

PULP CITY



PULP CITY GUIDE
TABLETOP MINIATURES GAME





Welcome to Pulp City!

It used to be a small settlement in the head of one guy that loved miniatures and comic book heroes.

I don't have to wait till the end of the book to tell you that the guy was me!

Then others moved in and felt at home, so they stayed around and together we started coming up with more and more fantastic ideas.

Players worldwide added up a bit of a local flavor, creating new districts of the city or summoning new characters.

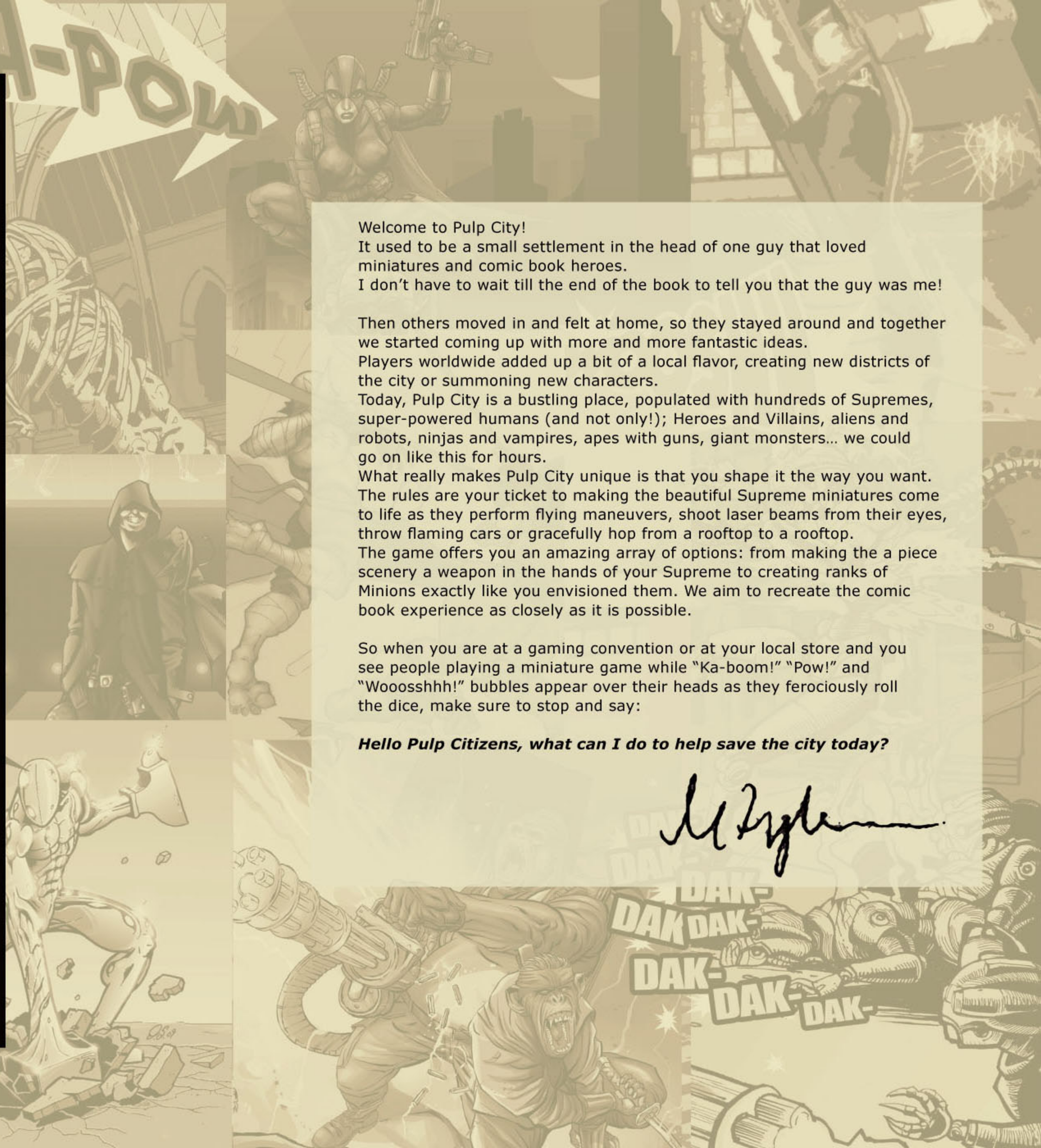
Today, Pulp City is a bustling place, populated with hundreds of Supremes, super-powered humans (and not only!); Heroes and Villains, aliens and robots, ninjas and vampires, apes with guns, giant monsters... we could go on like this for hours.

What really makes Pulp City unique is that you shape it the way you want. The rules are your ticket to making the beautiful Supreme miniatures come to life as they perform flying maneuvers, shoot laser beams from their eyes, throw flaming cars or gracefully hop from a rooftop to a rooftop.

The game offers you an amazing array of options: from making the a piece scenery a weapon in the hands of your Supreme to creating ranks of Minions exactly like you envisioned them. We aim to recreate the comic book experience as closely as it is possible.

So when you are at a gaming convention or at your local store and you see people playing a miniature game while "Ka-boom!" "Pow!" and "Wooosshhh!" bubbles appear over their heads as they ferociously roll the dice, make sure to stop and say:

Hello Pulp Citizens, what can I do to help save the city today?



GETTING STARTED WITH PULP CITY! 7

- WHAT YOU NEED TO PLAY THE GAME 7

CHAPTER 1: HEROES & VILLAINS 8

- THE SUPREME CARD 9
- TRAITS 10
- TRUMP TRAITS 10
- ORIGINS 11
- TEAM COMPOSITION 13

CHAPTER 2: THE GAME & ACTION POINTS SYSTEM 16

- THE GAME SEQUENCE 17
- ACTION POOL 17
- EFFECTS 18
- OPPOSED ROLLS 19
- STARTING ROLLS 20
- GAME TURNS 21

CHAPTER 3: ACTIONS 22

- COMBINING ACTIONS 23
- TACTICAL ACTIONS 24

CHAPTER 4: MOVEMENT ACTIONS 26

- UNIVERSAL MOVEMENT ACTIONS 27
- ADVANCE MOVEMENT ACTIONS 28
- FLIGHT 29
- FLIGHT & CLOSE COMBAT 31

CHAPTER 5: COMBAT ACTIONS 32

- DAMAGE DEALING 33
- POWER-UP 33
- UNIVERSAL COMBAT ACTIONS 34
- RANGED COMBAT ACTIONS 35

CHAPTER 6: CONDITIONS 38

CHAPTER 7: SUPREME POWERS 42

- TRUMP TRAIT BENEFITS 43

CHAPTER 8: SKILLS 44

CHAPTER 9: BATTLE FOR PULP CITY 52

- TERRAIN & SCENERY 53
- DIFFICULT & IMPASSABLE TERRAIN 53
- DANGEROUS DIFFICULT TERRAIN 54
- INTERACTING WITH THE ENVIROMENT 55
- MODELS Vs. SCENERY 55
- GOING INSIDE THE BUILDINGS 56
- SCENERY MANIPULATION 56
- SCENERY MANIPULATION ACTIONS 57

CHAPTER 10: THE RESOURCE POOL 58

- RESOURCE POOL 59
- WEAPONS, DEVICES, ARTIFACTS, & MISC. 59
- MINIONS 60
- MINIONS & OPPOSED ROLLS 61
- COMMANDING SUPREMES 61
- ACTIVATING MINIONS & PERFORMING ACTIONS 61
- PERFORMING ACTIONS 62
- CREATING YOUR OWN MINIONS 63
- UNIVERSAL RESOURCES 68

CHAPTER 11: ENCOUNTERS, PLOTS & AGENDAS 72

- PULP CITY ENCOUNTERS 73
- PLOTS & AGENDAS 73
- PULP CITY PLOTS 74
- CITIZENS 82
- AGENDAS 84

PULP CITY 93

- DOWNTOWN 94
- HEAVY METAL 96
- THE COVEN 100
- NEW PORT 102
- APE REVOLUTION COMMITTEE 104
- GRIMM UNDERCITY 106
- VIGILANTISM 108
- TWILIGHT HILLS 109
- BLOODWATCH 110
- RUINS OF ASHVILLE ASYLUM 112
- THE FORGOTTEN 113
- NECROPLANE 114
- KODO ISLAND 117
- THE ULTHAR 120

GLOSSARY 128

ERRATA 134





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GETTING STARTED WITH PULP CITY!

Pulp City is a skirmish miniature game where super powered Heroes and Villains fight for the fate of Pulp City.

These rules will help you recreate conflicts as small as 2 models a side as well as epic Supreme Team clashes.

If you are familiar with miniature games, Pulp City offers you a great chance to test your strategic skills by managing a team of beings with super powers.

The rules always favor a player who thinks three steps ahead and manages his resources best. This is a game of Supreme personalities, so if you like playing a unique force with no rank-and-file troopers, Pulp City is for you.

If you are not familiar with miniature games, Pulp City's rules are simple and easy to learn. You will be able to master the basic rules after your first game.

WHAT YOU NEED TO PLAY THE GAME

- An opponent who is a good sport.
- Pulp City Supreme miniatures from the starter boxes or any expansion pack (at least 2 per side) along with their corresponding Supreme cards.
- 3 or more six-sided dice (also referred to as a D6). There are times when you are required to roll a D3. Simply roll a D6 and apply the following results. 1-2 is considered a 1, a 2-3 is considered a 2 and a 5-6 is considered a 3.
- A tape measure (inches).
- A Playing Field - A 2' x 2' table with some scenery to represent Pulp City or other game locations is good for small Encounters.
- Some glass beads or coins to keep track of Action Points.

Bring on the Supreme Teams and let the battle commence!

CHAPTER 1

HEROES AND VILLAINS

This chapter will describe everything you need to know about the Supremes of Pulp City. Heroes and Villains are called Supremes to distinguish them from us mere humans.

THE SUPREME CARD

Every Supreme comes with a special card or cards describing that Supreme's stats and rules. A Supreme's card includes the following information.

Origins:

The source of this Supremes powers, Science (⚙️), Nature (🌿) or Mystery (🔮).

Level:

How powerful this Supreme is. From a lowly level 1 to a level 3 leader.

Faction:

Whether the Supreme is a Hero (♠️) or a Villain (♥️)... or both (♠️♥️)!

Traits:

The basics stats of this Supreme. There are 3 pairs of traits

- Strength (💪) & Defense (🛡️)
- Energy (⚡) & Agility (🏃)
- Mind (🧠) & Spirit (👻)

Name:

What this Supreme is called.

Sub-Faction:

The team this Supreme belongs to if any. Some special rules refer to Supremes of specific sub-factions.

Skills:

Abilities that a Supreme always has. (see chapter on Skills)

Damage:

The number of Damage Points this Supreme can take before becoming Incapacitated or in some cases Eliminated.

Exclusive Action:

A set of Actions that define this Supreme and can only be used by this Supreme by spending Action Points.

Team Power:

This Supreme's special rule that either builds up synergies within the team or its limits.



INFORMA-
PERFORMS
AMOUNT
THE END

ACTION
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OTM
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OVE
IN

DAMAGE
TACTICIAN 1
A SECOND AHEAD (PR ⚙️ / RING 12 / AP 1 FOR EACH TARGET'S LEVEL).
FRIENDLY TARGET SUPREME MAY PERFORM ANY OF ITS ACTIONS AS IF THEY WERE
HELD UNTIL THE END OF THE ROUND. THE ACTIONS POINT NEED TO BE DECLARED
AS HELD. THE MODEL MUST JUST PAY THEIR AP COST.
TEAM POWER - MASTER OF DECEPTION.
WHENEVER TRAIL WOULD SUFFER HIS FIRST POINT OF DAMAGE IN THE ENCOUNTER,
HE MAY ELIMINATE ONE FRIENDLY MINION FROM THE GAME. REMOVE THE MINION
MODEL AND REPLACE IT WITH TRAIL'S MODEL. TRAIL SUFFERS NO DAMAGE FROM
THE ACTION. TRAIL DEALS NO DIRECT DAMAGE WITH HIS EXCLUSIVE ACTIONS.

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Action Points Allowance:

The maximum number of Action Points a Supreme may use in a Game Round.


TRAITS

Each Supreme is defined by six **Traits**. Traits are usually inborn but some of them are trained and honed through blood, sweat and tears.

Traits range in value from 0 to 10.

0: A Supreme does not possess that Trait for various reasons.

1-2: Traits developed at this level reflect the average human being

3: Traits at this level reflect a skilled human being. For example a professional athlete will muster  of 3.

4-5: Now we are talking Traits at a Supreme level!

6-7: Call the Channel 4 News Team –


One in a million will possess this kind of power!

8-9: Team leaders would be happy to possess at least one Trait at this level.

10: Followers of Darwin – run, creationist – pray!




Strength

Strength defines how hard and precise your Supreme can hit or how much he can lift. Beings with high  are usually warrior-like bruisers who hit first and ask questions later.


Defense

Whether it's supernatural resilience or amazing luck in absorbing enemy blows,  shows how skilled your miniature is at staying alive! Beings with high  wear heavy armor or rely on the otherworldly help to protect them from oncoming blows, or are just lucky enough to be born with bulletproof skin.

Energy

Energy is the unique ability to manipulate various kinds of energy, whether of cosmic origins or elemental sources. Sometimes just the clever use of guns and modern weapons may be enough to combat other Supremes. Beings with high  are powerhouses with a lot of Ranged Combat attacks.

Agility

Agility is speed and acrobatics combined. Beings with high  run at the speed of light and can dodge bullets.

TRUMP TRAITS





WHILE MOST SUPREMES ARE SMARTER, STRONGER AND MORE AGILE THAN HUMANS, THE KEY TO THEIR DOMINATION IS THEIR SUPERIORITY IN SPECIFIC FIELDS. EVEN JACKS-OF-ALL-TRADES SUPREMES SEE THAT SPECIALIZATION MEANS SURVIVAL IN THE WORLD OF NEVER-ENDING CONFLICT.

SUPREMES POSSESS ONE OR MORE TRUMP TRAITS. THESE TRAITS ARE MARKED IN RED ON THEIR REFERENCE CARDS.

WHEN MAKING AN OPPOSED ROLL WITH A TRUMP TRAIT, THE MODEL MAY CALL ON THE POWER OF THE TRUMP ROLL.


ONCE PER GAME ROUND A SUPREME CAN USE A TRUMP ROLL. FIRST THE ATTACKER, THEN THE DEFENDER, MUST DECLARE THE USE OF THE TRUMP ROLL. WHEN USING A TRUMP ROLL THE SUPREME CAN ROLL ONE EXTRA D6, CHOOSING THE HIGHEST ONE (USUALLY OUT OF TWO, BUT SOME SUPREMES HAVE THE ABILITY TO ROLL MORE).

IF YOUR SUPREME HAS 2 OR MORE TRUMP TRAITS, HE OR SHE GETS A TRUMP ROLL FOR EACH SEPARATE TRUMP TRAIT.


FOR INSTANCE, GUERRILLA WHOSE TRUMP TRAITS ARE  AND  GETS TWO TRUMP ROLLS IN ANY ROUND, ONE FOR  OPPOSED ROLL, THE OTHER FOR  OPPOSED ROLL.

FOR EASY REFERENCE A USED TRUMP ROLL MAY BE MARKED ON THE MODEL'S CARD BY PLACING A TOKEN NEXT TO THE TRAIT. OR MARKED IN SOME OTHER MANNER THAT WILL HELP YOU REMEMBER.

Mind

Mind is the power of thought manifest! Mental powers that can level buildings or calm raging psychopaths are all possible. Beings with high  usually sport some unusual psychic powers.

Spirit

Spirit is the undying will to live. It also reflects resilience to psychic attacks and to mind control. Beings with high  draw upon their religious or philosophic convictions and usually support their team members more indirectly than others.

ORIGINS

The manifestation of supernatural powers is usually unpredictable and wild.

On discovering the slumbering power in their children most parents panic.

Only some seek out professional help. Research shows that only 21% of enhanced humans decide to use their powers for the cause of good or evil, most resort to feeding their greed or survival instinct and hide behind the mask of ordinary life. Where do the powers come from?

There can be no one answer since some powers seem to be inherited while others appear after traumatic events.

Recent studies have shown that for some of them a common background may be outlined.

Each Hero and Villain comes with an Origin of his or her power. Scientists have managed to group the three most common sources, though there may be others.

Science

Some Supremes are born where science collides with their ordinary human lives.

Radiation, chemicals or toxic fumes alter the bodies and minds and push evolution toward a new frontier.

Others use high-tech gadgetry to augment themselves to superhuman levels

Nature

Children born to minor deities of Nature or dabbling with ancient druidic powers, become Supremes of Nature that mimic the raging powers of the elements or of wild animals. Other Supremes seem to be born with these powers as if gifted by Gaia herself. Even a high tech society like Pulp City is helpless against the unchained fury of Nature.

Mystery

The occult, divine interventions, pacts with demons or opening portals to Necroplane – these events grant common people powers beyond imagination. These powers usually come with the highest price to pay.



THE ORIGINS TRIAD

The Origins Triad illustrates the supremacy of certain Origins above others.

As a game effect, whenever a tie on Opposed Rolls comes up, a superior Origin is victorious and is considered to have bested their opponent's score by 1 point. If the Origins are the same, consider the attacker's Action a failure. The prevailing Supreme is determined by his/her Origin according to the following order:

Nature is stronger than Science.

Multiple cases of broken dams, villages swept by avalanches or thunderstorms plunging cities into darkness show that Science has a very limited power over Nature.

Mystery is stronger than Nature.



The roots of magic are based in the ancient Nature worshiping cults. New generations of occult practitioners harness the destructive powers of Nature with mystical verses or demon granted powers. Nature and all her wonders will bow to an incantation strong enough.

Science is stronger than Mystery.

The recent incursion of the Necroplane into Pulp City is a clear proof that Science mercilessly pushes Mystery back into the realm of children's stories. The new electronic equipment and plasma weapons are capable of interfering with magic and incorporeal beings. Sad but true – the great mysteries of old get conquered one by one.

TEAM COMPOSITION

For game play purposes, you have to decide whether you want to play the good guys (Heroes) or the bad guys (Villains). Simple isn't it?

Some Supremes have both  and  icons on their cards.

This means that this Supreme can join either a Hero or a Villain team.

Other Supremes possess a skill called **Greed**. These sell-swords fight on the side that offers more gain in a given time.

Each Encounter has a level that defines the number and strength of your team. It also gives you the idea how long the game will take. Before the game, agree with your opponent on the **Encounter Level**. This can be as low as 3 (imagine a Hero duo chasing two dangerous Villains) to as high as 24 (imagine a massive invasion that rallies very unlikely allies).

