# PULP INVASION!
## TODD SANDERS
### X:1

## COMPONENTS
### 23 Cards

**4 Planet Cards**

**2 Captain Cards**

**3 Vassal Cards**

**2 Super Weapon Cards**

**12 Traitor Cards**

**1 Traitor Alignment Card**

**10 Traitor Influence Cards**

**1 Traitor Tracking Card**

**1 Rules Booklet**

**1 Captain's Die - Purple**

**14 Wooden Cubes: 2 Yellow, 12 White**

# SETUP - CHANGES TO BASE GAME RULES

1. Shuffle the Vassal cards with the Cosmic Hegemony cards and deal out 3 of them, placing them in a row. Turn all 3 cards face-up. The expansion Vassal cards list which Cosmic Hegemony Sectors they are associated with. During the game they will act as that Cosmic Hegemony member when the member (Kai, Arvan, The Quietus) is referred to in the rules or on a card. Additionally they have special actions during the Encounter Phase of the game.

2. The Hero player chooses a Captain. If the player chooses to use one of the new expansion Captain cards as the 'Hero' Player they will use the purple Universal Translator System die (randomly rolled at setup - See p. 4 for actions).

   Additionally they will choose any two other Captain's dice. These dice will have their faces set so that the total of the numbers in the lower right corner of the dice equal 7 (ex. Engineer at 3, Artificial Intelligence at 4)
   Note: You may use any of the new Captains in solo play.

3. The Traitor player chooses any other Captain and two Captain's dice of their choice, along with the Traitor Alignment, Influence and Tracking cards. Place the Traitor tracking card in front of you and place a white cube on the 12 space. The other white cubes will go in your play area. Place your two Captain's dice on the card. These dice will be rolled during the game when referenced by Traitor Alignment/Influence actions and the numbers in the lower right corner will be used for their values. The dice will not be used for their normal special actions.

   Place your Captains card to the left of the tracking card. Then the Traitor will then place the Alignment card under their Captain card so that the Hero will not see it. Choose which Cosmic Hegemony race you will be aligned with (or be neutral) and orient the card so that the choice is facing upwards. Each alignment shows a special action for the Traitor. Lastly take the 10 Agent Influence cards into your hand for later play.

4. Shuffle the 4 expansion Planet cards in with the original Planet cards, dealing 3 face-up above the Encounter draw decks in a row. Place the remaining deck face down within reach.

   Lastly, shuffle the 2 new Super Weapons cards in with the original 6 Super Weapons and place an additional 2 W cubes in the bag.

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There is a **traitor** in the Intergalactic Alliance! Their job is to stop the hero from finding the Super Weapons and giving them to their **Cosmic Hegemony** masters.

The **Pulp Invasion X1** expansion adds cards for a traitor player for suspenseful player vs. player action.

# GAME PLAY

**Traitor**

The Traitor is trying to stop the Hero from finding a majority of Super Weapons. They work against the Hero during the game, though not every strategem of their's may be advantageous.

The winning player is the one with the most Super Weapons (if there are still cards left to draw in the Encounter decks). Ties are a win for the Hero.

The Traitor also wins if 2 of the abilities of the Hero reach 0 or if at least 3 of the 8 Super Weapons are not found before Encounter decks are empty.

## Traitor Influence cards
The 12 Influence cards may be played at ay time during the Encounter and Planet Search phases, once card per any one phase. Cards have two orientations to them and you may choose to play them in either orientation.

Some Influence actions will be activated by spending Influence resources from your track. Slide the cube on your track accordingly.

You may be instructed to roll your Captain's dice in order to find certain values. Use the number in the lower right corner of the dice for these rolls.

Once an Influence card is played, it is removed from the game. Your Influence resource track can only be recharged by certain Influence cards.

## Traitor Alignment card
The Alignment card can be activated whenever the Traitor chooses. It gives the Traitor one special action in the game. Once revealed, set it next to your Captain card and the action is active for the remainder of the game.

The Neutral Alignment action is only activated once during the game.

## Changes to the Encounter Phase:

If **Evade** is chosen by the Hero, the Traitor can take any key/code icon cards that have been evaded by the Hero into their hand.

## Changes to the Planet Search Phase:

The Traitor may discard **one** matching key or code card from their hand to negate any one key/code card the Hero player plays during this phase.

After the Hero player has drawn cubes from the bag, the Traitor also draws cubes, but always one less than the Hero.

**W** If the Traitor draws a yellow cube they take a Super Weapon of their choice. This weapon cannot be understood or activated by the Traitor. Place the yellow cube on the card.

**R** **B** **S** If the Traitor draws a red, blue, or orange cube they put a white cube from their player area back in the bag and places the drawn cube in the general supply.

If the Traitor draws a Black cube it is placed on the Quietus sector (or their Vassal) as normal.

If the Traitor draws a White cube it is put in their player area.

# DICE ICONS - SYSTEMS

**Universal Translator**

| Icon | Description |
|---|---|
| X ... 1 | Reroll (reset) any 1 owned die during the Planet Search phase. |
| 2 | Swap any owned Super Weapon for another of your choice. |
| 8 ... 4/4 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. |
| 4 | Swap any owned Super Weapon for another of your choice. |
| 2 1/1 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. |