

20-30M

1-2

12+

PULP INVASION!

TODD SANDERS X3

COMPONENTS

16 Cards



8 Bridge Crew
Cards



8 Space Ship
Cards



1 Dice Board + 10 Captain Tokens



1 Space Ship Die - Black



3 Gray Wooden Cubes



1 Rules Booklet

Note: Bridge Crew cards can only be used in conjunction with the Base Game and both the X1 and X2 expansions.

Space Ship cards may be used with any Base game and Expansion combination.

The Space Ship die should only be used for solitaire games.

SETUP - CHANGES TO BASE GAME RULES



1. You may substitute 1 of your Captain's dice, either Systems or Crew, for the new black Space Ship die. You should still follow any rules regarding which side the die should be set on (or whether it should be randomly rolled).



In this example you could choose the black Space Ship die instead of the orange Engineer die. You would still place it with the 6 side face up.



In this example you could choose the black Space Ship die as the D2 die but you would still be subject to the dice faces totaling 7.

After choosing the Space Ship die, you may choose up to 2 additional dice, either Systems or Crew, depending on the difficulty level you would like to play: **Basic:** 2 additional dice; **Normal:** 1 additional die; **Advanced:** no additional dice. Place them in a row after the Space Ship die with the same numbered side as the Space Ship die facing up on each.

2. After choosing a Captain you may choose up to 2 Bridge Crew cards and place them next to your Captain. If you choose 2 Bridge Crew cards, make sure their Crew titles do not match. Then from the remaining dice, choose 1 die for each Bridge Crew card (per the listed choices) and set them with the 4 side facing up. Place a dark gray cube on the 5 space of the Ability track shown on each card.

3. You may choose 1 of the 8 Space Ship cards to use in the game. Place it next to your Captain card. Each card lists a special action for use during either setup or one of the phases of the game.
Note: 'The Firebrand' will additionally use 1 dark gray cube.

Note: If you want to include both Space Ship cards and Bridge Crew cards to your game, you can do it depending on the difficulty level you would like to play: **Basic:** 2 Bridge Crew cards and 1 Space Ship card; **Normal:** 1 Bridge Crew card and 1 Space Ship card; **Advanced:** no Bridge Crew cards and 1 Space Ship card.

Your trusted **bridge crew** has been with you through thick and thin in your fight against the **Cosmic Hegemony** as has your **space ship**. But are they enough to deal with unexplained events occurring in deep space.

The **Pulp Invasion X3** expansion adds space ships and a stalwart bridge crew.

GAME PLAY

Space Ship die

Your crew, and the systems they maintain and control, are vital in your desperate mission.



During the Game:

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 Space Ship die is rotated up or down any number of side, 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 should 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.

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



Bridge Crew cards

Though your crew are your friends, you, as Captain, must often make hard life or death choices.

Bridge Crew

During the Game:

The die chosen during setup for a Bridge Crew card will act as a normal owned die per any previous rule sets. The Ability track at the bottom of the card will let you pay Abilities points rather than using your own as Captain. The track is multi-colored and the Abilities point resources offered change as you pay and move the cube to the right on the track. In the example shown, the Chief Gunner allows you to pay 1 Ability point, followed by 4 Abilities points. After you have used all the Ability points allowed, the Bridge Crew member is considered dead. It, along with its die, are removed from the game. The die becomes "unowned".

Abilities points on this card may be raised by actions on other cards.

Note: The Tactical Officer's Ability track shows one or more wild card Abilities spaces and any Ability color may be chosen.



Space Ship cards

Your ship is your pride and joy, it is your home and the one constant in an ever-changing universe.

During the Game:



Space Ship

Each Space Ship card lists a special action for use during either setup or one of the phases of the game. Actions supercede any rules in the Base game or the X1/X2 Expansions.

Note: Do not choose the *Wandering Wild* Space Ship card if you are playing with the Space Ship die and 2 Bridge Crew Cards.



Dice Board

The provided dice board lets you neatly place your dice in rows as well as providing adjacent space for your Captain, Space Ship and Bridge Crew cards.

The 10 square Captain tokens, which you will remove from the board during setup, can be used to represent your chosen Captain on the Encounter Line or as tokens for keeping track of other aspects of the game.



DICE ICONS - CREW/SYSTEMS

Space Ship



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



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



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



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



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



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

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