The Encounter Level defines how many **Supreme Levels** you can recruit. As you have already seen on the Supreme card, each miniature has a Supreme Level of 1, 2 or 3. Level 1s are either Supreme rookies or humans with some powers that mark them as special. Level 2s are the backbone of your team, sometimes jacks-of-all-trades, most often specialized brawlers, telekinetics or blasters. Level 3s are always leaders of factions, Supreme authorities or arbiters.

To select the team mates, add up their Levels to equal the total Encounter Level following these two rules:

In each Supreme Team there must be an equal number of Level 1 and Level 2 Supremes. If it is not possible because of the Encounter's Level (Level 4, 5, etc.), you may not have more than one additional Level 1 character than the total of Level 2 characters OR more than one additional Level 2 character than the total number of Level 1 characters.

A Level 3 Supreme, usually a team leader of heroic proportions or a villainous mastermind, represents a power to be reckoned with. They stand out from Level 1 and 2 characters because of their awesome Team Power. Therefore you may only have one Level 3 miniature for every complete 12 Levels of an Encounter.

Each Supreme may be recruited only once per Team. Nothing stands in the way of both opposing Teams having the same Supremes. The clash will decide who was the real deal and who was just an impostor.



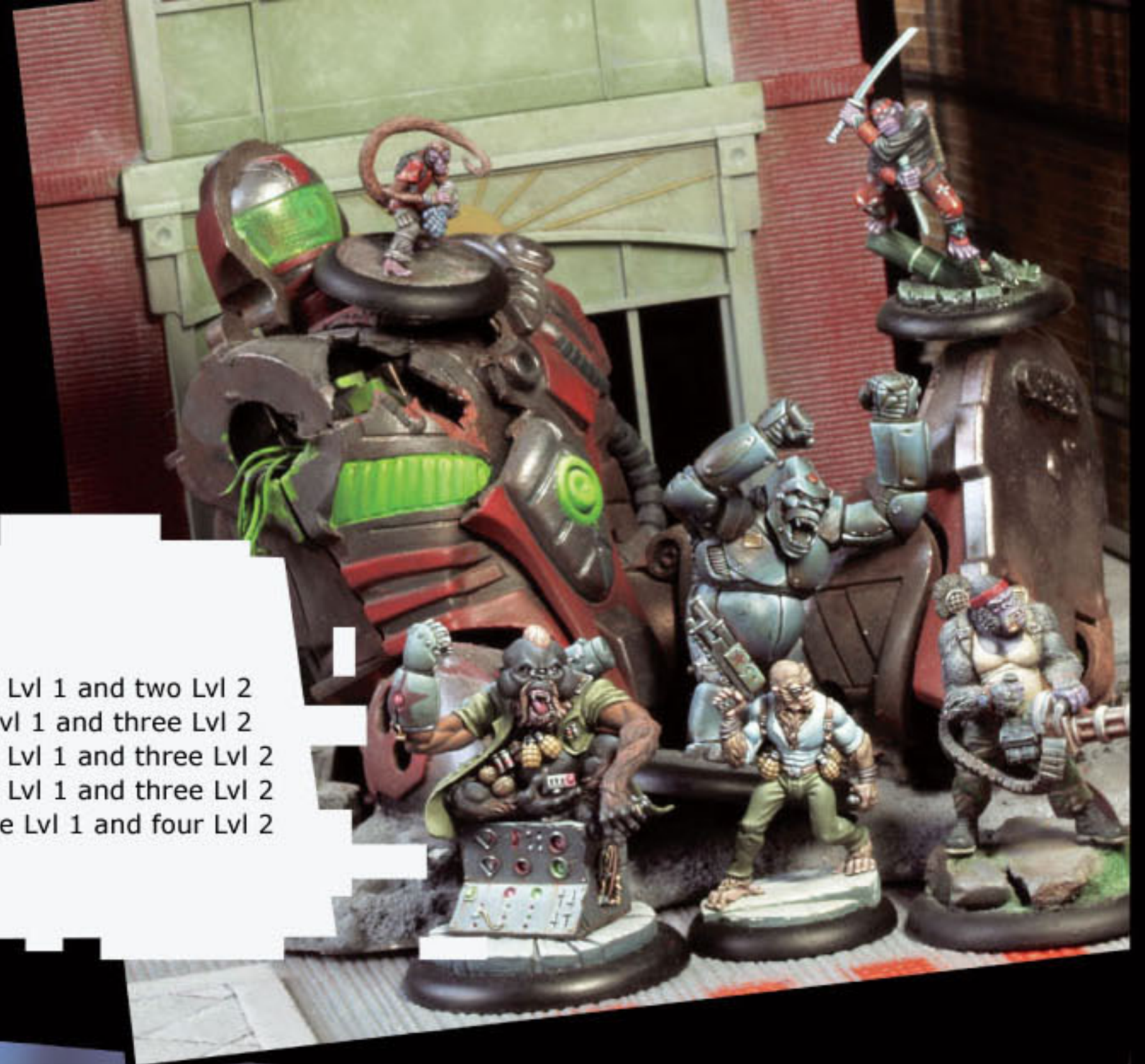
Examples of Team Composition

Straight out of the Heroes starter box, a team of three Level 2 Heroes (Solar, Iron Train and Ace of Wraiths) and two Level 1 (Red Riding Hoodoo and Androida) is a perfect example of a healthy mix of 8 Supreme Levels. Adding in another Level 1 Hero to expand your team, and then a level 3 Hero for a total of 12 Levels would be a great way expand your heroes or villains selection.



Typical Skirmish:

- Encounter Level 7: three Lvl 1 and two Lvl 2
- Encounter Level 8: two Lvl 1 and three Lvl 2
- Encounter Level 9: three Lvl 1 and three Lvl 2
- Encounter Level 10: four Lvl 1 and three Lvl 2
- Encounter Level 11: three Lvl 1 and four Lvl 2



Major Team Clash:

Encounter Level 12:
three Lvl 1, three Lvl 2 and one Lvl 3 OR
four Lvl 1 and four Lvl 2



Small Street Brawls:

- Encounter Level 3: one Lvl 1 and one Lvl 2
- Encounter Level 4: two Lvl 1 and one Lvl 2
- Encounter Level 5: one Lvl 1 and two Lvl 2
- Encounter Level 6: two Lvl 1 and two Lvl 2



CHAPTER 2

THE GAME & ACTION POINTS SYSTEM



This chapter describes the flow of the **Game Round** and the basics of managing **Action Points** – the driving force behind your Supremes.

THE GAME SEQUENCE

Your Supreme Team faces its opponent in a dynamic battle where a blow is traded for a blow. To reflect this, Pulp City uses interchanging activations. This allows you to almost instantly react to the enemy's Actions.

Every Encounter consists of a number of **Game Rounds** that follow the sequence:

- ACTION POOL calculation
- EFFECTS
- STARTING ROLL
- GAME TURNS
- END OF THE GAME ROUND

ACTION POOL

Imagine that the **Action Pool** represents your Team's motivation, determination and the will to act. The better organized your Supremes are, the better leader, the bigger the Action Pool is. Thus your Team has more acting potential.

The Action Pool decides how much can be done in one Round. The outcome of previous Rounds affects the current size of the Action Pool.

When your model Activates in a Game Turn, Action Points are spent from the Action Pool. The more sophisticated and complicated the Action is, the higher its cost. For instance, walking a short distance might cost a mere Action Point, while calling on a meteor swarm in the act of the elemental command may cost half a dozen Action Points.

Any Hero or Villain on your side may use the Action Points from your pool; up to their individual limit (**ACTION POINTS ALLOWANCE**).

Modifying AP Allowance

CERTAIN GAME EFFECTS WILL MODIFY YOUR SUPREME'S AP (ACTION POINTS) WHILE ALL OF THESE EFFECTS STACK, THERE IS A LIMIT. NO SUPREME MAY HAVE ITS AP VALUE INCREASED BY MORE POINTS THAN HIS OR HER CURRENT SUPREME LEVEL.

*APEBOT MAY BENEFIT FROM **FIX: ENERGY TRANSFER** (+2 AP) BUT SINCE ITS SUPREME LEVEL IS 2, ROOK'S **ASSIST** (+1 AP) WOULD NOT AFFECT IT ANYMORE.*

CALCULATING YOUR ACTION POOL

For each Supreme Level in your team (of models still on the field and not Incapacitated) take 2 Action Points. Add an extra 2, plus any modifications that come from skills, actions or any other game effects.

Two Heroes and Villains players decide to play a small skirmish between Supreme duos thus they agree on Encounter Level 3. A Hero player fields Ace of Wraiths (Level 2) and Androida (Level 1). His starting Action Pool is 3 Levels x 2 + 2 Action Points. Ace and Androida have 8 Action Points to use in the first Round.

The calculation is done as the very first step every Game Round (with some rare effects happening before).

The easiest way to mark the flow of Action Points from the Pool is to use tokens which are moved from the Pool next to your Supreme cards. Whenever a Supreme takes an Action, the cost of it (in tokens) is taken from the Pool and placed next to the miniature's card.

You can always mark the current state of the Action Pool on a multi sided die.



Pulp City Math

SOMETIMES VARIOUS MODIFIERS WILL AFFECT ONE ROLL OR ONE SUPREME. IN ORDER TO DETERMINE THE PROPER EFFECT FIRST, (MULTIPLY OR DIVIDE), SECOND, (ADD OR SUBTRACT).

FOR INSTANCE, IF GENTLEMAN WOULD BENEFIT FROM +1 ✖ FROM WEAPON CRATE RESOURCE AND DOUBLE ✖ FROM SNIPE, YOU WOULD FIRST MULTIPLY AND THEN ADD +1.

A MODEL MAY BENEFIT FROM MAXIMUM +3 POSITIVE MODIFIER GRANTED TO THE OPPOSED ROLL BY A SUM OF TWO OR MORE ACTIONS.

A MODEL MAY STILL ADD A HIGHER BONUS TO THE OPPOSED ROLL IF IT IS GRANTED BY A SINGLE ACTION.

IN ADDITION, A MODEL MAY NOT SUFFER MORE THAN -3 PENALTY TO OPPOSED ROLLS, UNLESS A SINGLE ACTION WOULD RESULT IN A HIGHER PENALTY, IN WHICH CASE JUST APPLY THE HIGHEST PENALTY.

DO NOT COUNT THE SKILL AND/OR CONDITION MODIFIERS WHEN CALCULATING THE MAXIMUM BONUS ALLOWED.

EFFECTS

Right after you have learned how many Action Points will be at your disposal, it is time for good or bad news. All of the harmful and beneficial effects that result from the Actions that took place in previous Rounds, skills possessed by a model, or Team Powers, will happen NOW.

All effects are simultaneous.

Even if a model that is the source of the effect suffers Damage that would take it out of the game, both effects are still applied.

Father Oak has 1 Damage remaining.

He is also suffering from **Aftershocks 1**,

and benefiting from **Regeneration 1**.

Because both effects are simultaneous Father Oak will remain in play with 1 Damage left.

There are not many game effects that carry over to the next Round so there will be times when your Team can jump right to the Starting Roll and Game Turns phases.

Starting Roll is your introduction to the one of the game's most vital mechanics, the **Opposed Roll**.

OPPOSED ROLLS

An **Opposed Roll** involves two models that test their Traits against each other.

Whenever an Opposed Roll is called for, each model involved rolls a d6 and adds the score to the Trait assigned to the Action or situation (like in the case of the Starting Roll).

The model with the higher total wins the Opposed Roll.

In addition to this, if one model forces the Opposed Roll on the enemy model (sometimes, by accident even a friendly one), this is a **Combat Action**.

In this case, winning the Opposed Roll is one thing, but besting your opponent by as many points as possible is the key.

All Combat Actions, unless stated otherwise, deal **DAMAGE** in case of the initiating model's success.

Let's take a look at the example:

Gentleman spends 3 Action Points from the Action Pool to use his trademark Point Blank at the onrushing Androida.

POINT BLANK (SBL2 ✖ VS. ⚡/AP 3):
IN ATTEMPT TO FREE HIMSELF OF ALL SURROUNDING ENEMIES, GENTLEMAN FIRES HIS GUN IN A SALVO AT POINT BLANK. THIS ATTACK DOESN'T AFFECT FRIENDLY MODELS.

He rolls d6 and adds the result of 5 to his ✖ Trait of 4 (5+4=9).

Androida, a speedster great at dodging bullets, rolls

her ⚡ Trait of 5 and adds 2 from the roll.

With her final result of 7, Gentleman manages to inflict 2 points of Damage.

As seen in the example, if the attacker's final result is more than defender's, the Action succeeds and the difference between those two results is the Damage applied to the defender.

If the attacker's final result is less than defender's (if for instance Gentleman rolled 2 instead of 5), the Action fails.

If the attacker's final result equal to that of the defender's, resort to the Origins Triad to find out if the Action succeeds or fails.

When the smoke clears, Iron Train rams into Guerilla, steel versus muscle.

Having run out of other more elaborate Actions this

Round, he decides to use **Strike** on the big ape.

As this is a really meaningful Strike that can stop the ape rampage, Iron Train decides to use his Trump Roll and rolls 2 dice instead of 1.

Hefty ⚡ of Iron Train (5) gets added to the highest roll of 4!

The Guerilla's ⚡ score of 5 gets added to a roll of 4. We have a draw!

In this case, we compare combatants Origins.

Iron Train's Origin is ⚡, Guerilla's Origin - ⚡.

Since ⚡ prevails over ⚡,

the big ape manages to dodge the iron blow.



STARTING ROLLS

This is the time in the game of Pulp City when having a good, smart Team leader is of the utmost importance.

A Team of three brawlers will suffer from a nasty surprise if your Supremes are led by a big brain who acts swiftly and enables his or her Team to first fire a salvo or two.

The Starting Roll is the first Opposed Roll you will make in your Pulp City game.

Both players select one model, preferably the one with the highest Ⓢ Trait in their Teams, and roll D6, adding the Trait's value and any modifications such as **Power-Up (Chapter 5)**, Trump Rolls, and **Tactical Genius (Chapter 7)**.

The Supreme with lower Ⓢ value selected for the Starting Roll has to declare use of Power-Up and/or Tactical Genius first. In case of two opposing Supremes with the same Trait value, roll a dice, loser has to declare the use first.

The winner of the roll decides which Team will Activate first. In some cases it is better to let your opponent take the first Turn, then again there are times when you will be desperate to go first and execute your plan.

This is not a Combat Action, so no Damage is dealt.

If the Starting Roll was won by a difference of 5 or more, the winner has triggered a **Master Plan**. The winner may choose one of the Master Plans below.

Some models may come with their own Master Plans and may choose from those as well.

Starting Roll is also used to deploy your team on the table (consult Chapter 11: Encounters, Plots & Agendas).

GAME TURNS

You have just won your first Starting Roll and it is the time to let your Supremes do what they are best at. You have decided to Activate your first model.

Each Round, both players Activate their models alternately until all of their Action Pools are empty or when both of them decide to end the Round.

In your Activation, one of your models uses one of their available Actions (see CHAPTER 3: ACTIONS).

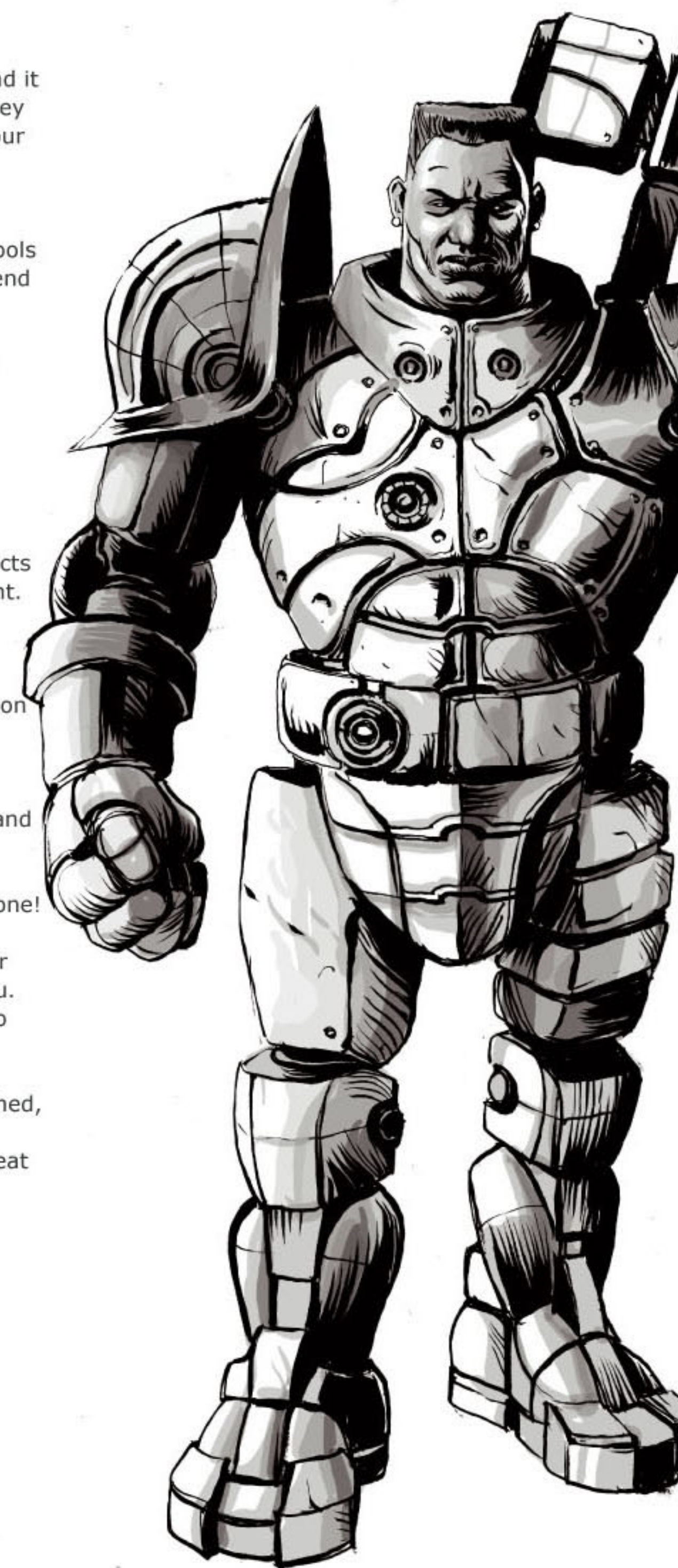
For an Action to take place, the Activating model must be able to use it and pay its appropriate cost.

After the Action is completed and all its effects take place, the Turn passes to your opponent. The opponent Activates one of his models, and the Turn comes back to you. You may Activate the same model several times in a row if you wish. The only restriction is the Action Points Allowance.

Whenever it comes to your Turn, you may announce that you are done for the Round and until the end of this Round only the other player may Activate models.. You may not change your mind after declaring you are done!

If at the end of any of your Activations, your Action Pool runs dry, the Round ends for you. You then have to wait for the other player to complete their Activations.

