

20-30M  
18  
12+

# PULP INVASION!

TODD SANDERS

THRILLING TALES  
OF ADVENTURE!



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As a **Free Captain of the Rim** you roam the far reaches of space as a trader and mercenary. Secretly you are an agent of the **Intergalactic Council** sent on a clandestine mission to explore planets infiltrated by three alien races known as **The Cosmic Hegemony** who plan to invade the peaceful worlds of Intergalactic Alliance.

Find all their world shattering **Super Weapons**, using your **Combat Skills**, **Diplomacy**, and **Super Science**, and stop them before it is too late!

## COMPONENTS

75 Cards



12 Planet Cards



6 Captain Cards



3 Cosmic Hegemony Cards



6 Super Weapon Cards



48 Guardforce, Location, and Agent/Event Cards



5 Captain's Dice - Red, Blue, Green, Orange, and Pink



3 Player Tracking Cards

1 Cloth Bag



1 Rules Booklet

76 Wooden Cubes - 6 Yellow, 10 White, 15 Red/Blue/Green/Black



# SETUP

1. Shuffle the 3 Cosmic Hegemony cards and place them in a row. Turn all 3 cards face-up.
2. Shuffle and draw 1 Captain card, placing this face up in front of you next to the 3 Player Tracking Cards, then place 1    cube on each of the 3 abilities tracks their corresponding color as per the setup numbers on your Captain's card. Choose 2 dice from those shown on your Captain card and place them in on the ship/crew area of the Player Tracking card (*Mina Tormelson allows all 3 to be chosen*) Set chosen Crew dice on the 6 side, roll Systems dice for their initial side.
3. Shuffle the Location, Guardforce, Agent, and Event cards together and deal them face down in three equal piles of 16 cards, one pile below each Hegemony Sector as Encounter draw decks.
4. Seed the bag with 4 cubes each of     and the following depending on your chosen skill level (4  and  [Basic] - 5  and  [Normal] - 6  and  [Advanced]) Place the remaining cubes in a general supply to be drawn from later.
5. Randomly choose and shuffle the 4, 5 or 6 Super Weapon cards (depending on your chosen skill level) and place them face down as a draw deck.
6. Shuffle the 12 Planet cards, dealing 3 face-up above the Encounter draw decks in a row. Place the remaining deck face down within reach.

You are now ready to begin your mission to find the 6 world shattering super weapons.

## ICONS

A guide to the icons in the game



Combat Ability



Diplomatic Ability



Super Science Ability



Codes



Keys



Planets



Cosmic Hegemony



Captains



Super Weapons



Guardforce



Locations



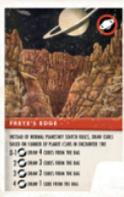
Agents/Events

# EXAMPLE SETUP

## Planet Draw Deck



## Planet Cards



## Super Weapon Draw Deck



## Cosmic Hegemony Alien Cards

## Encounter Draw Decks



Captain Card and Player Tracking Cards  
cubes and dice placed on cards as referenced  
on Captain Card



Slots for 4 Encounter Cards Forming an Encounter Line

Chosen  
Planet Card  
Slot

General supply for cubes



Drawn  
Location Card  
Slot

# CARD ANATOMY

Engage Strength

Cubes to be seeded into the bag at the start of the Encounter Phase



Engage Strength Icon

Guardforce and Agents



Some agents are helpful and are not Evaded or Engaged



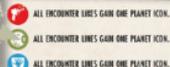
Captains:  
 Number/type of dice to be taken during setup

Setup/Maximum Abilities numbers to be recorded on your Player Board



Locations:

Action text on Location cards is subject to the Cosmic Hegemony sector matching the Ability icon, these actions may supercede rules in the rulebook



Super Weapons:  
 Action text regarding understanding this weapon

UNDERSTAND THIS SUPER WEAPON WITH 3 COPIED CUBES AND, WHEN SEARCHING A PLANET, DRAW 1 ADDITIONAL CUBE FOR EACH PLANET KEY IN THE ENCOUNTER LINE.



Planets:

Action text which may supercede rules in the rulebook

1 IN YOUR HAND, DISCARDED DURING A PLANET SEARCH, WILL ALLOW YOU TO LITANY ONE EXTRA CUBE DURING YOUR PLANET SEARCH.

# GAME PLAY

You win if you can discover all 6 Super Weapons in time. If any two of your three abilities - Combat, Diplomacy, Super Science - reach 0 during any encounter **OR** if you do not find all 6 Super Weapons before you are unable to draw new cards from the 3 Encounter decks, you have lost and the Intergalactic Alliance is invaded by the Cosmic Hegemony.

The game is played in a series of rounds. Each round has two phases: **Encounter** and **Planet Search**.

## Encounter Phase:

Choose 1 Planet card from the 3 face-up cards as the Planet you are searching during this round and place this near the Encounter Line. If all Planet cards have been searched, deal 3 new face-up Planet cards.

