

The word "impulse" is written in a bold, blue, sans-serif font with a white outline. A blue curved line with a star at its end arches over the top of the letters. A white star is placed inside the letter 'p'.

**impulse**

by Carl Chudyk

**GUIDE TO THE SECTOR**





























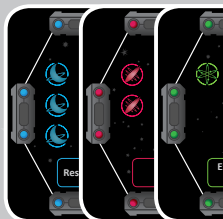












MINERALS  
+1 PER III

## TRIANGULUMNISTS

### TURN PHASES

1. Add a card to the Impulse.
2. Use one of your techs.
3. Use Impulse cards, in order.
4. Use or delay your Plan.
5. Score Sector Core points.
6. Draw two, trim Impulse.

### BATTLE RULES

1. Defender places reinforcements face down, then attacker.
2. Reveal them. To count, each must match (size+color) a card in your Plan, Impulse, or Techs. Return bluffs to your hand.
3. Draw one card per cruiser in fight, add to reinforcements.
4. Most total icons wins, all losing ships destroyed. Score 1 Prestige for winning a battle, +1 per ship destroyed.

PLAN  
CANNOT DELAY IF 4+

### RESEARCH

Research two size 1 cards from the deck.

### BASIC TECH

Build a cruiser at home on an edge that touches an unexplored card.

### DRAW

Draw one card from the deck.  
Then draw 1 G / 1 Y card from the deck.

Mine two size 1 cards from your hand.

Execute one size 1 card from your hand  
OR Execute one of your techs.













































## BGG ROCKS:

As some of you are no doubt aware, we beta test and proofread our rulebooks with BoardGameGeek. It is immensely useful, and thanks again to everyone who helped!

We encourage you to support the site if you don't already, and come to BGGCon, because it is awesome.



# CREDITS



Impulse © 2014 Asmadi Games

**Designed by Carl Chudyk**

**Developed by Chris Cieslik**

**Art and Design by Alanna Cervenak, Cara Judd**

**Playtesting:** Shuai Li Fang, Aerjen Tamminga, Evan Dunn, Daniel Hutchins, Andy Latto, Anthony Rubbo, Christopher Yoder, Rafał Kruczek, Ari Iwan, Timothy Iwan, Dave Kudzma, Jonathan Harrison, everyone from the Beta program, folks from the Boston Festival of Indie Games, anyone who joined us in the Department of Fun at Gen Con, and my local game nights!









One giant leap.



©Asmadi Games, 2014