When both you and your opponent are finished, it is the End of the Game Round. You can proceed to the next Round and repeat the entire sequence.



Master Plan

IF YOUR TEAM TRIGGERS A MASTER PLAN, IT MAY CHOOSE ONE OF THE OPTIONS BEFORE THE GAME ROUND STARTS.

MASTER PLAN DOMINATION: ADD +1 ACTION POINT TO THE TEAM'S POOL.

MASTER PLAN ACT FAST: ONE FRIENDLY SUPREME MAY SPEND ACTION POINTS TO INSTANTLY PERFORM A UNIVERSAL MOVEMENT ACTION. THIS MOVEMENT COUNTS TOWARDS THE LIMIT OF MOVEMENT ACTIONS ALLOWED FOR THIS SUPREME.

MASTER PLAN POWER SURGE: ADD 1 POWER-UP DIE TO THE TEAM'S POWER-UP POOL.

CHAPTER 3

ACTIONS



This chapter describes some of the Actions that your Team will be able to perform to control the Round flow. Many more Actions are described in following Chapters.

Since now you know how the Game Round flows and how your Supremes generate Action Points, it is the time to learn how to spend these on Actions. There are two groups of Actions: UNIVERSAL and EXCLUSIVE.

Universal Actions are Actions that are available to any Supreme. These will include such things as changing the model's position on the battlefield (**Move*** Action) or attacking the enemy with a basic punch (**Strike** Action). Most of the Universal Actions are printed in the following pages.

Exclusive Actions are what makes every Supreme special. Each Supreme card has the description of several, usually 4, Exclusive Actions. These Exclusive Actions may only be used by the model to whom the card is assigned.

No matter which group the Action belongs to, they all follow the golden rule of the Pulp City Action System:

NO MODEL MAY PERFORM THE SAME ACTION MORE THAN ONCE IN A GAME ROUND.

There are some exceptions to this rule but we'll get to them later.

COMBINING ACTIONS

To represent the dynamic reality of Supreme confrontations, your Heroes or Villains will sometimes be able to perform more than one Action.

For instance, you can easily imagine the nefarious Dr. Tenebrous flying towards the scared group of citizens and blasting them with his accursed **Soul Shredders** at the same time.

Only Actions marked with an asterisk (*) may be combined with any other Actions. A model upon its activation may perform 2 consecutive Actions if at least one of them is marked with *.

You must always announce both of the Actions in order and pay their cost in Action Points before you perform the first one.

Acting fast comes at price so even if after the first Action you decide not to perform the second Action, the APs are lost!

Example: Ace of Wraiths decides to shoot at a Villain while falling back. He aims **Soulshot** (Action) at Gentleman and then, after the Action is resolved, **Moves*** 4 inches away. Both Actions are done in a single activation after paying the total AP cost of both.



TACTICAL ACTIONS

Tactical Actions are additional options for controlling the Round's flow.

Pass (🌀 /AP 1):

In some situations it might be wiser to wait and see what your opponent does before acting yourself. You may always choose to pass your Action and do nothing.



Since abusing **Pass** becomes an expensive habit, try avoiding it.

Passes may be repeated and are not miniature specific so the Action Points cost is not assigned to any particular model.

Hold* (🌀 /AP 1 for each Supreme Level):

Hold* is an Action that may be used passively until certain conditions are met.

Pay the Action Points cost for **Hold*** (equal to the Supreme's Level) plus the Action Point cost for any other Action.

The second Action is not performed immediately but may be performed in one of the named conditions:

1. When your opponent declares a Movement Action with any of his models.
2. At any point of the enemy model's Movement Action. The Action is interrupted and may be completed after the **Held*** Action is completed. A **Held*** Action may not be interrupted that way.
3. When an enemy model completes a Movement Action.

Unused **Hold*** Actions expire by the end of the Game Round or when the Supreme using the

Holding* Action decides to perform any other Action or gets Knocked Down.

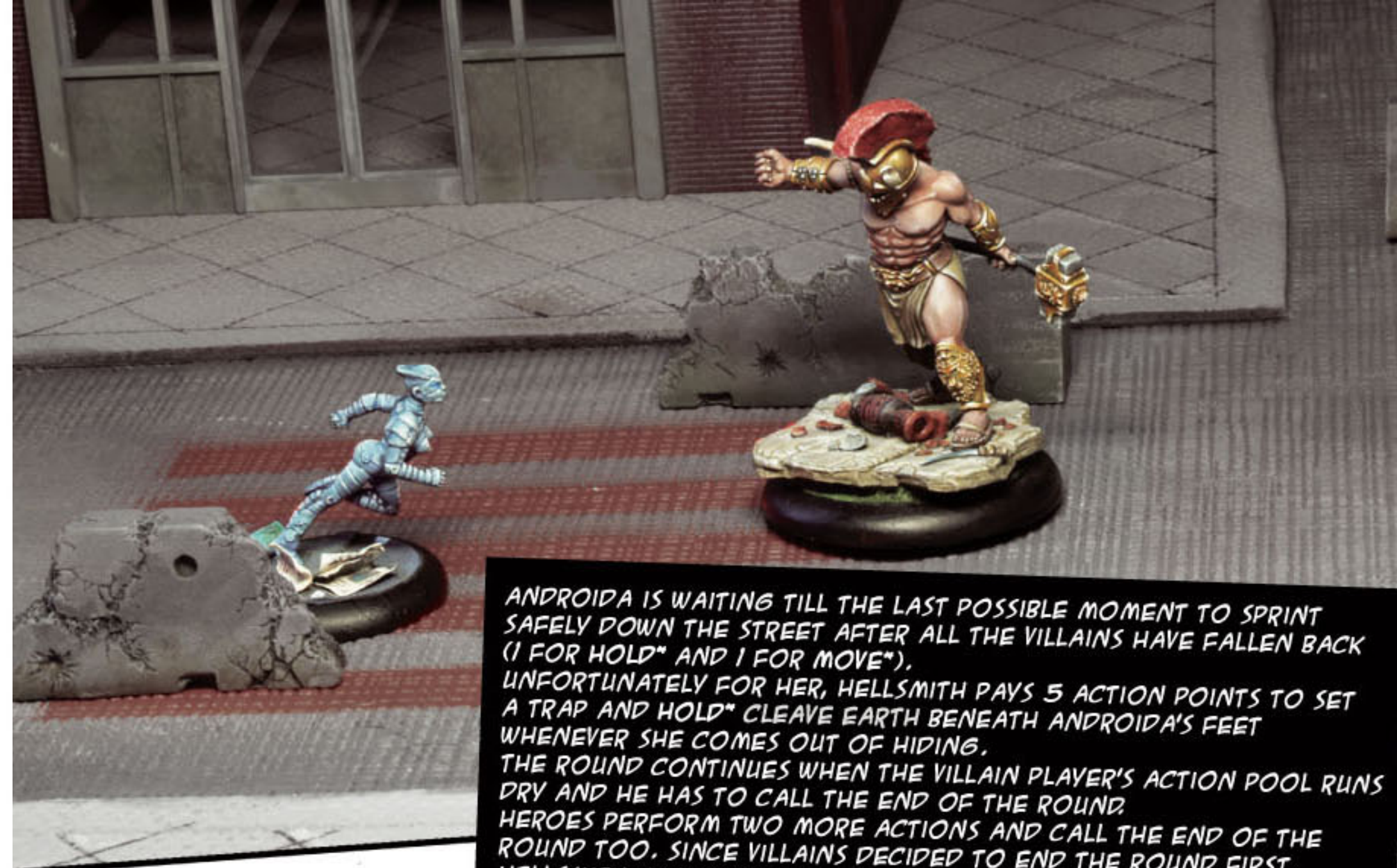
If two players still **Hold*** Actions when the last one claims he/she is finished this Round, the player who called the end of the Game Round first has to use up or call off his **Held*** Action first. The **Hold*** Action may be repeated any number of times in a given Game Round. A miniature may **Hold*** only one Action at a time.

Models **Immune/🌀** may still use **Hold***.

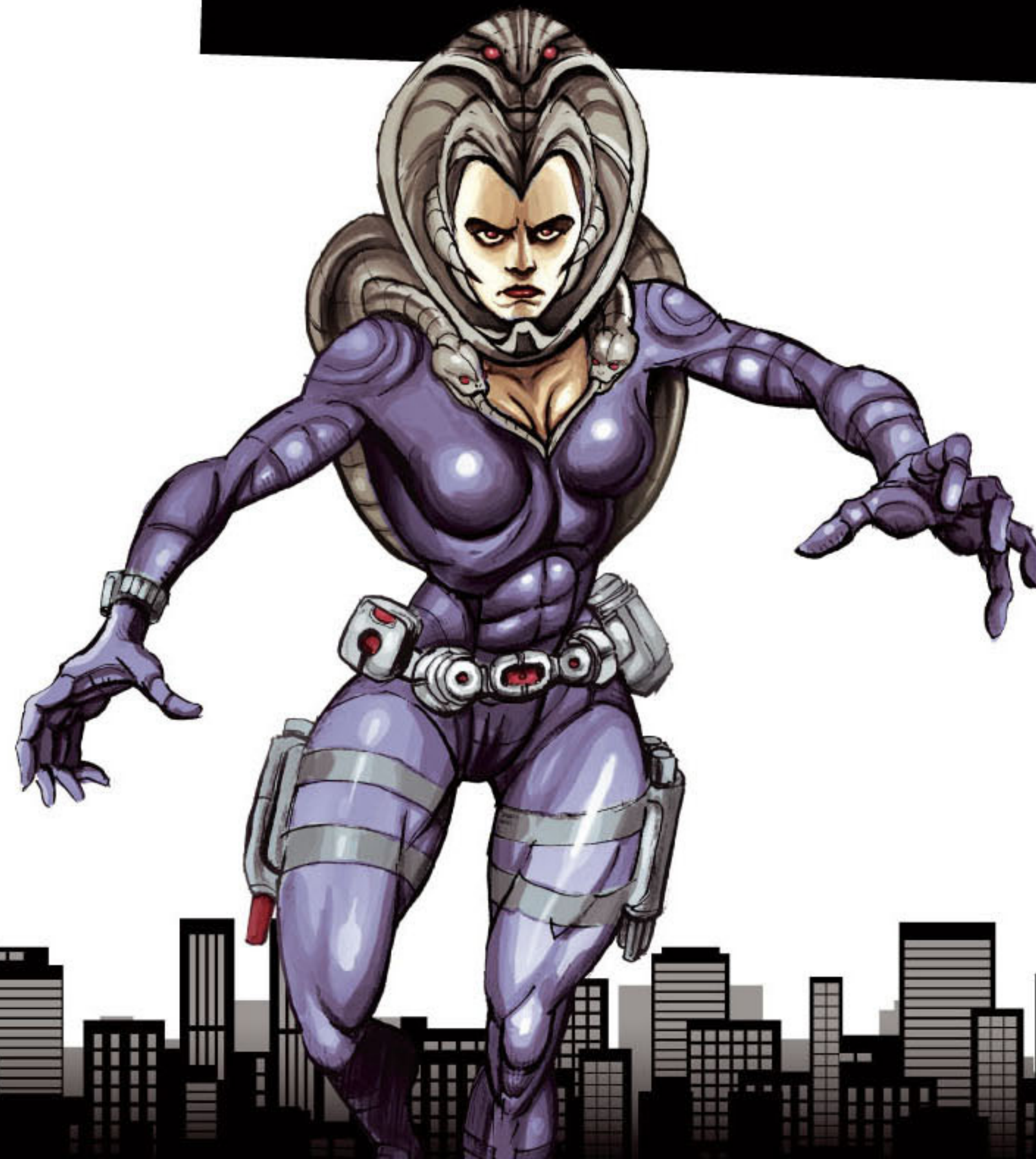
*Sgt. Bale pays 4 AP to **Hold*** Balefire (2 AP as he is Level 2 and 2 AP for Balefire).*

He will be able to launch fiery bullets when one of the three situations takes place: his archenemy declares a Movement Action (possibly leaving the range), or at any point of Hellsmith's Charge against one of the friendly models, or when the enemy completes his Movement.

*If Bale **Held*** the basic Strike, he could for instance wait till Hellsmith completes the first part of the Combined Actions sequence (Move*+Strike) and Strike the Forgotten before he gets the chance to smash Bale.*



ANDROIDA IS WAITING TILL THE LAST POSSIBLE MOMENT TO SPRINT SAFELY DOWN THE STREET AFTER ALL THE VILLAINS HAVE FALLEN BACK (1 FOR HOLD* AND 1 FOR MOVE*). UNFORTUNATELY FOR HER, HELLSMITH PAYS 5 ACTION POINTS TO SET A TRAP AND HOLD* CLEAVE EARTH BENEATH ANDROIDA'S FEET WHENEVER SHE COMES OUT OF HIDING. THE ROUND CONTINUES WHEN THE VILLAIN PLAYER'S ACTION POOL RUNS DRY AND HE HAS TO CALL THE END OF THE ROUND. HEROES PERFORM TWO MORE ACTIONS AND CALL THE END OF THE ROUND TOO. SINCE VILLAINS DECIDED TO END THE ROUND FIRST, HELLSMITH HAS TO "TRIGGER" CLEAVE EARTH OR DROP IT BEFORE ANDROIDA'S CLOSING ROUND MOVE!



CHAPTER 4

MOVEMENT ACTIONS



This chapter describes various types of Movement actions available to a Supreme.

A MODEL MAY PERFORM ONLY 2 MOVEMENT ACTIONS PER GAME ROUND.

UNIVERSAL MOVEMENT ACTIONS

Any Supreme is able to perform Universal Movement Actions. The description of an Action must clearly state that this is a Movement Action.

Some Actions that actually move a model are not Movement Actions.

These may be performed even if there are restrictions regarding Movement.

Move* (👤 /AP 1):

Movement Action. The model may move up to 4 inches. This Action may be performed twice in a Round.

Run* (👤 /AP 2):

Movement Action, counts as two Movement Actions. The model may move up to 9 inches. Run may be combined with another Action that does not require an Opposed Roll.

When using **Run***, double any **Blitzer X** bonus.

Run* may not be used when in Base to Base with a hostile model.

Charge* (👤 /AP 1):

Movement Action, must be combined with a Close Combat Action. A **Charging** model may move up to 6 inches. Measure the distance. If the movement would take the model into Base to Base with the target, move the model and perform the Close Combat Action against the original target.

The Opposed Roll benefits from a +1 bonus. The **Charged** model may not leave Base to Base with the **Charging** model until the end of the Game Round.

Charge* may not be used when in Base to Base with a hostile model.

MEASUREMENTS IN PULPCITY

ALL MEASUREMENTS IN PULP CITY ARE DONE AFTER DECLARING THE ACTION THAT WILL BE PERFORMED AND THEN MEASURED ON THE GROUND LEVEL.

EVEN IF THE PERFORMING MODEL AND THE TARGET MODEL ARE AT DIFFERENT ALTITUDES (FOR INSTANCE, ONE IS STANDING ON THE ROOFTOP, THE OTHER ON THE STREET LEVEL), THE DISTANCE BETWEEN THEM IS MEASURED ON THE GROUND.

WHEN MEASURING RANGES ALWAYS MEASURE FROM THE EDGE OF A MODEL'S BASE TO THE NEAREST EDGE OF THE TARGET'S BASE.

AS LONG AS ANY PART OF THE TARGET'S BASE IS IN RANGE THE ATTACK IS CONSIDERED TO BE IN RANGE.

If the move would not take the **Charging** model into Base to Base with the original target, the **Charge** has failed, model moves only 4 inches. The cost for the Close Combat Action must be paid nevertheless.

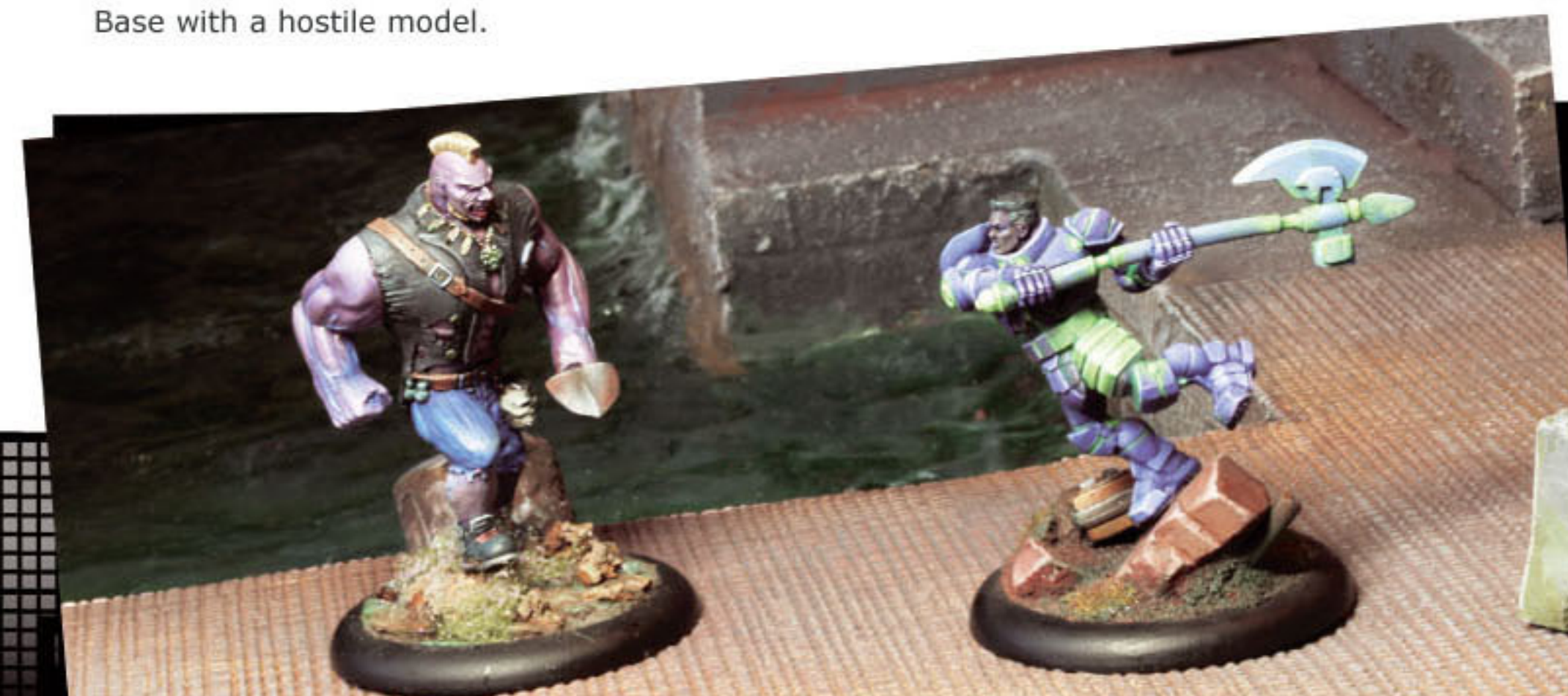
Jump* (👤 /AP 2):

Movement Action. The model may jump horizontally or vertically. The jump's length (in case of the horizontal) or height (in case of the vertical) is equal to Supreme's half 🏃 value, rounded up.