Draw 4 cards from the Encounter deck below the leftmost Cosmic Hegemony card. Place them, in the order drawn, under the Cosmic Hegemony cards in a line, known as the Encounter Line.

*Note: If the Cosmic Hegemony enemy's Encounter deck is ever empty you will move to the next Cosmic Hegemony alien and draw cards from the deck belonging to that alien.*

**Draw a number of cubes equal to those shown in the upper left of the drawn cards (Guardforce and Agents cards show 1 cube, Locations show 2 cubes) and place them in the bag.** If you cannot place cubes in the bag as required by the drawn card, ignore placing further cubes of that color. Cubes are not unlimited.

If a Location card is drawn, remove any current Location card below your Player Board and replace it with this new Location. If two or more Locations are drawn discard all but the last drawn and use that as the new Location. Action text on Location cards is subject to the Cosmic Hegemony sector matching the Ability icon. These actions may supercede rules in the rulebook.

Encounter each card remaining in the Encounter Line in turn, left to right, first by applying any Actions shown on the cards. In any Encounter you may choose to **Engage** or **Evade**.

**Engage** - The number in the upper left of each card is its **Engage Strength**. The card to its immediate right will show an Engage Strength icon and it will be used to determine which of your abilities you will use to engage this Guardforce or Agent.

The last card in the Encounter Line will use the leftmost card in the line to determine its Engage Strength icon.



Guardforce  
and Agents cards  
show 1 cube,  
Locations show  
2 cubes



## Example Encounter Lines to determine Engage Strengths

### Example A

**Engage Strength = 2**  
Engage Icon

**Engage Strength = 4**  
Engage Icon

**Engage Strength = 2**  
Engage Icon

### Example B

**Engage Strength = 2**  
Engage Icon

**Engage Strength = 0**  
No Engaging possible.  
You must Evade this card.

**Engage Strength = 4**  
Engage Icon

This location card is placed below your Player Board at the beginning of the Encounter

Engage Strengths can be modified by Cosmic Hegemony aliens, Locations or individual actions on Guardforce or Agent cards. Encounters you engage may also have additional Engage Strengths and Icons added to them.

If only one card remains in the Encounter line and you choose to Engage it, use its Engage icon for Engage Strength calculations.



In Example B above, the **Guardforce 5** would have an additional 1 Engage Strength with an  icon added to it, if encountered in the Cosmic Hegemony - Kah Sector. The new Engage Strength would be 4  and 1 .

Engage Strength = 4  + Engage Strength = 1   
Engage Icon  + Engage Icon 

To engage the Guardforce or Agent you must pay with matching Abilities (Combat Ability for , Diplomacy Ability for , Super Science Ability for ) 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).

You may additionally pay any two points of one Ability to act as one point of another - i.e. pay two Diplomacy Ability  points to equal one Combat Ability  point.

Move the cubes down on your Player Board tracks to reflect those abilities you are paying with. If any two Abilities ever reach zero during an encounter you have lost the game.

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  or a  icon.

**Evade** - Instead of engaging you may evade an Encounter by paying one Ability point of your choice and randomly drawing two cubes from the bag and placing them back in the general supply. Any   or  cubes drawn this way are put back in the bag and you must draw again. Any other cubes drawn reduce an Ability of a matching color by one point each and are then placed back in the general supply.

This card's Engage Icon is no longer valid for the rest of the Encounter line (If only one card remains in the Encounter line after engaging the others and you choose to Engage the final card, use its Engage icon for Engage Strength calculations). Rotate the evaded card ninety degrees to show it has been evaded. **Additionally, you must disregard any Planet icon on an encountered card, if it has been evaded, during the Planet Search phase.**

**Captain's Dice:** You may use the action of **one** of your Captain's dice - Crew or Systems - at any time during the Encounter Phase (*or Planetary Search Phase if noted on the dice actions*). If you use the action on a Captain's die, you must rotate the die down to a lower number (as shown in bottom right of the die - you may decide to skip a face if you wish). When the die reaches its lowest face, it remains there unless the die is rerolled/reset.

You will have up to four Encounter phases within each Cosmic Hegemony Sector. When the Cosmic Hegemony Alien's Encounter deck is ever empty you will move to the next Cosmic Hegemony Alien and draw cards from the deck belonging that alien.

*Note: Action text on cards supercedes any rules within this booklet.*

### Planet Search Phase:

After all cards in the Encounter Line have been encountered through **evade** or **engage**, you may now search the Planet for any Super Weapons.

Follow any actions listed on the chosen Planet card, paying  and  icons on the cards in your hand to the Encounter discard pile, if you wish to activate the actions.



Then randomly draw cubes from the bag equal to the number of Planet icons showing on the bottom right corner of the remaining Encounter Line cards. The number of cubes drawn may be modified by cards you have evaded and/or actions you are subject to, either from the Encounter Line or from the Planet.

