



R1B

**During 1b. Evade** - For each cube you draw, put the drawn cube in the general supply. No Ability penalties are incurred.



R2B

**During 2. Planet Search Phase** - Gain extra keys for the Planet Search phase based on the number of alliances in this Rim Sector.



R3B

**After 2. Planet Search Phase** - Draw the number of cubes as indicated by the number of alliances in this Rim Sector from the bag. Any drawn are added to any Super Weapons yet to be understood as listed on the Super Weapon. Any other unused cubes go back in the bag.



R4B

**After 1a. Engage** - Add additional points to your Abilities track after Engage has finished, and before the Planet Search Phase. You may add the number of points indicated to any ability or split between several abilities as listed by the number of alliances in this Rim Sector. (Ex. 3 Alliances = +3 to your Super Science Ability **OR** +1 to Combat Ability and +2 to Diplomatic Ability.)

## ACKNOWLEDGMENTS

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# PULP INVASION!

TODD SANDERS X4

20-30M  
1-2  
12+



## COMPONENTS



4 Double-Sided Rim Sector Cards



12 Silver Wooden Cubes



1 Rules Booklet

**Note:** The X4 Expansion may be used with any Base Game and Expansion combination.

## SETUP

Place the four Rim Sector cards near your game tableau with the four colored icons aligned in the center of the cards. You may choose to show either the **A** side of the card or the **B** side to place face up.

Place the twelve silver cubes near the four Rim Sector cards.

If you have the X3 Expansion, place your Captain's token in the center of the Rim Sectors.

If you are playing with X1 Expansion and a "Traitor" player, beginning with the Traitor, each player alternates taking one Rim Sector card and chooses which side to place face up.



In addition to the struggle against the **Cosmic Hegemony** you have been given a new task: find allies within the worlds of the Rim for the **Intergalactic Council**. Build these alliances and they'll help you when called upon.

## GAME PLAY

**During the Game:**



As each Planet card is drawn, pay one Diplomatic Ability point (or any two points of one Ability other than Diplomacy) and place a silver cube on the corresponding Planet on the Rim Sector cards, allying with that Planet. From that turn onward, each time you are in a particular Rim Sector, as indicated by the active Planet card, you may take the action indicated on that Sector's card based on the number of alliance Planets in that Sector, once per round.

Additionally, receive +1 to the Engage Strength matching the icon in the corner of the Rim Sector card: R1A/B, R2A/B or R4A/B once per round.

Use your Captain's token from the X3 expansion to mark the Rim Sector you are in, or simply refer to the active Planet card.

**Rim Sector Actions:**



R1A

**After 1a. Engage** - For each 1 ability point of one type spent, gain points on the other two Abilities tracks (after Engage has finished, and before the Planet Search Phase) equal to the number shown based on the number of alliances in this Rim Sector. (Ex. 3 Alliances = Spend 1 Super Science Ability **AND** gain +2 to Combat Ability and +2 to Diplomatic Ability.)



R2A

**During 2. Planet Search Phase** - Gain extra codes for the Planet Search phase based on the number of alliances in this Rim Sector.



R3A

**During 2. Planet Search Phase** - Draw extra cubes as indicated by the number of alliances in this Rim Sector. Any white cubes drawn are placed back in the general supply, not back in the bag.



R4A

**During Round End** - Choose any one Captain's Die, Crew or Systems, and rotate the die up or down 1 or more values as indicated by the number of alliances in this Rim Sector.