If the jump is vertical, the model may land within 1 inch of its starting location (to represent landing on the rooftop or a vehicle).

Get up* (👤 /AP 1):

Movement Action. Cancel the Knocked Down Condition. **Get up*** may be performed twice per Round.



ADVANCED MOVEMENT ACTIONS

Since you already know that all Supremes are allowed up to two Movement Actions in a Game Round, it's time to learn about Advanced forms of movement.

Jump*, **Blink**, **Wall Crawler** and other game effects provide a chance to perform some of the most spectacular moves! Imagine Tangent jumping off the deck of the Ulthar battle barge right after planting explosive charges. Her combat boots barely make it to the edge of the rooftop as, for a moment, she balances over the 300-foot drop. How about Chimp Chi who scrambles up the vertical wall of the National Bank as bullets fly?

Sometimes these Actions or Skills will put your Supreme in an arguable position. Unlike in comic books where heroes can hold on to the buildings edge with one hand, your models need a steady platform to put their base on.

As a rule of thumb, at any time, a Supreme needs to make sure that at least one edge of its base makes it safely to a solid surface. Place the whole base on the steady surface, making as little extra movement as possible. If your opponent claims that there is a better, more movement-efficient way, let him place your miniature.



Twilight decides to **Blink** to the rooftop that's some distance away. She uses the **Run*** Action that after measuring; only a tenth of an inch lands on the building. Twilight's controller places her so that the entire base is on the steady surface.

Chimp Chi is crawling up the wall of a Little Asia movie theatre, the movement takes him up 8 inches thanks to his **Wall Crawler** Skill. His base is barely touching the small footing, but his controller can put the whole base on the balcony.

FLIGHT

The pinnacle of all Supreme powers, **Flight** presents Supremes with endless possibilities. **Flight** does pose some challenges as staying in the air while your enemies fling grenades or charged lightning bolts at you may not be easy. The following rules apply to Supremes that have the **Flight** skill.

The mastery of the **Flight** skill is described with the number that follows it.

A Supreme with **Flight 1** probably just got his power suit and the first attempts to hover end with painful landings. Boreas, whose **Flight** skill is 5, is skilled in dodging anti-aircraft missiles while in the air.

A Supreme with **Flight** has access to the following Universal Actions and may be affected by certain Conditions:

Up, up and away!* (A /AP 1):

This is the basic Action that takes your Supreme off the ground.

Performing this Action is considered leaving Base to Base (and is subject to all regular restrictions for leaving Base to Base), so may result in **free Strikes**.

Any Movement Actions (until the **Land** Action is used or the Supreme gets **Shot Down**) are not restricted by obstacles, the model may pass over other models, ignore all **Difficult** and **Impassable** terrain and may end its movement over any of these without suffering ill consequences. For convenience, place the model on ground level or on any scenery piece where it ends its movement. The model may not end its Movement over another model.

Upon the completion of any Movement Action other than **Get Up***, mark the altitude your Supreme is at with **Flight Counters**, up to the model's **Flight** Skill value.

The current number of **Flight Counters** value doesn't really describe how high your Supreme is. No smart Hero or Villain will just hover above waiting to be shot down.

Think of **Flight Counters** as a measure of the Supreme's relative speed and maneuvering abilities.

In this way it does describe the difficulty that other models will have in taking it down! Models with 2 or more **Flight Counters** are immune to all Close Combat Actions from all ground-bound models. They are still vulnerable to Ranged Combat Actions. (See Targeting Flight Models)

Upon successfully completing **Up, up and away***, models are **Immune/Free Strikes** and benefit from **Blitzer 1** (or + 1 to their current **Blitzer** Skill value). They add + 1 to **Blitzer**, **Blitz**, **Blitz** when making Opposed Rolls against models with fewer **Flight Counters** (that includes all models with no **Flight** Skill).

Up, up and away* lasts as long as the model possesses at least one **Flight Counter**.



Shot Down (Condition):

Whenever a Supreme with any **Flight Counters** suffers Damage, compare the Damage suffered to the **♥** value. If the **♥** value is equal to or higher than the Damage, nothing happens. If the **♥**'s value is lower than the Damage, the Supreme plummets to the ground and suffers an Opposed Roll with **♣** 2 + the current number of the **Flight Counters** against the Supreme's basic **♥** with no bonuses. The miniature is Knocked Down, discard all **Flight Counters**.

A model with any **Flight Counters** that suffers Knock Down is instantly Shot Down.



Mourn (**Flight 3**) takes to the sky. After completing his **Move*** Action, Mourn places 2 **Flight Counters** next to his card. Later on he suffers 5 Damage Points from a powerful shot. Since his **♥ 3** is less than the Damage he suffered a crash landing is inevitable. He plummets to the ground and suffers an Opposed Roll with the **♣** equal to 2 + the current amount of **Flight Counters** (2) (2+2=4). Mourn is also Knocked Down even if no Damage is suffered from the fall.

TARGETING FLIGHT MODELS

When targeting **Flight** models with a Ranged Combat Action or when measuring if the model will be affected by any friendly or hostile effects two requirements must be fulfilled.

1. The RNG of the Action is equal to or greater than the number of **Flight Counters** on the target model.
2. The RNG of the Action is equal to or greater than the Ground Distance between the acting model and the target model with **Flight**. Ground Distance is measured from the base of the acting model to the base of the **Flying** model as if they both stood on ground level.

If both requirements are met the **Flying** model is considered to be in RNG. Mourn flies with 3 **Flight Counters**. Any Ranged Combat with RNG of 3 or more may target him. If he wanted to benefit from Hellsmith's Action that mentions friendly models within 2 inches, he wouldn't be eligible no matter where his actual positioning on the field would be. A Blast 2 Action triggered by a model that is within even 1 inch of Mourn on the ground still won't affect him.

FLIGHT & CLOSE COMBAT AGAINST MODELS ON THE GROUND

Models with **Flight Counters** may freely attack models on ground level without having to land.

A **Flying** model that performed a Close Combat Action against any model on the ground level decreases its **Flight Counters** number to 1.

A **Flying** model performing a Close Combat Action against a model on ground level must first reduce the current number of **Flight Counters** on the **Flying** model to 1. After this is done and any effects that occur because of this reduction is resolved, the **Flying** model may finish performing its Close Combat Action against the target model.

Models with **Reach X** skill treat their Close Combat Actions as Ranged Actions with the RNG equal to the **Reach** value when attacking **Flying** models or models on ground level.

CLOSE COMBAT BETWEEN FLYING MODELS

Models with fewer **Flight Counters** may not attack models with more **Flight Counters** using Close Combat Actions.

Models with an equal amount of **Flight Counters** may freely engage each other in Close Combat.

Models with more **Flight Counters** may attack models with less **Flight Counters** in Close Combat. After resolving the Opposed Roll, lower the number of **Flight Counters** to match that of the target to a minimum of 1.

Boreas is after Harrier who stole its Chalice of the Winds. They are both **Up up and away*** when the chase starts. At the beginning of his Activation, Boreas declares the use of **Charge*** and **Strike** against Harrier, who has 3 **Flight Counters** after completing her **Move***. Boreas soars and at the end of his **Move*** places 5 **Flight Counters**. It **Strikes** with a +2 bonus (+1 for **Charge**, +1 for more **Flight Counters**), poor Harrier is **Shot Down** after having suffered 6 points of Damage (more than her **♥**) and suffers the Opposed Roll with the **♣** of 5 (2+ the number of the Counters at the moment she suffered Damage).

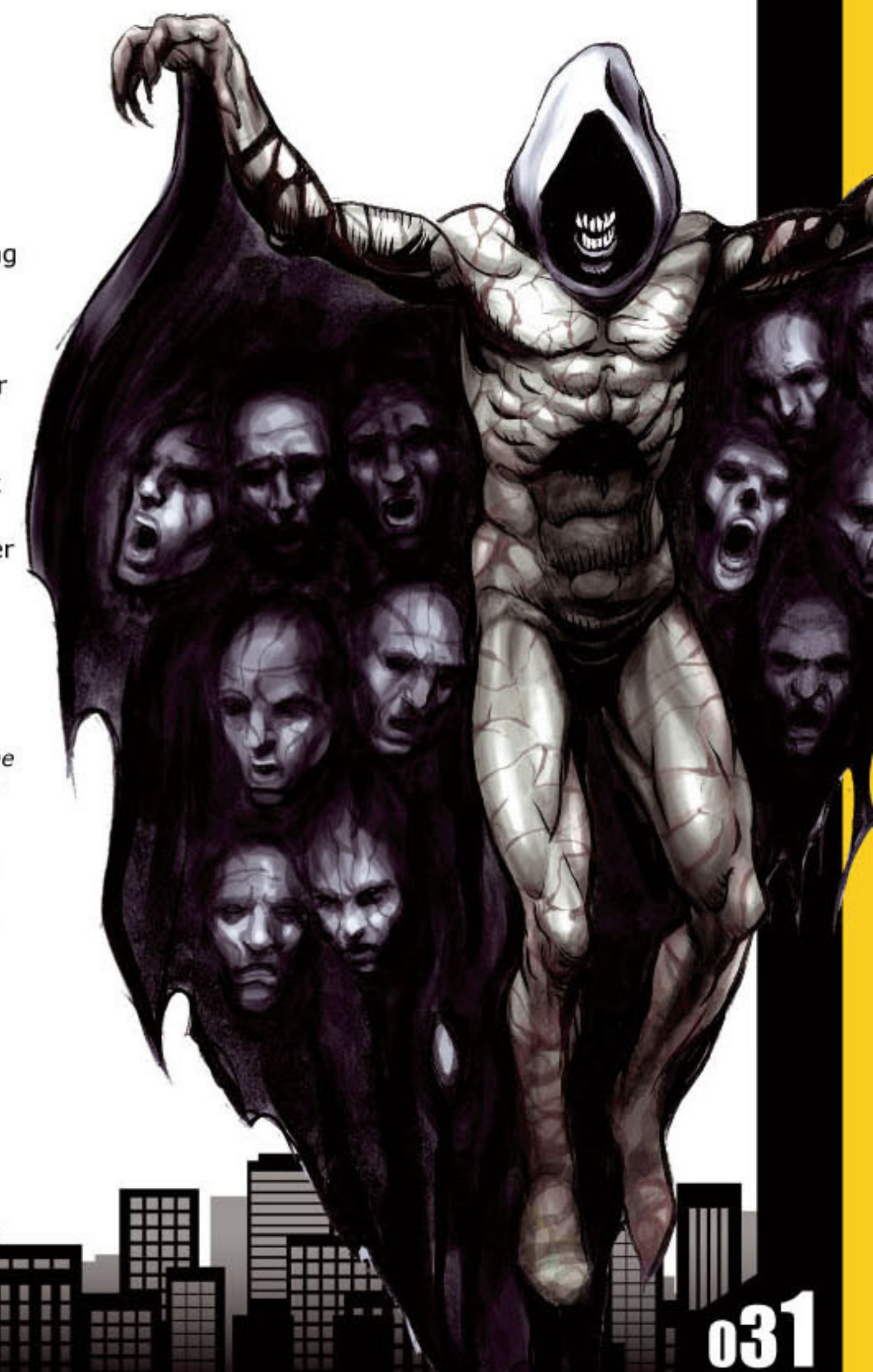
She is Knocked Down and clinging to her last Damage point. During her Activation, she uses **Get Up*** and since she already used up the second Movement Action, she can only pray that the wind demon doesn't finish her off.

FLIGHT INDOORS

Models benefiting from **Flight** have trouble with low ceilings. While it's possible to use your **Flight** inside it's not very effective. Whenever a model ends its turn inside a building or under an enclosure 3" or less in height it suffers from the Indoor penalty. Things like bridges, underpasses, awnings etc.

While Indoors a model may only have 1 **Flight Counter**. That model is also considered to have a **Flight Skill 1** for purposes of determining being Shot Down.

Flying while Indoors negates the usual +1 to **♥**, **♣**, **♠** when making Opposed Rolls.



CHAPTER 5



COMBAT ACTIONS



While some Supremes are good diplomats and negotiators, most of them know a lot about multiple ways of dealing hurt to other Supremes!

DAMAGE DEALING

Any Action that pits one Trait vs. another Trait deals Damage, unless mentioned otherwise. A notable exception is the **Starting Roll**. Any Action that potentially deals Damage is a Combat Action.

POWER-UP

Some rolls are more important to your Supreme than others. When making Opposed Rolls using a Trump Trait you may **Power-Up** that Roll. It doesn't have to be a **Trump Roll**. Before making an Opposed Roll, first the Attacker, then the Defender, may declare they are Powering-Up their Roll. This can be done after the normal declaration of Actions during a turn. The model pays 1 AP and takes a **Power-Up Die** (D3) from your **Power-Up Pool**. The value of the Roll is added to the total of the Opposed Roll. Remember when using a D6 to roll a D3 the results of 1-2 are considered to be 1, 3-4 are 2, and 5-6 are 3.

The Power-Up Pool :

Each Supreme Team starts an Encounter with a Power-Up Pool equal to the Encounter Level. For example if the Encounter Level being played is 6, each Team will have a pool of 6 D3 to use to Power-Up.

These dice may be used by any friendly model as long as the above conditions are met. Each Opposed Roll may benefit from only one **Power-Up**. The Power-Up Pool doesn't normally replenish itself throughout the Encounter, so once the dice are gone, your Supremes may not **Power-Up** in the normal way.

Some Actions will grant your models situational Power-Ups.

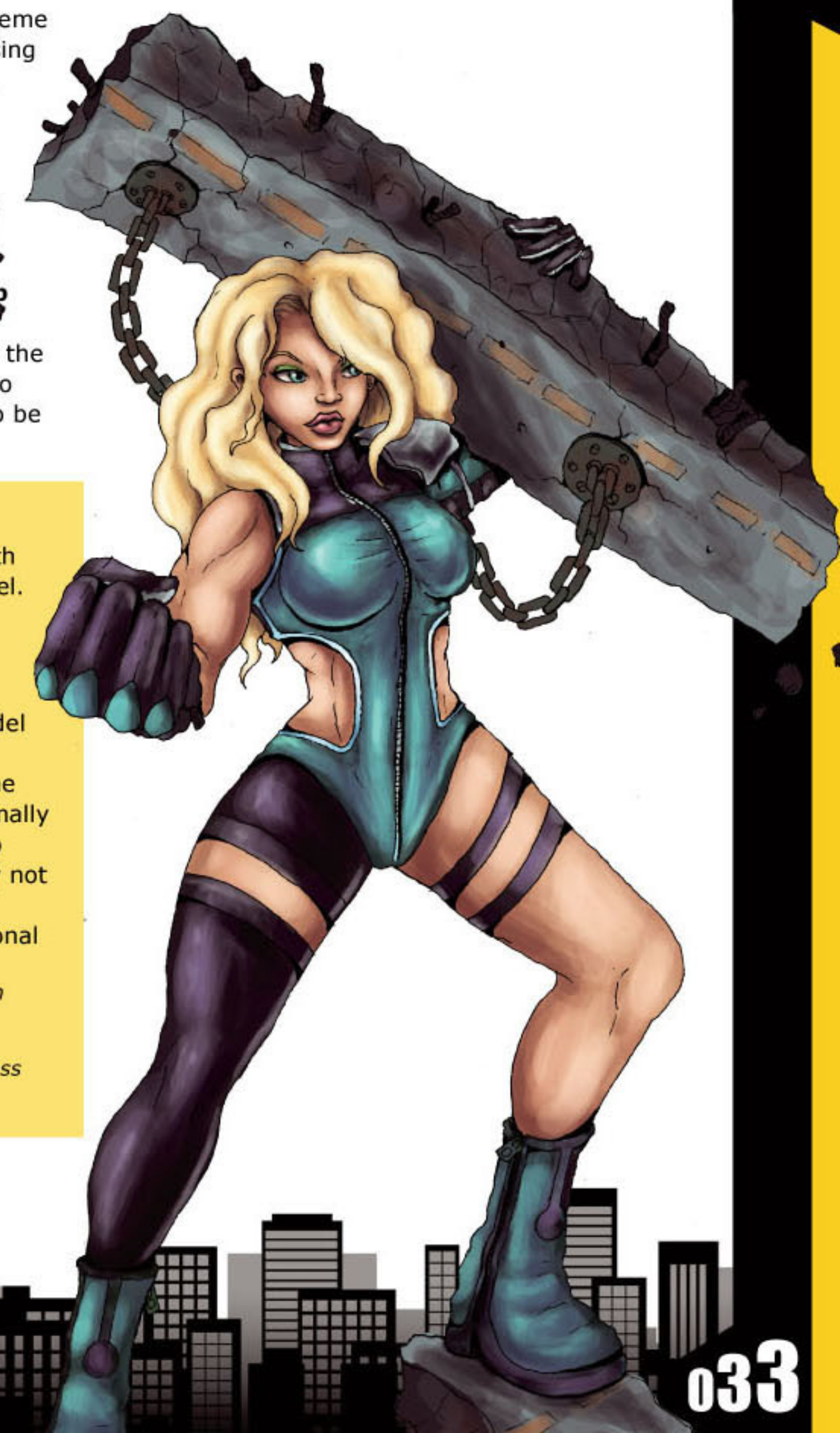
For instance, Sgt. Bale's **Balefire** Exclusive Action Powers-Up whenever a 6 is rolled.

These **Power-Ups** are free, they never use the dice from the Power-Up Pool and cost no AP (unless noted).

SUPER DAMAGE

Super Damage effects happen when a model suffers 10 or more points of Damage resulting from one Action. Some Actions may specifically result in **Super Damage** effects even if less Damage was dealt. In these cases the Action would be listed as having **Super Damage X**, where **X** is the minimum amount of Damage required to trigger the **Super Damage**.

The model affected by **Super Damage** is moved 5 inches directly away from the source of the Damage and stops only when it comes in the contact with another model or scenery. This move is not affected by **Difficult Terrain**. At the end of the movement, this model is **Knocked Down**.





Free Strikes

A FREE STRIKE IS ALWAYS AN OUT-OF-SEQUENCE STRIKE THAT HAPPENS USUALLY AS A REACTION TO A HOSTILE MODEL LEAVING CLOSE COMBAT RANGE, BUT CAN OCCUR IN OTHER SITUATIONS.

FREE STRIKES NEVER COUNT TOWARDS THE MODEL'S ALLOWANCE OF STRIKE ACTIONS AND NEVER COSTS AP.

