

20-30M
1-2
12+

PULP INVASIONI

TODD SANDERS **DICE**



ALBAN
VIARD
STUDIO
GAMES
PLUS

EMSH-

DICE ICONS - CREW

Weapons Specialist



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



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



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



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



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



Gain +3 to your Engage Strength against Enemy Engage Strength.

You may use the action of one of your Captain's dice (Crew or Systems) 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 value (bottom right of the die - you may opt to skip a face if you wish) When the die reaches its lowest face, it remains there unless the die is rerolled.

Engineer



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



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



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



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



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



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



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



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




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





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


DICE ICONS - CREW


Landing Team


A  1
You may use all disregarded Planet icons from Evaded Encounters during a Planet Search.

A  2
Rearrange all cards in the current Encounter line in any order you choose.

 X:3 3
For each Landing Team cube you remove from the game, raise an Ability of your choice by 3 points.

2  4
Swap any 2 cards in the Encounter line with 2 cards of your choice from the discard pile. After Planet Search phase, remove these Encounter line cards from game.



2X  5
Use the current action on any other owned die twice in any 1 Encounter phase, then rotate it down 1 value.



?  6
Set any 1 owned die to any value of your choosing during a Planet Search phase.

DICE ICONS - CREW/SYSTEMS

Space Ship

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

1  2
Gain +1 to your Engage Strength against  Enemy Engage Strength.

1  3
Gain +1 to your Engage Strength against  Enemy Engage Strength.

2  4
Gain +2 to your Engage Strength against  Enemy Engage Strength.

2  5
Gain +2 to your Engage Strength against  Enemy Engage Strength.

2  6
Gain +2 to your Engage Strength against  Enemy Engage Strength.







Space Ship die

The Space Ship die offers different Engage Strength bonuses during the Encounter Phase. This die, like the two additional dice in the Space Ship die's row, will act as a normal owned dice per any previous rule sets, and can be upgraded. Each time the Space Ship die is rotated up or down any number of sides, or when any die chosen to be in the row with this Space Ship die is either rotated up or down, all dice in the row must always show the same side number.




Example: If the Space Ship die has the 3 side showing, the two additional row dice should also show the 3 side. Your Space Ship die is both a Crew die and a Systems die.

DICE ICONS - SYSTEMS







Artificial Intelligence




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

Universal Translator

-  1 Reroll (reset) any 1 owned die during the Planet Search phase.
-  2 Swap any owned Super Weapon for another of your choice.
-  3 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.

Scanning Technology

-  1 You may use 1 disregarded Planet icon from 1 Evaded Encounter during a Planet Search.
-  2 During an Evade action, take 1 cube of your choice from the bag; however, you cannot choose yellow. Put it in the general supply.
-  3 Any 1 Super Weapon in your possession is automatically Understood.
-  4 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.
-  5 You may use 1 disregarded Planet icon each from 2 Evaded Encounters during a Planet Search.
-  6 If you draw a yellow cube during a Planet Search, you may choose which Super Weapon card to acquire.

-  4 Swap any owned Super Weapon for another of your choice.
-  5 Once during a Planet Search, when drawing one cube, instead draw two. Use one, place the other back in the general supply.
-  6 Any Super Weapon in your possession is automatically understood.