon. If only one card in Encounter Line, it uses its own icon.)
2. Apply any modifications by current Cosmic Hegemony Alien, Location, Planet, Super Weapons and/or other cards. If card has an Engage Strength of zero, it must be Evaded.
3. Pay the Engage Strength by reducing appropriate Ability(s) by the Engage Strength. Two points in one Ability can act as one point of another. If Engage Strength cannot be paid, card must be Evaded.

Evade

1. Pay one point from any Ability.
2. Randomly draw two cubes from bag. , and are returned to bag and don't count toward the number of cubes drawn. For each , or drawn, reduce that Ability by one, and place those cubes in the general supply.
3. The Evaded card is turned sideways and its Engage Icon is invalid for rest of Encounter Line.

Planet Search Phase: After the entire Encounter Line has been encountered, the Planet is searched for Super Weapons. Perform the following steps in this order:

1. Count the number of Planet Icons on cards that were Engaged in Encounter Line.
2. Apply any modifications by current Location, Planet, Super Weapons and/or other cards.
3. Randomly draw that number of cubes from bag, applying results as follows:

: Draw a Super Weapon card from deck and place it face up. Place on it.

: For each of these cubes, either add one to corresponding Ability and place the cube in general supply or add the cube to a Super Weapon to Understand it. If the cube cannot be used for either, it is placed in general supply.

: Add to Quietus Cosmic Hegemony card unless it has been passed or is not in play. Otherwise, lose one point in any Ability and place cube in general supply.

: False lead. Return cube to bag.

End of Round: Perform the following steps in this order:

1. Add all Engaged and cards in Encounter Line to Hand.
2. Discard all other cards in Encounter Line.
3. Discard searched Planet.

Captain's Dice

During a Round, only one Captain's Dice can be used for its effects once in either the Encounter Phase or Planet Search Phase. Refer to Captain's Dice reference for effects. Once used, die is rotated to a lower value (on lower right of face). Values may be skipped when rotating down. When die reaches lowest value, it remains there until re-rolled.

Order of Modifications

When modifying card effects, apply modifications in the following order:

1. Cosmic Hegemony Alien card
2. Encounter Line card
3. Location card
4. Planet card
5. Super Weapon cards

Game End

Victory is achieved the moment the last Super Weapon is found.

The game is lost the moment any two Abilities reach zero during an Encounter or when cards are unable to be drawn from Encounter Decks because they are depleted.

CAPTAIN'S DICE ICONS - CREW

Weapons Specialist

- 1** Gain +1 to your Engage Strength against **1** Enemy Engage Strength.
- 1** Gain +1 to your Engage Strength against any Enemy Engage Strength type.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength.
- 2** Gain +2 to your Engage Strength against any Enemy Engage Strength type.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength or remove 2 white cubes from the bag during an Evade action.
- 3** Gain +3 to your Engage Strength against **1** Enemy Engage Strength.

Infiltration Agent

- 1** Draw 1 additional cube in your Planet Search Phase during this round.
- 1** Gain +1 to your Engage Strength against **1** Enemy Engage Strength.
- 1** Gain +1 to your Engage Strength against **1** Enemy Engage Strength or draw 1 additional cube in your Planet Search Phase this round.
- 1** Gain +1 to your Engage Strength against any Enemy Engage Strength type.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength or remove 2 chosen cubes from the bag during an Evade action.

Engineer

- 1** Gain +1 to your Engage Strength against **1** Enemy Engage Strength.
- 1** Gain +1 to your Engage Strength against **1** Enemy Engage Strength or upgrade any Captain's System die 1 side.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength.
- 2** Gain +2 to your Engage Strength against any Enemy Engage Strength type.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength.
- 2** Gain +2 to your Engage Strength against **1** Enemy Engage Strength and upgrade any Captain's System die 2 sides.

Round Summary

Encounter Phase

1. Select Planet
2. Draw 4 cards from Encounter deck
3. Add indicated cubes
4. Replace Location (if necessary)
5. Encounter each card
 - Read and apply card text
 - Engage or Evade (if necessary)

Engage

- a. Determine Engage Strength and Icon
- b. Modify Strength
- c. Pay from Ability(s)

Planet Search Phase

1. Determine number of Planet Icons
2. Modify number of Planet Icons
3. Draw cubes and apply results

End of Round

1. Add **1** and **2** to hand
2. Discard other cards
3. Discard Planet

Evade

- a. Pay one Ability
- b. Draw two cubes, reduce Abilities
- c. Turn Evaded card sideways

CAPTAIN'S DICE ICONS - SYSTEMS

Artificial Intelligence

- X** Roll 1 **red Weapons Specialist** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.
- X** Swap and roll any 1 unowned die for any 1 owned die if Engaging any **Guardforce** card with a Planet icon.
- X** Roll 1 **blue Infiltration Agent** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.
- X** Reroll any 1 owned die if Engaging an **Agent**.
- X** Roll 1 **orange Engineer** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.
- X** Reroll any 1 owned die if Engaging any **Guardforce** card with a Planet icon.

Scanning Technology

- 1** You may use 1 disregarded Planet icon from 1 Evaded Encounter during a Planet Search.
- 1** During an Evade action, take 1 cube of your choice from the bag; however, you cannot choose yellow. Put it in the general supply.
- 1** Any 1 Super Weapon in your possession is automatically Understood.
- 1 R** During an Evade action, draw 1 random cube from the bag. If it is yellow, return it to the bag; otherwise, put it in the general supply.
- 2** You may use 1 disregarded Planet icon each from 2 Evaded Encounters during a Planet Search.
- 2** If you draw a yellow cube during a Planet Search, you may choose which Super Weapon card to acquire.

Universal Translator

- X** Reroll (reset) any 1 owned die during the Planet Search phase.
- 1** Swap any owned Super Weapon for another of your choice.
- 8** When drawing 4 cards from the Encounter deck, instead draw 8, choose 4, playing them in any order, and shuffle 4 back into the deck.
- 1** Swap any owned Super Weapon for another of your choice.
- 2** Once during a Planet Search, when drawing one cube, instead draw two. Use one, place the other back in the general supply.
- 1** Any Super Weapon in your possession is automatically understood.