UNIVERSAL COMBAT ACTIONS

Strike is the most basic example of a Combat Action.

Strike (☠ vs. ♡/AP 1):

Supremes may perform **Strike** several times in a Game Round. The maximum number is equal to their Level. Roll D6 and add the model's ☠ score. The target gets to roll D6 and add its ♡ roll. Apply 1 point of Damage for every point over the ♡ Opposed Roll score.

In order to perform a successful **Strike** (or any Close Combat Action), the attacking model must be in Base to Base Condition with the enemy model (See Chapter 6: Conditions.)

RANGED COMBAT ACTIONS

There are no Universal Ranged Combat Actions. Each Supreme possesses a totally different array of ranged aggression!

The description of a Ranged Combat Action is similar to the Close Combat Action. It does include two extra factors:

Type of Attack:

Projectiles, Blasts, Self Blasts, Rays, and Auras.

Range (RNG):

Maximum distance in inches of this attack.



LINE OF SIGHT

Most Ranged Combat attacks require a Line of Sight (LoS).

To establish LoS, draw a straight line from the middle of the attacking model's base to any part of the target miniature other than flowing capes or raised weaponry. If the attacking model "sees" the entire enemy model, the LoS is clear. If cover obstructs 50% of the model, apply **In Cover** penalty (Chapter 6: Conditions). If the attacking model cannot trace a line to any part of the target model, there is no LoS.

Trait Range

SOME ACTIONS REFER TO TRAIT RANGE. FOR INSTANCE, COMMAND X DESCRIPTION SAYS: A SUPREME MAY ISSUE AN ORDER TO A MINION RESOURCE WITHIN ITS DOUBLE RANGE. THE RANGE IS ALWAYS MEASURED IN INCHES WITH A VALUE OF THE RESPECTIVE TRAIT. TO BE IN RANGE OF A MODEL MEANS THAT AT LEAST A PART OF THE BASE IS WITHIN THE GIVEN DISTANCE IN INCHES.

A model's facing direction doesn't matter, though for a realistic effect players are encouraged to turn their models in the right direction when performing the Ranged Combat attack.

RANGED COMBAT ACTIONS AND MODELS IN BASE TO BASE

Whenever you are targeting an enemy that is in Base to Base with your friendly model, there is a risk of hitting the wrong target.

In such a situation, whenever a **Projectile** Range Combat Action rolls a 1, your opponent chooses the new target; they must be in Base to Base with the original target. Make a new Opposed Roll, this time ignore 1 in regards to choosing a different target.

Targeting Pulp Monsters and models on bases bigger than 40mm and/or benefitting from the **Gigantic** skill doesn't follow this rule – Ranged Combat in these cases is never randomized.

AUTOMATIC SUCCESS

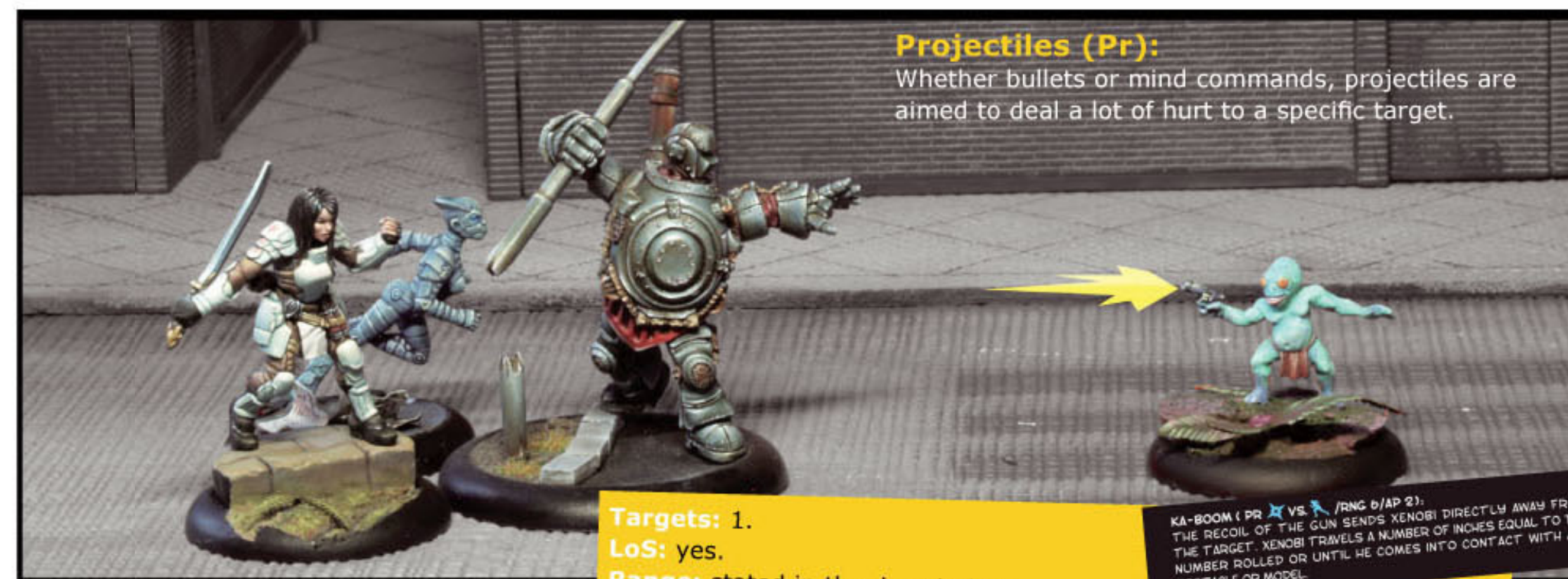
BEING A SUPREME IN PULP CITY IS NOT THAT EASY, BUT YOUR DRIVE AND DETERMINATION TO LIVE TO SEE ANOTHER DAY IS SOMETIMES STRONGER THAN THE ODDS.

WHENEVER A SUPREME PERFORMS A COMBAT ACTION AGAINST ANOTHER SUPREME, ROLLING A 6 MEANS AN AUTOMATIC SUCCESS AND GUARANTEES THAT AT LEAST 1 POINT OF DAMAGE IS INFLICTED.

WHENEVER A SUPREME DEFENDS AGAINST A COMBAT ACTION INITIATED BY ANOTHER MODEL, ROLLING A 6 MEANS THAT THE DAMAGE SUFFERED MAY NOT TAKE THE DEFENDER BELOW 1 POINT OF DAMAGE UNLESS HE OR SHE ALREADY WAS AT 1 POINT OF DAMAGE.

EXAMPLE: A DEVOUS HELLSPIN FROM HELLSMITH WOULD INFLICT 6 POINTS OF DAMAGE ON ANDROIDA, BUT SHE ROLLS A 6 ON HER OPPOSED ROLL. BEING ALREADY AT 3 POINTS OF DAMAGE, SHE SUFFERS ONLY 2 POINTS, LEAVING HER CLINGING TO THE LAST ONE.

THE AUTOMATIC SUCCESS RULE DOES NOT APPLY IF DEFENDER IS ALREADY AT 1 POINT OF DAMAGE (SO 6 WON'T SAVE IT FROM BEING INCAPACITATED WHEN DAMAGE IS SUFFERED, NOR WILL THE 6 OF THE ATTACKER CAUSE IT TO AUTOMATICALLY BECOME INCAPACITATED). IN CASE OF TWO SIDES ROLLING 6'S, RESOLVE THE OPPOSED ROLL NORMALLY.



Targets: 1.

LoS: yes.

Range: stated in the description.

Using in Base to Base with enemy models:

Yes, Projectiles suffer -1 to the Opposed Roll when used in Base to Base. When in Base to Base with enemy targeting models that are not in Base to Base with the attacker, apply a further -1.

KA-BOOM (Pr) ☠ vs. ♡ (RNG 6/AP 2). THE RECOIL OF THE GUN SENDS XENOBI DIRECTLY AWAY FROM THE TARGET. XENOBI TRAVELS A NUMBER OF INCHES EQUAL TO THE NUMBER ROLLED OR UNTIL HE COMES INTO CONTACT WITH ANY OBSTACLE OR MODEL.

Ray (R):

Rays are powerful bursts of energy or mind power. Draw a straight line as wide as the attacker's base to a point located as far as the Range limit of the attack.

You can't make the attack shorter than the limit. Make an Opposed Roll against all models in the area, starting with the closest ones.

Targets: 1+.

LoS: Yes, to the original target.

Range:

The length is stated in the Action's description, the width is determined by the base size of a Supreme using the Ray.

Using in Base to Base with enemy models: yes, ☹ based suffers -1 to the roll.

Blast (BIX):

Blasts are your typical explosive manifestations of super powers.

Energy travels to a designated target and explodes. Resolve the Opposed Roll with the primary target first. Unless the roll is 1 (see below), proceed with the Opposed Rolls against any model caught fully in the Blast, the Blaster's controller determines in which order the Opposed Rolls are resolved beyond the original target. Models that are touched by the Blast but their base is not fully covered, suffer the Opposed Roll at half of the Trait's value (rounded up).

Blasts are tricky to use. On a natural roll of 1 against the original designated target, your opponent has an option of immediately redirecting its point of explosion up to 2 inches in any direction. Models using ☹ based Blasts are always immune to their own Blasts.

If a Blast attack is out of range of its intended target the Blast will still occur. In this case mark a spot at the limit of the Blast's Range. Your opponent can now move the blast marker up to 2 inches as if you had rolled a 1 on the initial attack.

Targets: 1.

LoS: yes.

Range:

Range to the primary target is determined by the Action's description. The radius of the Blast is always mentioned next to the description (example: **B12** means that a 2 inch radius round template is placed centrally on the initial target).

Using in Base to Base with enemy models: yes; Blasts suffer -1 to the Opposed Roll when used in Base to Base. When targeting models that are not in Base to Base with the attacker apply a further -1 penalty.

THROW THEN THINK (BL2 ☹ VS. ☹ / RING 6 / AP 2).
IF DR. RED ROLLS 8 OR 9 ON THE OPPOSED ROLL, INCREASE BL2 TO BL3. IF THE ROLL IS 6, ANY MODELS WOUNDED SUFFER 3 EXTRA POINTS OF DAMAGE. ANY EXPLOSIVE TOKENS IN THE BLAST DETONATE AS WELL.

APOCALYPSE (AU3 ☹ VS. ☹ / AP 5).
ANY MODEL CAUGHT IN THE AURA OR MOVING INTO THE AURA SUFFERS AN OPPOSED ROLL. APOCALYPSE LASTS UNTIL NUKE MOVES OR IS KNOCKED DOWN.

Aura (AuX):

Auras are pulsating halos of powers, usually granting beneficial effects to members of the team or hurting their enemies.

Auras that don't require an Opposed Roll and don't directly deal Damage are not Combat Actions. An Aura moves with the owner. A model may have only one active Aura at a time, though it may benefit from several Auras from different sources.

If the Aura is a Combat Action, models moving into or within the Aura or coming into the Aura's area of effect when its source moves, suffer an Opposed Roll. A model may only suffer once a Round from the harmful effects of a specific Aura – only one Opposed Roll is required.

Targets: Self.

LoS: no.

Range:

0, radius always mentioned next to the description (example: Au1 means an Aura that affects all friendly and/or enemy models even partially within 1 inch of the Aura model).

Using in Base to Base with enemy models: yes.

Self Blasts (SBIX):

Some blasts originate directly from the model itself. The model is immune to its effects and since it is the origin of the Self Blast, there is no risk of the Self Blast being redirected or being a dud. Make an Opposed Roll against every model even partially within the radius. The Self Blaster's controller determines the order in which the Opposed Rolls are resolved.

Targets: Self.

LoS: no.

Range:

0, radius always mentioned next to the description (example: SB11 means a Self Blast that affects all models even partially within 1 inch of the Self Blasting model).

Using in Base to Base with enemy models: yes.

EARTHQUAKE (SBL3 ☹ VS. ☹ / AP 3).
HELLSMITH STRIKES THE GROUND WITH HIS MIGHTY HAMMER. ALL MODELS MAKE AN OPPOSED ROLL BUT SUFFER NO DAMAGE. ALL THOSE THAT FAILED THEIR OPPOSED ROLL ARE KNOCKED DOWN.

CHAPTER 6

CONDITIONS




This chapter describes all the **Conditions** your Supremes will find themselves in during the Encounter.

Conditions are various effects a model may be under at a given time. Some are useful and some not so much. At any given time, a miniature may be affected by several different Conditions at once, so remember to keep track of them.


Base to Base:



A model is in Base to Base when it is touching an enemy or friendly model's base or a piece of scenery.

Whenever in Base to Base, if a Supreme or Minion wants to move away from an enemy model, declare what Actions it will use and pay their AP cost.

The enemy then performs one **free Strike** Combat Action against target's  or  (whichever higher) instead of .

The attacker adds +1 to the Opposed Roll for each of its allied models in Base to Base with the defender. Note that the attacker only gets to make one **free Strike** regardless of the number of models currently in Base to Base.

For this reason, it is usually best to choose the model with the highest  value.

If the defender wins, it may freely perform all declared Actions. If the attacker wins, apply Damage. If that Damage was higher than the defender's , it stays in Base to Base and instantly ends its Activation. If the Damage was lower than the defender's , complete the Activation normally.

INVOLUNTARY MOVEMENTS

WHENEVER A MODEL IS FORCED TO MOVE BY A GAME EFFECT LIKE A FRIENDLY OR HOSTILE ACTION, IT IS IMMUNE TO THE ILL EFFECTS OF MOVING OUT OF THE BASE TO BASE, UNLESS MENTIONED IN THE EFFECTS DESCRIPTION.

Some Actions state they may not be performed in Base to Base. This applies only to being in Base to Base with a hostile model, it doesn't apply to friendly models nor scenery.

Incapacitated:

Heroes don't simply die! Battered and broken, they remain on the battlefield. When a Supreme suffers enough Damage to drop to 0 or less, it becomes Incapacitated. From this point on, it can't use any Actions or any Skills and stops generating Action Points for the Action Pool. Place a token to mark that the model is Incapacitated.

Treat the model as Knocked Down for purposes of movement and LoS. The miniature may not take any Objectives and if it carried any Objective items, these are immediately placed next to it and may be picked up by other models. Specific Actions or Resources are needed to remove the Incapacitated Condition; regular healing is of no use until the Condition is removed. When a model recovers from the Incapacitated Condition, immediately stand it back up. It may be Activated as normal from now on.



Eliminated:

Certain attacks are very powerful and vile. When the Action/Skill that causes the Supreme to become Eliminated is resolved, the model is removed from the gaming table and cannot return. If it carried any Objective or Burdening items, these are immediately placed where the model stood.

Knocked Down:

The model is Knocked Down and it cannot perform any Actions except for **Get Up***. All effects bound to it (Auras, Team Powers, etc.) still apply.

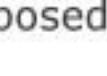
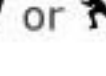
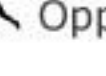
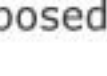
It makes all Opposed Rolls at a -2 penalty. Being in Base to Base with a Knocked Down model is great for the hostile models: while they can still direct their attacks against it, they are always free to move away with no consequences at all!

Knocked Down models do not provide In Cover; they don't block LoS and can be "moved over" if there is enough movement to fully move past the Knocked Down model.

It is suggested you mark the Knocked Down model with a token to remind you of its Condition.

Falling:

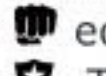

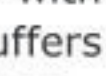
A model plunging from a height is considered to be Falling. Some Actions may result in a model falling down. Falling for all Supreme and Minion models from 3 inches or less is safe.

Otherwise calculate the distance in inches – this is the Falling . Make the  or  Opposed Roll against the Falling .

If any Damage is suffered, the model is Knocked Down.

Models with **Flight**, **Levitate**, **Thick Bones** and **Wall Crawler** skills don't suffer Damage from Falling unless they are Shot Down.

Truly only the frailest of Supremes will ever suffer Damage from Falling. A Supreme (and only a Supreme, Minions lack the courage!) may voluntarily Fall from any height by using any Movement Action.

If the model Falls on any other model, it suffers an Opposed Roll with  equal to the Falling model's  against its . The intentional Falling may not be combined with any other Actions. The Falling model suffers all of the consequences mentioned above.

After the Opposed Roll, place the fallen model in Base to Base with the scenery it fell from and any models landed on.


In Cover:

Miniatures In Cover have a better chance of surviving attacks.

The cover bonus is always applied when the cover is located between the defending miniature and the source of the attack (hence, the source of a Blast attack is the primary target not the attacker).

There are three types of cover, each granting a bonus to the Opposed Roll:

- **Soft (+1):**
other models in the way, wood, scrubs, streetlights etc.
- **Hard (+2):**
metal, cars, brick walls, armored doors
- **Rock! (+3):**
Concrete bunker, alien spaceship

There is no In Cover bonus against  based attacks.

Burdened:

Some Agendas and Actions may put a model in a Burdened Condition. Sometimes this may be voluntary (like picking up an Objective) or forced (like an effect of a hostile Action).

In any Round a model is Burdened, it may only make one Movement Action.

If it became Burdened already after performing one or two Movement Actions this Round, it may not move again until the end of the Round.

It may not place any Flight Counters on itself (the model is considered to have Landed upon becoming Burdened).

The model cannot become Burdened voluntarily again, and any further hostile Burden Actions don't worsen the Condition. A Burdened model cannot Manipulate terrain features.

A model may decide to stop being Burdened during any Activation for free if it got Burdened voluntarily and not as a result of a hostile Action. If the Burden is dropped, it may be picked up by any other model. Incapacitated, Eliminated, Knocked Down Supremes drop their Burden immediately.





CHAPTER 7


SUPREME POWERS



TRUMP TRAIT BENEFITS

In this chapter you will learn more about what makes a Supreme, supreme. These are the essentials that complement the Actions it performs, such as Trump Rolls and Trump Trait benefits.

As you have already learned, Trump Traits provide you with the essential Trump Rolls that can turn the tide of the battle. They also allow you to Power-Up for even higher Opposed Roll totals.

For instance, Iron Train can hold on to his vital  Trump Roll to make sure the Opposed Roll against Papa Zombie is a killer hit.

But that is not all. Trump Traits offer a selection of powers that may be used by Supremes as many times as they want!

Strength Trump Trait



Scenery Manipulation:

For some Heroes and Villains the chance of throwing heavy objects at each other is what drew them to the Supreme world. Smacking your opponent with street lights or throwing a truck are effective ways to solve arguments.

Chapter 9 gives more insight on the interaction with environment and plenty of ways of hurting your opponents.

Agility Trump Trait



Super Reflexes:

Whenever the Supreme performs a Universal Movement Action, he or she may pay extra AP (up to its Supreme Level) and gain or increase their **Blitzer** skill by that many points.

Supremes with Super Reflexes do not treat **Get Up*** as a Movement Action.