### Results of cubes drawn:

-  Draw a Super Weapon card from its deck and place it in front of you. Place the  cube on the card.
-  For each cube drawn, either add +1 to an Ability of the matching color and place that cube back in the general supply OR add that cube to a Super Weapon card to understand how it can be operated. You may never increase your abilities beyond the **maximum as listed** on your Captain's card. Any cubes not used go in the general supply.
- 
- 

Super Weapon are understood (*You have used your knowledge and abilities to understand how the weapon functions*) after the number of color-matched cubes added to the card equal the total listed on the card's rule. No additional cubes need to be added thereafter for understanding and cubes remain on the Super Weapon card. The weapon is now active. Understanding a Super Weapon card activates its special ability during your encounters. You may use each Super Weapon's power once during any Encounter phase. Some Super Weapons do not need to be understood in order to activate.

 Add the cube to the The Quietus' card if you are in, or have not yet encountered, The Quietus Sector. If you have already encountered the Quietus Sector, you must lose 1 Ability point of your choice and the cube is then placed back in general supply.

 White cubes are false leads. Place this cube back in the bag.

### Round End:

Discard all cards in the Encounter Line, adding all   cards from Engaged enemies to your hand.

Discard the now searched Planet.

Begin a new round of Encounter and Planet Search phases. *Remember - once the draw deck of a Cosmic Hegemony Alien's Sector is exhausted, move to the next Cosmic Hegemony Alien in the row and begin drawing new sets of 4 cards.*

## GAME END

You win if you find all Super Weapons, for your chosen Skill Level, on the Planets. The Intergalactic Alliance repulses the Cosmic Hegemony invasion.

You lose if you do not find all 6 Super Weapons before you are unable to draw new cards from the 3 Encounter decks, or if any 2 Abilities ever reach 0 during an encounter.

# DICE ICONS - CREW

## Weapons Specialist



Gain +1 to your Engage Strength against Engage Strength.



Gain +1 to your Engage Strength against any Engage Strength.



Gain +2 to your Engage Strength against Engage Strength.



Gain +2 to your Engage Strength against any Engage Strength.



Gain +2 to your Engage Strength against Engage Strength or remove 2 white cubes from the bag during an Evade action.



Gain +3 to your Engage Strength against Engage Strength.

You may use the action of one of your Crew **or** Systems dice at any time during the Encounter Phase (*or Planet Search Phase if noted on the dice actions*).

If you use the action on a Captain's die, you must rotate the die down to a lower number (as shown in bottom right of the die - you may decide to skip a face if you wish) When the die reaches its lowest face, it remains there unless the die is rerolled/reset.

## Engineer



Gain +1 to your Engage Strength against Engage Strength.



Gain +1 to your Engage Strength against Engage Strength or upgrade any Captain's System die 1 side.



Gain +2 to your Engage Strength against Engage Strength.



Gain +2 to your Engage Strength against any Engage Strength.



Gain +2 to your Engage Strength against any Engage Strength.



Gain +2 to your Engage Strength against Engage Strength and upgrade any Captain's System die 2 sides.

## Infiltration Agent



Draw 1 additional cube in your Planet Search phase during this round.



Gain +1 to your Engage Strength against Engage Strength.



Gain +1 to your Engage Strength against Engage Strength or draw 1 additional cube in your Planet Search phase during this round.



Gain +1 to your Engage Strength against any Engage Strength.



Gain +2 to your Engage Strength against Engage Strength.



Gain +2 to your Engage Strength against Engage Strength or remove 2 chosen cubes from the bag during an Evade action. ¶ ¶

# DICE ICONS-SYSTEMS

## Artificial Intelligence



Roll 1 **red Weapons Specialist** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.



Swap and roll any 1 owned die for any 1 unowned die if Engaging any **Guardforce** card with a planet icon.



Roll 1 **blue Infiltration Agent** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.



Reroll (reset) any 1 owned die if Engaging an **Agent**.



Roll 1 **green Engineer** die when Engaging. Use the rolled die face for this current Engage turn then discard the die.



Reroll (reset) any 1 owned die if Engaging any **Guardforce** card with a planet icon.

## Scanning Technology



1 Planet Icon, on 1 Encounter, disregarded during Evade, may instead be used during a Planet Search.



Remove 1 chosen cube from the bag during an Evade action. This returns to the general supply. You may not remove yellow cubes.



Any Super Weapon in your possession is automatically understood.



Remove 1 random cube from the bag during an Evade action and place back in the general supply. Place any yellow cubes back in the bag.



1 Planet Icon, on each of 2 Encounters, disregarded during Evade, may instead be used during a Planet Search.



If you draw a yellow cube during a Planet Search, you may choose which Super Weapon card to acquire.

## ACKNOWLEDGMENTS

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