Mind Trump Trait



Tactical Genius:

Add +X to the Starting Roll. Announce how many points you want to add prior to the roll. Pay X AP. These points count towards the Supreme's AP Allowance this Round.

Defense Trump Trait



Hold Ground:

Supremes that are the masters of defense are extremely good at holding ground and ensuring the safety of their friends and vital objectives. Whenever the model is forced to move because of a friendly, hostile, or neutral Action or effect (such as Super Damage or Actions like Iron Train's **Free Ride**), its controller may decide to leave the model in place.

Additionally, a model may spend a Power-Up Dice from the team's Power-Up Pool to instantly cancel Knock Down Condition that affects the Supreme.

This does not cost any AP.

If you don't decide to cancel the effect, the model is Knocked Down as normal.

Note that Knock Down is not a Movement.

Spirit Trump Trait



Strong Will:


When a Supreme falls under enemy blows, sometimes their strong will lets them stay conscious and support their teammates. Whenever the model is Incapacitated, it generates Action Points for the Action Pool in the following Game Round.

Energy Trump Trait



Precision:

Thanks to Precision, the Supreme never suffers any penalties for targeting models in Base to Base with other models or when in Base to Base with other models when using Ranged Combat Actions.

Its  Ranged Combat Actions never suffer the risk of being randomized on a roll of 1, though Blasts that roll 1 may still be placed by the opponent.




CHAPTER 8 SKILLS



Unlike Actions, the Skills are always "on", whether Supreme likes it or not. Supremes never pay for their Activation. Skills may grant your models resistance against Actions or Conditions, or they may add some Exclusive Actions (which may have an associated AP cost) among others. Some skills come in a **Skill (X)** format, where **X** is a numeric value. The power of the skill is defined on a Supreme or a Resource card.

Absorb (X):

The Supreme suffers X Damage points less from every  based attack. This cannot reduce Damage to less than 1 point.

Aftershocks (X):





When a model with **Aftershocks** deals Damage make a note on the damaged model's card. In the Effects phase of the next Game Round (and only that Round), apply X Damage. **Aftershocks** do not stack; a model may suffer only one **Aftershock** a Game Round, always the one with the highest value.

Air: see: **Elements**.

Annoying:

This model ignores the binding effect from **Charge*** when wanting to leave Base to Base Condition in the same Round that they were Charged. The model is always **Immune/Free Strikes**.


Armored:

This model may use  rating instead of  and  attacks. In such cases, a  Trump Roll or **Power-Up** may not be used.

Barricade:

The In Cover Condition granted by a model with **Barricade** to others is always +2 instead of the regular +1 modification on the Opposed Roll.

Blend (X):

Add X to your  Opposed Rolls when defending against hostile Ranged Combat Actions while in Base to Base with a piece of scenery. The scenery must be larger than the model and wider than its base. A model does not benefit from **Blend** if it is in Base to Base with an enemy model.


Blink:

On any Movement Action, this model bypasses walls and obstacles, and may move in any direction (including vertically). Place the model anywhere within its movement limit, making sure its base has enough space.

Blitzer (X):

This model increases the distance travelled with all Movement Actions by X inches.

Bruiser:


If this model deals more Damage than the victim's current  value with any Action, the Damaged model is also Knocked Down.

Construct:

In addition to being **Mechanical**, this model may not be a Commanding Supreme. It may not be attributed any Resources beyond those Exclusive to it. **Constructs** are **Immune**/.



Counterattack (X):

Whenever the model is target of a  Close Combat Action that could hit but fails to inflict Damage, the model immediately deals X points of Damage to the model that used the Close Combat Action.


Cyberhead:

This model is capable of Activating his or her team's non-Personal Devices and Commanding friendly Mechanical Minions anywhere on the battlefield.

Damage Control (X):

Whenever this model uses a Ray Action, it may declare the length of the Ray below the maximum length (exception to the rule). Friendly models unfortunate enough to be caught in this model's Ray, Blast or Self Blast attacks benefit from +X to their Opposed Roll as their ally tries hard not to hurt them.

Damage Source (X):


If this model possesses one of the Skills listed below, or an Action uses the Damage Source in its name or description, all Damage from  Actions is considered as having that Skill as a Source for the purpose of **Immune/X** or **Weakness/X** Skills.

Universal Damage Sources are: **Fire, Water, Air, Earth, Darkness, Light, Nuclear, Holy, and Unholy.**

Some Actions may list other **Elements** as **Damage Sources**.


Darkness: see: **Elements.**

Deflect (X):

This model suffers X Damage point less from every  based attack. This cannot reduce Damage to less than 1 point.

Earth: see: **Elements.**

Elements:

This model is **Immune** to the Damage of its own **Element**, all  based attacks made by the model are considered to be of this source in regards to targeted models' **Immunities** and **Weaknesses**.

If an Action possesses any Elemental descriptor in its name or text, it follows the same guidelines for Damage dealing purposes.

Some **Elements** have their own eternal rivals; it is automatically assumed that the Elements paired up below possess **Weakness/Opposing Element**.

Fire – Water

Earth – Air

Light – Darkness

Some Action descriptions may introduce new Elements for purposes of other models' **Weaknesses** and **Immunities**.

E.T.:

The Supreme's birth place is far away from Pulp City. Usually it doesn't want to go home though.

Fire: see: **Elements.**

Flight (X):

see *Chapter 4*. The model is capable of using **Flight** with the maximum of X **Flight** counters.

Freelancer:

Before the Starting Roll, this model may drop their subfaction allegiance(s) as if they were not printed on its card. The change lasts for the duration of the Encounter.


Fury (X):

This model may perform X extra **Strike** Actions in a Game Round at the usual AP cost.

Future Sight:

At any time during the game ask your opponent to reveal all the details concerning one of his Agendas. Only one Agenda can be revealed by the use of this power - your opponents' choice if there are multiple agendas. Your opponent may provide you with false information. At the end of the Encounter an Agenda that was falsely reported to you is scored as a failure, in which case your opponent takes the maximum penalty on Agenda Points.

Gaia's Enemy (X):

Add X to this model's Opposed Rolls against  Origin models.

Gate (X):

This model may deploy before the game up to X levels of Supremes and/or Minions including itself up to 6 inches beyond the regular deployment limit. The gated Supremes and Minions may not be placed within 4 inches of Agenda objectives.

Gigantic:

This model benefits from **Blitzer 2** or increases its **Blitzer** value by 2. Additionally, whenever it would suffer its first Incapacitated or Eliminated condition during the game, it remains alive with one Damage Point. All further Eliminated and Incapacitated conditions take place normally.

Greed (X):

This model cares more for money than loyalty. He or she can be recruited by the opposite team under certain conditions. A Villain may join Heroes, or a Hero may join Villains upon paying the value of X from the team's Resources Pool.

Hatred (X):

This model adds +1 to the Opposed Roll when targeting X with any Action or Actions.


Heavy Gear:

This model may never voluntarily become Burdened nor Manipulate any scenery pieces.




Immovable:

This model cannot be Knocked Down unless it is **Up, up and away***! The model is **Immune/Super Damage** effects.


Immune (X):

This model is immune to a certain factor, i.e., Knocked Down, a specific Damage Source,  etc.

Immune/ :

Immunity to  is an exception to the above rule. Whenever targeted or affected by a  based Action, this model ignores all of the Action's effects (benefits or/and harmful effects) but still suffers Damage from it.  based Actions that deal no Damage do not affect this model at all.

Inquisitor (X):

Add X to this model's Opposed Rolls against  Origin models.

Insignificant:

This model may never score or participate in scoring Agenda Points in any other way than by Eliminating/Incapacitating other models. It may not voluntarily Burden itself.

Instability (X):

Each time this model is wounded, roll a d6. If the result is lower than X, double the Damage suffered.



Invincible (X):

This model suffers X Damage less from each Opposed Roll. If the final result is 0 or less, this model is considered to have not suffered any Damage at all.

Invincible doesn't stack with other Damage reducing skills, so models with both **Invincible** and **Deflect** must always take the one that stops most Damage.

Leader (X):

This model increases your Starting Roll by X regardless of which Supreme is used to make the roll. Whenever this model would generate Action Points your Action Pool is increased by X. If you have more than one **Leader** in the team, increase the Starting Roll only by the highest **Leader (X)** score.

You may add all Action Points from all models with **Leader** to the Pool.

Leader of Minions (X):

When acting as the Commanding Supreme, increase the Opposed Rolls of all acting friendly Minions by 1.

Each Round a **Leader of Minions**, while acting as a Commanding Supreme, may allow friendly Minions to perform one Action with an Action Points value of X or less for free (no Action Points are spent).

**Leave no trace:**

This model never suffers Incapacitated. When suffering the last point of Damage, it is immediately Eliminated.

Levitation:

This model may move through other miniatures as long as it has sufficient movement. It can use any Movement Actions to pass over gaps, move from a rooftop to a rooftop or cross hazardous terrain. It never suffers penalties for crossing Difficult terrain nor suffers Damage from Difficult Dangerous terrain.

Levitation doesn't work if the model is Knocked Down, Burdened or Incapacitated.

Light: see: **Elements**.

Living:

All Supremes and Minions are assumed to automatically possess that skill unless they are **Mechanical** or **Non Living**. Some game effects specifically target **Living** models.

Living Arsenal (X):

This model may start the game with one or more Weapon Resources of up to X value beyond its natural limit (for instance, Gentleman can start a game with any Level 1 Resource plus any Level 1 Weapon Resource). These Resources still count toward the number of Resources a team may have.

Lucky:

This model may re-roll one d6 or d3 in the Encounter. The second result always stands. This may be any die the model rolls.

Mechanical:

This model is technically not alive thus immune to some effects.

Megalomaniac:

The ego of the Supreme doesn't tolerate the presence of any impostors.

If the same **Megalomaniac** model is included in both teams, the model must try to eliminate the impostor at any cost.

The first Activation of each **Megalomaniac** in a given Game Round must be either: any Movement Action towards the impostor at full speed or perform Combat Action against him/her.

Mercenary (or Merc):

This model counts as belonging to a subfaction represented by the majority of Supremes in your starting line-up.

A **Merc** has all the benefits of the subfaction including being affected by Team Powers, access to Resources and Team Agendas. A **Merc** joining Iron Train (Heavy Metal), Chronin (Heavy Metal) and Six Feet Under (Blood Watch) would be considered a member of Heavy Metal.

Mind Fortress:

This model does not suffer a penalty for using ☉ based Combat Actions in Base to Base.

Mind's Reach:

All ☉ Projectiles, Rays and Blasts made by this model do not require Line of Sight and pass through obstacles.

Molecular Manipulation (X):

Upon any Activation, before taking any Actions, you may decide to increase this model's ♠ by up to X and immediately decrease this model's ♠ by the chosen number OR you may decide to increase this model's ♠ by up to X and immediately decrease this model's ♠ by the chosen number.

No Trait value may become lower than 1 as a result of **Molecular Manipulation**.

The changes last until the end of the Game Round.

Monster:

This model gains access to the Action: **Devour** (☉ /AP 1): Sacrifice a friendly Minion Resource Card with at least one of its models in Base to Base with this model to regain 2 points of Damage for each Resource Level of the Minion.

Mount (X):

Models with the **Mount** skill are treated like an upgrade to X models. X model adds all of the **Mount's** Traits modifiers, AP modifiers, Skills and Actions to its own. Treat them as if they were printed on X's card. **Mount** and X are treated as one model in all respects. Whenever X suffers Damage, mark the Damage first on **Mount's** card. Whenever the **Mount** loses its last point of Damage, it is Eliminated, its model possibly replaced with X model which loses all **Mount** benefits. Model X may only benefit from one mount at a time. **Mounted** models may not enter buildings.

Neuro Dodger:

This model may use his/her ♠ value in Opposed Rolls against ALL Projectiles, Rays and Blasts that target ♠.

Nimble:

This model may use ♠ rating instead of ♠ when defending against ♠ and ♠ attacks. In such case, a ♠ Trump Roll or **Power-Up** may not be used.

Non Living:

This model is not a living being. It is not affected by harmful or beneficial effects reserved for **Living** models. It may only be the Commanding Supreme for models that are **Non Living**.



Power for Price (X):

At any time this model makes an Opposed Roll, it may add up to X points to the Opposed Roll. The boost is only for that Opposed Roll. For each point you add, immediately apply that much Damage to this model.

Powerful Rays:

This model's ★ based Ray attacks, when **Powered-Up**, may make the boosted Roll against two models instead of one.

Powerhouse (X):

This model adds X Power-Up dice to the **Power-Up** Pool. These dice may be only used by this model.

Power Trait (X):

Whenever this model **Powers-Up** the Opposed Roll using X Trait, roll D6 instead of D3.

Quadruped:

This model may never voluntarily become Burdened nor use Actions granted through Agendas. It may only use Exclusive Resources and can never be a Commanding Supreme. This model benefits from **Blitzer 2**, which also increases any other associated **Blitzer** Skill, and the model adds an additional +1 to all its Opposed Rolls when using **Charge*** for a total of +2.



Ram (X):

This model adds X to Opposed Rolls against scenery pieces.

Reach (X):

The model may target enemy models within X inches with Close Combat Actions. This does not affect **Charge*** distance. Whenever an enemy model within X inches of the **Reach** model tries to leave the X inch radius area, the **Reach** model may enforce a free **Strike** just as if the model tried to leave Base to Base.

Regeneration (X):

In the Effects phase of every Game Round, remove X points of Damage from this model. This skill does not work when this model is Incapacitated.

Repel (X):

This model suffers X Damage point less from every ☹ based attack. **Repel** cannot reduce Damage to less than 1 point.

Resourceful (X):

This model increases the Team's Resource Pool by X.

Shapeshifter (X):

At any time during this model's Activation, it may change into X (usually the alternate miniature) using the **Shapeshift*(AP 1)** Action.

This action may be used more than once a Round. **Shapeshifters** may start the game in the form of their choice and change back and forth any number of times.

Regardless of which form the model takes, it shares the AP, Damage grid and the limit of Movement Actions and **Strikes** it can perform between the forms.

If the new model is on a bigger or smaller base, both players, starting with your opponent, may rearrange all models that used to be in Base to Base with Shapeshifter in any way as long as they don't lose the Base to Base Condition.

Spectral:

This model is **Immune/☹** and **Immune/Difficult Ground** and may not use any ☹ based Actions.

Super Blast:

All Exclusive Action Blasts initiated by this model inflict Opposed Rolls at full Trait value even against the models only touched by the Blast.

Super Damage (X):

All Exclusive Combat Actions of this model result in **Super Damage** effects if they inflict X or more Damage points. The model may opt to not apply **Super Damage** effects, and this decision may be made after the Roll.

Super Duo (Supreme's Name/Trait):

The bond between these two models grants them some special powers when they fight side by side. While within each other's ★ Range, the two models gain 1 point in the mentioned Trait. For instance, whenever Solar and Stalker are within 3 inches of each other, Solar gains +1 to ★.

Tactician (X):

This model increases your Action Pool by X. **Tactician** bonuses stack with other **Tacticians** and **Leaders** in your team.

Technophobe (X):

This model adds X to Opposed Rolls against ☹ Origin models.

Telekinesis (X):

The model may Manipulate scenery objects as if it possessed ☹ Trump Trait with value equal to X.

The model may Manipulate objects within X inches when the description states they need to be in Base to Base. All ranges are measured from the model's base, not the Manipulated object.

Telepathy (X):

Upon its Activation, this model may perform a **Telepathic Link (X)**: Chose one friendly Supreme within your ☹ range. That Supreme adds X to its next Opposed Roll.

Thick Bones:

This model doesn't take any Damage or become Knocked Down from Falling or Shot Down. The model may combine voluntary Falling with Close Combat Actions.

Vengeful:

When this model is Damaged, it must attack its attacker. This model's next Combat Action in the same Round must target the attacking model that last Damaged this model if it is an eligible target. This model adds +1 to that Opposed Roll.

Wall Crawler:

This model may use any part of its Movement Actions to move up vertical surfaces. The Action must end on a flat horizontal surface (i.e., you must be able to place the miniature on any terrain feature).

Water: see: Elements.

Weakness (X):

Whenever a model with **Weakness** is the target of an Action that:

a/is initiated by X,

b/is initiated by a model with X skill,

or c/has X in its description,

Then the model with **Weakness** may not **Power-Up** against the Action nor use a **Trump Trait** Roll, and also suffers 1 extra point of Damage if it would suffer any Damage from the Action.

Weapon Master (X):

This model may use Weapon Resources with a value no higher than X.



CHAPTER 9: BATTLE FOR PULP CITY



Pulp City is a living organism where your Supremes will have a chance to interact with it in more than one way. Next Chapters will provide you with a lot of information about the districts of the metropolis and its denizens, as well as of plenty exotic places of interest. While This Chapter will show you how the game rules let the Heroes and Villains wage the battle on the streets.

TERRAIN & SCENERY

The battlefield where your Encounters will take place is not just a nice addition to your Supreme miniatures. In Pulp City the streets are full of lethal weapons and every building might be a deadly trap for your foes.

Before you ask, yes, every bit of scenery you place on the table may be destroyed or used against your enemies.

DIFFICULT & IMPASSABLE TERRAIN

Come on! This is a superhero game so only those unlucky few will suffer penalties from Difficult and Impassable terrain. Feel free to discuss and name parts of your table that will follow these rules with your opponent before the game starts

Difficult Terrain is an area of the gaming table that may cause some trouble to the foot-slogging Supremes. Thick jungle, shallow water or the destroyed building will not stop Supremes like Iron Train but it may slow them down.

As a rule of thumb, every inch of a Movement Action that your Supreme takes through Difficult terrain allows half an inch of movement. This penalty only applies while in Difficult Terrain.

This penalty doesn't apply to Actions that cause your model to move involuntarily. When angry Apebot throws Androida no rough surface will slow her fall.

Your Supremes will encounter Impassable terrain for various reasons.

Impassable Terrain is something that prohibits normal movement. The thick walls of a bunker may need to be destroyed before your Team can move inside. A quantum rift is a rip in the timeline and no sane Supreme would try to cross it.

No normal Movement is possible through Impassable terrain. Certain skills may come in handy for getting around Impassable terrain: **Blink**, if your Supreme can finish its Movement Action completely past the Impassable feature; **Flight** and **Levitation** can be used in cases where you and your opponent agree.



DANGEROUS DIFFICULT TERRAIN

Some **Difficult terrain** can be Dangerous as well. **Dangerous Terrain** may cause Damage to any model entering it based on an Opposed Roll. It is nigh on impossible to name all of the dangers that may contribute to your Supreme's downfall, but the following guidelines come handy when deciding the outcome of these.

Supremes may voluntarily move into Dangerous Difficult terrain. If the type of terrain requires an Opposed Roll against the potential danger, the first check is made when the Supreme enters the terrain, voluntarily or not, and further checks occur in the Effects phase of every following Round while in the terrain. The Opposed Roll uses the Supreme's against the or sources.

Unless the Action's description mentions otherwise, consult the types below.

Type Dangerous Terrain: Pools of burning lava, nuclear wastes, burning buildings, mine-fields, ice-storms, exploding fungi or Necroplane death-rays.

Type Dangerous Terrain: graveyard with rising zeds, Ulthar Sagittarius spike traps, swarms of giant ants, meteor fall, walls of blades.

Supremes with **Levitation** (unless Knocked Down) or any **Flight Counters**, are always safe from the hazards of Dangerous terrain even if they end up there involuntarily.

WATER DANGEROUS DIFFICULT TERRAIN

Your Supremes will often fight for their lives on the decks of ships, in the harbor of Pulp City, or Kodo Island shores.

As much as shallow water may be a minor nuisance for most Supremes (Difficult terrain), the depths of the ocean may be as dangerous as the Ulthar invasion for a heavily armored Supreme.

As mentioned above, a model suffers an Opposed Roll when it first enters the water; and in each subsequent Effects phase. For these rolls use the model's own against as it tries to counter their own mass and the weight of any protective gear as the model tries to stay above the surface (the Supreme may modify the Roll in any regularly available way). If the Roll fails, the model suffers Damage and may not activate this Round. Models with no Trait are treated as if having 0 value.

In addition to **Flying** and **Levitating** Supremes, those with the **Water** or **Gigantic** Skills treat water as a regular terrain. **Mechanical** (as they don't need to breathe and may walk on the bottom) and **Non Living** models treat it as a Difficult terrain.

INTERACTING WITH THE ENVIRONMENT

Throughout their battles, your Supremes will learn a lot of dirty tricks that will catch their opponents unaware.

Villains will soon find out that sometimes it is easier to destroy a building than walk around it. Heroes will discover the benefit of using a lamp-post to bash in alien heads. All scenery belongs to one of the following categories: Buildings or Moveable Scenery.

MODELS Vs. SCENERY

Not only is scenery nice to look at and can enhance your gaming experience. Scenery adds a significant value to game play. Buildings, street lamps and trees all play a vital role in fulfilling Agendas. Some pieces of scenery may also be a part of Exclusive Actions.

All scenery can be damaged just like Supremes. Scenery is vulnerable to all and Damage. To establish its (working both against and attacks), follow these guidelines:

- Wood: 5
- Brick/Concrete: 6
- Steel and Glass: 7
- Steel/Iron: 8
- Alien Alloy: 9

Scenery does not get to roll the die – the value is fixed for each scenery piece and is opposed by the attacking model's active Trait and the die roll.

Hellsmith (6) Strikes a wooden door that is in his way, he rolls a d6 and adds the roll's value to the active Trait. A 4 rolled plus 6 from the Trait is 10 that opposes the fixed value of 5, dealing 5 points of Damage with the hit.

To calculate the number of Damage points that a piece of scenery has, multiply its width by its length in inches and add its height. If the scenery suffers enough Damage to become Eliminated, remove it from the game. Models on top of destroyed buildings suffer Falling Damage. All Blasts targeting scenery must be centered on it.

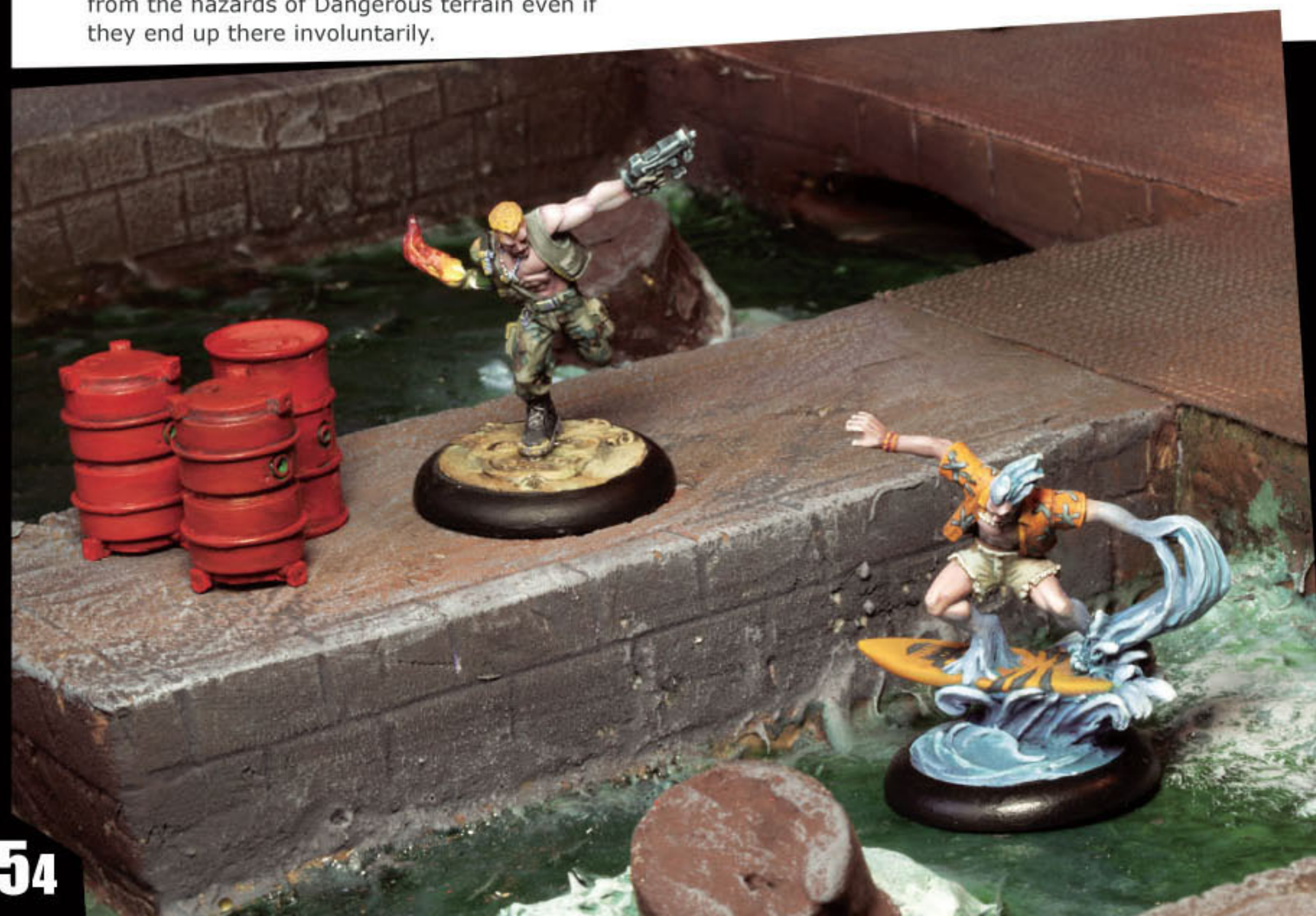
Models inside destroyed buildings suffer a vs. Opposed Roll where the value is equal to of the destroyed building.

A two-story apartment building is approximately 4 inches long and 3 inches wide. It is 5 inches high. It's a typical red brick house. For game-play purposes, the building would have of 6 and 12 (3+4+5) Damage points. Models on the roof would suffer a 5 Opposed Roll when it was destroyed. Models caught inside the building would suffer a 7 Opposed Roll.

Alternatively, you may agree before the game on the and Damage of each of the buildings on the board.

To calculate the number of Damage points that a piece of scenery has, multiply its width by its length in inches and add its height.

If the scenery suffers enough Damage to become Eliminated, remove it from the game. Models on top of destroyed buildings suffer Falling Damage. All Blasts targeting scenery must be centered on it.



GOING INSIDE BUILDINGS

Unless your scenery is detailed inside and follows regular restrictions for moving, models may move inside buildings while in Base to Base with a door/window or any other eligible entry point. The move distance may be used to move vertically or horizontally (or any sum of these two) inside as we assume there are staircases and elevators inside. If the distance is enough to move up to an exit point, the model emerges and ends the activation in Base to Base with the exit point.

*Sgt. Bale wants to make it to the rooftop of the 4 inch tall Mayan temple ruins that have a centrally placed trapdoor on the top. He runs towards the door. In the next Activation, he uses **Move*** to get inside, covers 2 inches horizontally to be right below the trapdoor and 2 inches to move vertically. He needs another Movement Action to cover the remaining 2 inches up and ends his Activation at the top, in Base to Base with the trapdoor.*

SCENERY MANIPULATION

Unless one or more of your Supremes possesses **Trump Trait**, you may not want to read this section! Only models with **Trump Trait** may Manipulate Scenery. Only Moveable Scenery may be Manipulated.

Multiple Exclusive Actions create opportunities for your Supremes to resolve the conflicts in a truly superhuman way!

Amongst the most popular ways of settling animosities is picking up different objects and throwing them at each other. Imagine Heavy Metal brawlers hurling cars at the grimm that emerge from the subway tunnels. Imagine Necroplane Supremes clearing the rubble that blocks the way to the interplanar gate!

These Actions all require your models to be able to Manipulate scenery pieces.

Below you will find three size categories of items that may be Manipulated by models if they possess the required Trait value.

Rank 1: Small Sized Objects

May be Manipulated by models with **Trump Trait** 1-4: Street lamps, bikes, trash cans, shopping carts, street signs, small traffic lights.

Rank 2: Medium Sized Objects

May be Manipulated by models with **Trump Trait** 5-8: Cars, phone booths, motor bikes, small boats, everything up to the size of a van.

Rank 3: Large Sized Objects

May be Manipulated by models with **Trump Trait** 9-10: Helicopters, fighter planes, trucks, alien flying saucers, tanks.

Each item may be manipulated only a certain number of times, after which it is destroyed and removed from the table.

The number of Manipulations is equal to its Rank. Small objects may be used only once as they smash on impact. Medium objects may be used twice (flip the object after the first use to mark its exploitation). Large objects may be used up to three times.

SCENERY MANIPULATION ACTIONS

There are two ways of Manipulating scenery with Universal Actions useable only by Supremes with **Trump Trait**.

Throw

(Pr **Trump Trait** vs. **Trump Trait**/RNG Special/AP 1 per Rank of the Object):

Counts as a **Strike Action**; toss an object in Base to Base at a target within RNG equal to your **Trump Trait** + 2 inches.

If the object used was Rank 2 or Rank 3, turn the Projectile into a Blast with radius equal to the object's Rank centered on the target model. After resolving Damage, if the object is not destroyed, center the object at the point of impact of the Blast. Each player then moves all of his surviving models from under the object by the shortest route so that they still are in Base to Base with the object, starting with the player who initiated **Throw**.

Smash

(Pr **Trump Trait** vs. **Trump Trait**/AP 1 per Rank of the Object):

Counts as a **Strike Action**; this Action benefits from **Reach** equal to the Rank of the Object and benefits from +1 to the Opposed Roll.

The Manipulated object must be in Base to Base with the Supreme using **Smash**.

If **Smash** is combined with a Movement Action, the object must have been in Base to Base with the **Smashing** Supreme at some point of the move. In any case, do not move the terrain piece unless it is destroyed.

Both **Throw** and **Smash** benefit from Super Damage 7.

CHAPTER 10

THE RESOURCE POOL

In this Chapter you will learn how to support your team with all things not-Supreme: from experimental ray-guns to crazy cultists – Resources.

RESOURCE POOL

Now that you have recruited your Supremes, it's time to choose their toys.

Even the most powerful Heroes and Villains will have to resort to using the various goods and contacts Pulp City has to offer.

The Resource Pool is equal to the Encounter's Level. It is separate from the Supreme Levels Pool.

While some Resources are specifically assigned to a particular Supreme (Ace of Wraith's Hellstromm gun or Hoodoo's Zombie Wolf), many of them are bought as an upgrade to the whole Team's performance.

A Supreme may have as many Resource Levels equal to its own Supreme Level.

The cost of each Resource is subtracted from the Resource Pool of the team. Some resources are character specific and may be used only by the model that they come with.

As a rule of thumb, a Resource that mentions only named users is considered an Exclusive Resource.

Hellsmith's Hell Hammer is considered an Exclusive Resource as only he may bear it, the same with Glove (Dr. Red & Virus only), while the A.R.C. only Weapon Crate is not Exclusive as many Supremes may benefit from it.

Just like with Supreme, there may be only one copy of a Resource in each team.

Resources come in several forms, and some of them may belong to more than one category: Weapons, Devices, Artifacts, Minions and Misc.

WEAPONS, DEVICES, ARTIFACTS, & MISC.

Resources belonging to these categories follow similar rules.

They will usually influence your Team's performance in one of two ways:

- By granting modifiers to Traits, bonus Skills etc.
- By granting access to the Exclusive Actions printed on the back of the card.

Usually any bonus or access to new Actions is granted only to the bearer of the Resource. In some cases the Resource may be called upon by other Supremes.

The usual limitations apply; Resource-granted bonuses may require activation by either announcing the use of an Action or by just spending Action Points. Resources may not be used by Knocked Down or Incapacitated models.

If a game effect destroys or temporarily disables access to the Resource (like Twilight's **Shadow Theft** Action), all bonuses instantly cease to function or apply.

Personal Resources may never be traded during the Encounter.

Weapons:

Only Supremes with **Weapon Master** skill may use universal Weapons. They represent the arsenal that is carried to the battle.

Weapon Master is not required to use Exclusive Weapons (for instance Ace of Wraiths may use Hellstromm even though he doesn't have **Weapon Master**).

Devices:

Only Supremes of ☹ Origin may use Devices. They may carry Personal Devices and use Actions on both personal and Team's Devices.

Artifacts:

Magical talismans, intelligent swords and demonic familiars support certain Supremes. Most of them are character specific and unique. Only Supremes of ☹ and ☹ Origins may use Artifacts.

Misc:

This category may be used by all Supremes and gathers things ranging from fire hydrants to climbing ropes. It also includes random events that may come to aid of any teams.





MINIONS

Generally Minions are living (or sometimes even dead or mechanical!) creatures that come to the aid of the Supremes. They are recruited by paying the printed value with Resource points.

EXCLUSIVE MINIONS

Exclusive Minions are Minion Resources that must be assigned to specific Supremes. The Minion's card will state whether it may be used only by a particular Supreme.

The card for Zombie Wolf has the text "Exclusive/Red Riding Hoodoo". Zombie Wolf may therefore be purchased only if Red Riding Hoodoo is in your Supreme team and it must be assigned to her.

Being assigned to a particular Supreme has two implications for Exclusive Minions: The Supreme to which they are assigned becomes the Minion's Commanding Supreme (see below) and if the Commanding Supreme is Eliminated the Exclusive Minion is also Eliminated.



NON-EXCLUSIVE MINIONS

Non-Exclusive Minions are Minion Resources that are not assigned to any particular Supreme. If the Minion's card does not have the Exclusive wording on it then the Minions it describes are Non-Exclusive Minions. Like Exclusive Minions they have Commanding Supremes (see next page).

For example, the card for Sentry Bots does not contain any Exclusive wording. They are not assigned to a particular Supreme.

Not being assigned to a particular Supreme has one major implication for Non-Exclusive Minions: every Supreme in the Minion's team is considered a Commanding Supreme (see next page) for the Minion.

CHARACTER MINIONS

Some Minions have gained renown matching that of Supremes.

For instance, June Summers, Channel 4 reporter, is an excellent example of a brave woman that is often seen where Supremes clash.

Character Minions do not need a Commanding Supreme to Activate, instead they Activate like regular Supremes.

MINIONS & OPPOSED ROLLS

Minions may be targeted by any attacks and have Traits to use in Opposed Rolls.

However, Minions typically have fewer Traits than a Supreme. A Minion's is used to defend against all Opposed Rolls. Minions also have Damage boxes like a Supreme, although most Minions will be Eliminated after taking a single point of Damage.

If a Minion ties a Supreme in an Opposed Roll, the Supreme is considered to have won the roll by 1 point. If a Minion ties with another Minion or Citizen, the defender is considered to have won the roll by one point.

Minions may never take Objectives, or voluntarily become Burdened with the objectives.

COMMAND RANGE

A SUPREME HAS A COMMAND RANGE EQUAL TO TWICE ITS .



COMMANDING SUPREMES

Minions are foot soldiers in battles between Supremes and they require those Supremes to lead them into the fray.

In order for a Minion to perform Actions, it must be within a Commanding Supreme's Command Range.

For Exclusive Minions, the Commanding Supreme is the Supreme to which the Minion is assigned. For Non-Exclusive Minions, each Supreme on the Minion's team is considered a Commanding Supreme.

Non-Exclusive Mechanical Minions are always considered to be in the Command Range of any Supreme with the **Cyberhead** skill that is included in the Minion's team.

ACTIVATING MINIONS & PERFORMING ACTIONS

Like the Supremes that lead them, Minions must Activate during a game round in order to perform Actions.

When a Commanding Supreme on your team is Activated you may choose to also declare the Activation of Minions in addition to all other Actions the Supreme will perform. During this Activation, the Activating Commanding Supreme becomes the Minion(s) only Commanding Supreme.



The Commanding Supreme doesn't have to use any of his Actions and may Activate only to Command the Minions. The following rules hold for all Minions:

*Minions may not Activate unless a Commanding Supreme for that Minion Activates.

*Commanding Minions is NOT an Action, nevertheless, a Supreme must be able to Activate in order to Command.

*A Commanding Supreme may only Command one card of Minions in each Activation.

* Determine which Minions may take Actions by measuring the Commanding Supreme's Command Range.

*All Minions on a card must complete their Activations individually and consecutively.

*All Minions on a card must complete their Activations before or after the Commanding Supreme completes its Activation.


*Action Points spent for Minion Actions are not placed on a Supreme's card. They are simply removed from the pool and set aside.

*Minions may normally combine Actions per basic rules and restrictions.

*Gentleman Activates along with some Hired Guns. The Hired Guns card represents four Hired Guns models so each Minion must Activate. Gentleman's player announces that he will Activate the Minions first. Gentleman measures his Command Range to determine which models may take Actions. It turns out that Hired Gun #3 is out of range and therefore it cannot perform Actions during its Activation. The player could have decided to Activate Gentleman first and use **Move*** to potentially have the third Minion in range.*

PERFORMING ACTIONS

At the end of the previous example, the player was about to Activate his Hired Guns. But what Actions can a Minion perform and how do its Actions affect the Action Pool?

Minions have access to a number of Actions including a few Universal Actions and any Exclusive Actions listed on their card. All Universal Movement and Combat Actions are granted to Minions. Note that in order to perform a **Strike**, the Minion must possess the  trait.

When a Minion (and all the other Minions on its card) is Activated the player declares all Actions the Minions will perform, pays the AP cost of all declared Actions, and then proceeds with performing those Actions. Actions need to be paid for only once for all Minions on a card, unless the card specifies otherwise.

*Continuing the previous example, the player wants each Hired Gun to combine **Move*** with the **Gun Shots** Action printed on the card. The player pays 1 AP for the **Move*** Action. This will allow both Hired Guns 1 and 2 to perform **Move***. The **Gun Shots** Action on the Minion's card reads as follows:*

Gun Shots (Pr  vs.  / RNG 6 / AP 1)
The Action's description specifies that Gun Shots cost 1 AP.

*The player now must **Move*** Hired Gun #1 and take a **Gun Shot**. The player must then **Move*** Hired Gun #2 and take a **Gun Shot** with that model. Hired Gun #3 is still out of Gentleman's Command Range and cannot perform any Actions. Hired Gun #4 is already Eliminated. Once the Hired Guns have completed their Activations, the player Activates Gentleman.*

CREATING YOUR OWN MINIONS

Minions play an important part in the game of Pulp City. There are a great deal of interesting Minions to support your Supremes, but there will be times when you will feel like adding some variety to surprise your opponent, perhaps with ninja monkey squads or take on a hobby project of building the unstoppable army of Mysterious Man's dinomutants.

The following rules will help you in fleshing out your force in just a few minutes.

To create a Minion, follow these steps.

- STEP 1:**
Choose the Level and Type of the Minion: **Brawler**, **Blaster**, or **Support**
- STEP 2:**
Determine the number of Minions on the card.
- STEP 3:**
Choose any Type-Specific upgrades and Generic upgrades

MINION TYPES

The Type of Minion defines its role on the battlefield.




Brawlers rely on strength or martial skill to pummel opponents in close combat. Some prefer brute force; others act with stealth and trickery. But all want just one thing, the up-close kill.

Blasters use long ranged attacks to damage the foe at a distance.

Often slower than the Brawler they make up for it with devastating firepower.

Support Minions aid their teams with healing or defensive powers or operate as spies and saboteurs.

While they themselves don't deal much damage they will often sacrifice themselves for the good of the team. Each Type of Minion starts with a basic power, and the choice of various skills at no cost. Each Type of Minion can purchase additional powers from a list of powers.

All Minion Resources begin with  of 2, Brawlers with  of 2, while Blasters and Support with  of 2.

In Step 2, choose the number of models on the card.

The more models, the weaker and less specialized they are, so they will have less Minion Power Points (MPP) to spend on upgrades.

- Level 2 card with one model has 7 MPP
- Level 2 card with two models has 5 MPP
- Level 1 card with one model has 3 MPP
- Level 1 card with two models has 2 MPP
- Level 1 card with three models has 1 MPP

Minion Power Points are spent to purchase additional Exclusive Actions, and/or increase Traits. Some powers replace other powers, and in these cases you must purchase BOTH actions. Any remaining Power Points can be spent to increase Traits (one Minion Power Point for one Trait point) in any way the player chooses. No modification may take a Level 1 custom-build Minion beyond the Traits value of 3 each, while custom-build Level 2 Minions may have their Traits no higher than 4 each.

All level 1 Minions begin with a single point of Damage.

Level 2 Minions begin with 3 points of Damage. Damage can be increase by certain Generic Upgrades.

All minions can benefit from Generic Upgrade options. The Power Point Cost is listed in parenthesis. If the cost listed is negative it adds a Power Point to the total you have to spend. All upgrades affect all models on the card and the cost is paid for the card, not a single model. Thus all models on the card share the same profile.



TYPE: BRAWLER

Bonus: **Deadly Rush**

Brawlers are in a hurry to close with the enemy. In their first Activation in any Round, all Brawler Minions may be moved 2" directly towards the nearest enemy model. If multiple models are equally close, Commanding Supreme may choose which model the Minion rushes.

Choose One Free Upgrade:

Blitzer 1

Deflect 1

Wall Crawler

Levitate

Fury 1

Blend 2

Brawler Specific Actions and Upgrades (1 Minion Power Point to purchase each):

Martial Arts Display (♣/AP 1):

Citizens and/or Non-Exclusive Minions in Base to Base may not be Activated or moved until the next game Round.

Tackle (♣ vs. ♠/AP 2):

Movement Action. The model moves up to 4 inches and then makes the Opposed Roll. If the target suffers Damage higher than its ♣ value, it is Knocked Down.

Hurl Weapon (Pr ♣ vs. ♠/RNG 4/AP 1)

Surprise Stab (♣ vs. ♠/AP 1):

If **Surprise Stab** is announced as combined with **Charge*** and the target cannot trace a clear LoS to the attacking Minion (the target would either have no LoS to the Minion or the Minion would benefit from In Cover when defending against the target's Ranged Combat Actions), add +3 to the Opposed Roll.

Strong Creature:

The minion is possessed of incredible strength. As such these minions are capable of being Burdened by objectives or other moveable items.

Pack Tactics:

Minions with this power are pack hunters expert at working to together to bring down tough opponents. Whenever making a Close Combat attack against an enemy model, add +1 to the Opposed Roll for each extra Minion of the same type in Base to Base with the enemy model.



TYPE: BLASTER

Bonus: **Firepower**

Blaster start with **Firepower**, listed below.

Firepower (Pr ♠ vs. ♠/RNG 6/AP 1)

Choose One Upgrade:

Fire

Water

Earth

Air

Levitation

Deflect 1

Blaster Specific Actions and Upgrades (1 Minion Power Point to purchase each):

Ray (R ♠ vs. ♠/RNG 4/AP 1 per Model): Replaces the **Firepower**.

Blast

(Bl2 ♠ vs. ♠/RNG 4/AP 1 per Model):
Replaces the **Firepower**.

Target Acquired

(Pr ♠ vs. ♠/RNG 6/AP 1):
The Minions single out a target for extermination. All friendly models add +1 to all Ranged Combat Opposed Rolls against the target until the end of the Game Round for each Minion that wins the Target Acquired Opposed Roll. This Action causes no Damage.

Smoke Cloud (Au1 ♠/AP 1 per Model):

Minions deploy a **Smoke Cloud** that blocks all LOS until the end of the Game Round.

Long Shot:

Increase the range of the **Firepower** by 2. You CAN combine this power with **Ray**, **Blast** and **Target Acquired**.

Flight:

Replace the **Levitate** skill with the **Flight 2** skill.

TYPE: SUPPORT

Bonus: **Protectors** (Hero Minions):

When a Minion or Citizen in Base to Base with this Minion model would be Eliminated, you may Eliminate the Support Minion instead.

Bonus: **Anarchists** (Villain Minions):

Support Minions grant a cumulative +1 bonus to the Opposed Roll of any friendly model in Base to Base with them and initiating a Combat Action against a scenery piece.

Choose One Upgrade:

Fire

Water

Earth

Air

Levitation

Blitzer 1

Wall Crawler

Body Guard (Au 2♠/AP 2):

Whenever a friendly Supreme in the Aura would be Incapacitated, Eliminate the Support Minion instead. The Supreme remains on the table with 1 Damage left. Any Supreme may only benefit from **Body Guard** once in a Round.

Body Guard lasts until the end of the Round.

Shield Generator (Au 1♠/AP 1):

Friendly models in the Aura benefit from **Deflect 1**. **Shield Generator** lasts until the end of the Round.

Target Acquired

(Pr ♠ vs. ♠/RNG 6/AP 1):

The Minions single out a target for extermination. All friendly models add +1 to all Ranged Combat Opposed Rolls against the target until the end of the Game Round for each Minion that wins the **Target Acquired** Opposed Roll. This Action causes no Damage.

Sacrifice (♠/AP 0):

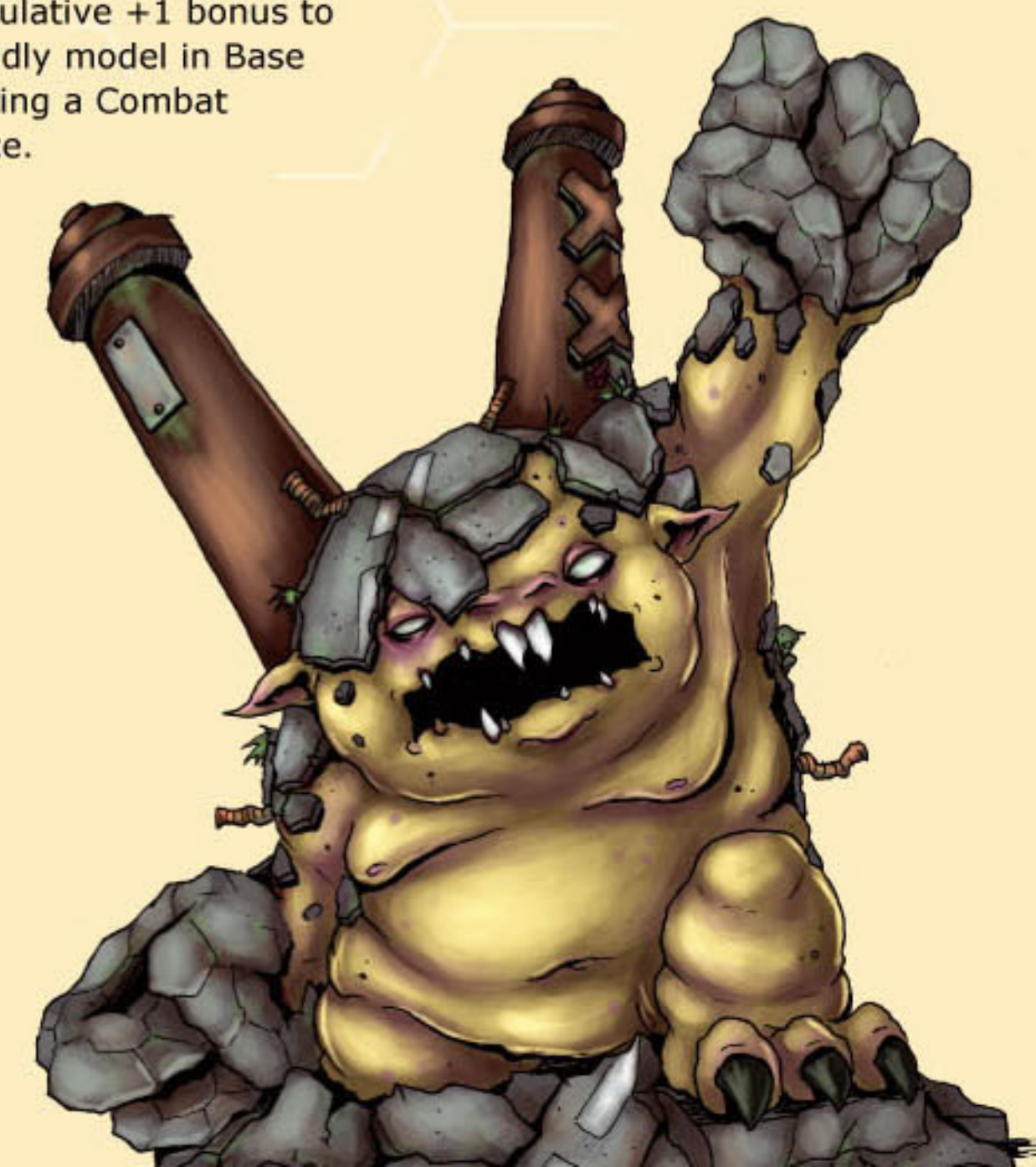
Eliminate any number of Minions on that card. Add 1 AP to the Action Pool for each Minion Eliminated this way. Hero Commanding Supremes may only command this Action to Mechanical Minions.

Smoke Cloud (Au1 ♠/AP 1 per Model):

Minions deploy a **Smoke Cloud** that blocks all LOS until the end of the Game Round.

More than Punching Bags:

For every 2 friendly Minions with **More than Punching Bags**, add 1 AP to your Action Pool during the calculation. Only one Minion Resource Card in your Team may possess this upgrade.



Generic Upgrades

(Minion Power Points to purchase each in parenthesis):

Hard to Kill (2):

Any time a Minion with **Hard to Kill** is Eliminated roll a d6. On a 5 or 6, the Minion remains in play with 1 Damage point remaining.

Infection (2):

Any Non-Exclusive Minions or Citizens Eliminated by this Minion in Base to Base become a Minion identical to this one. The new Minion is added to the card and Activates with the rest of the Minions on the card.

Auto Destruct (2):

When the **Auto Destruct** Minion is Eliminated by receiving Damage from an enemy model, it explodes with a SBL2. The ★ value of the SBL equals the models ★ or ☹.

Big (1):

The Minions on this card are large models and should be mounted on 40mm base. In addition they gain an additional point of Damage.

Mechanical (0):

Minions gain the **Mechanical** skill.

Non Living (0):

Minions gain the **Non Living** skill.

E.T. (0):

Minions gain the **E.T.** skill.



Survival (1 per Minion on the card, may be taken up to 3 times):

Each Minion on the card benefits from 2 extra Damage points.

Advanced Scout (1):

Minion models with this skill may begin the game up to 4" beyond the normal deployment zone.

Skilled (1):

Each Minion may perform **Strikes** and **Firepower** (or any Action that replaced it) as many times as the Minion's card Level.

Solo (1):

Some Minions are trained to operate independently and without supervision. These Minions are treated as Character Minions (they do NOT need a Commanding Supreme and may Activate just like Supremes).

Slow (-1):

Some minions are just not built for speed. These minions can spend only one Movement Action in a Game Round. They may never use the **Run*** Action.

Sidekick (1):

This may only be taken by Level 2 Minions with a single model. The Minion becomes the Exclusive Minion of one of your Supremes. While within 4" of its Supreme, the Minion may add +1 to all Opposed Rolls. Each Supreme may have only one **Sidekick**.



Ninja Raptors

Level 2 / 2 per card

☹ 4 ☹ 2

Damage 3 (each Ninja Raptor)

Blend 2, Deadly Rush, Surprise Stab, Solo, Advanced Scout

It's another busy day in Mysterious Man's secret lab.

The fiendish crimelord works on a couple of new projects that will catch his enemies by surprise.

In Cloning Vat #1, a pack of ferocious mutant hounds is being stuffed with steroids.

Mysterious Man decides to go with the basic Minions (Level 1, 3 models, 1 point of Damage each, 1 Minion Power Point for upgrades), that fight rather than think (**Brawler**).

The obvious free Brawler upgrade is **Blitzer 1** for speed that will go nicely with the free Brawler's **Deadly Rush**. Now it's time to spend the one precious Minion Power Point - it will be spent on **Pack Tactics**. Mutant Dogs will have to rely solely on the Universal **Strike** to Damage their enemies.

Pack of Mutant Dogs

Level 1 / 3 per card

☹ 2 ☹ 2

Damage 1 (each Dog)

Deadly Rush, Pack Tactics, Blitzer 1

We are moving to Cloning Vat #2, where a horrible hybrid of man and dinosaur, Ninja Raptors, are being fed raw bloody flesh. These powerful Brawlers (Level 2, 5 Minion Power Points to spend and 3 Damage each) will use their natural camo skin to grant them **Blend 2** with the environment (free upgrade). Planning to deploy them far from Supremes, Mysterious Man enhances his Ninja Raptors with **Solo** and **Advanced Scout** Generic upgrades (1 MPP + 1 MPP) and backs up the free **Strike** with powerful **Surprise Stab** (1 MPP) from the Brawler Actions. The remaining 2 MPPs will go to 2 extra points in Traits.

Pterodon X

Level 2

★ 4 ☹ 2

Damage 6

Flight 2, Blast, Big, Survival

Dino Blast (BI2 ★ vs. ★ / RNG 6/AP 1)



UNIVERSAL RESOURCES

Many Resources come in Expansion Packs with your Supremes, but below you will find some of the most universal Resources to flesh out your team. Even though they are presented as a list, in all respects, each of them is considered to be a separate Resource card. Each card may be purchased only once.



GENERIC MINIONS

Hired Guns (4 per card)
Level 1

★ 3 ♣ 2

Damage 1 (each Gun)

Shoot (Pr/RNG 6/★ vs. ♣/AP 2)

Pulp City Cops (2 per card)
Level 1/ Heroes Only

★ 3 ♣ 2

Damage 1 (each Cop)

Serve & Protect (♣/AP 1):

For each Cop Activated you may instantly **Move*** up to 2 Citizens for free.

Covering Fire (Pr/★ vs. ♣/RNG 6)/AP 2):

Additionally, all friendly Minions and Citizens within 6 inches of the Cop benefit from + 1 to their ♣ until the end of the Round.

Duty:

Whenever any friendly Minion or Citizen within 2 inches of a Cop would suffer enough Damage to be Eliminated, you may transfer all Damage to the Cop.

Corrupted Cops (2 per card)

Level 1/ Villains Only

★ 3 ♣ 2

Damage 1 (each Cop)

Corrupt (★/AP 1):

One enemy non-Exclusive non-Character Minion in Base to Base may not be Commanded until the end of the Round.

Random Fire (Pr/★ vs. ♣/RNG 6)/AP 2):

Additionally, all enemy Minions and Citizens within 6 inches of the Cop suffer from - 1 to their ♣ until the end of the Round.

Human Shields:

Whenever any Corrupted Cop would suffer enough Damage to be Eliminated, you may transfer all Damage to any Citizen within 2 inches of that Corrupted Cop

Zombies (3 per card)

Level 1/Teams with at least one Necroplane Supreme

♣ 2 ♣ 3

Damage 1 (each Zombie)

Non Living

Zombie Swarm:

You may purchase one Zombie Resource Card for each Necroplane Supreme in your team. Zombies have access only to one Movement Action - **Move***.

Pack Tactics:

Whenever making a Close Combat attack against the enemy model, add +1 to the Opposed Roll for each extra Minion of the same type.

Not quite dead yet:

Whenever a Zombie would be Eliminated, roll d6. On a roll of 6, the Zombie remains on the table.

Spy Bots (3 per card)

Level 1/Teams with at least one ♣ Supreme

♣ 3

Damage 1 (each Spybot)

Mechanical, Blitzer 2,

Levitate

Spotlight (♣/AP 1):

Pick one enemy model. Until the end of the Game Round, the victim suffers following effects dependant on the number of Spy Bots belonging to this card that have a LoS to the target model and are within 8 inches of it:

3 : Every time the model suffers Damage, increase it by 1.

2: All models get +1 to Opposed Rolls when defending against the Actions performed by the target.

1: The model doesn't benefit from **Blend** Skill.

These effects are cumulative and may change during the Game Round.

Nano Crawlers (2 per card)

Level 1/Teams with at least one ♣ Supreme

★ 4 ♣ 5

Damage 1 (each Crawler)

Mechanical, Ram 5

Blow Up (Sbl3/★ vs. ♣/AP 2):

Eliminate the Nano Crawler.



June Summers

Channel 4 Reporter

Level 1/Character Minion

♣ 4

Damage 3

STREETSMART (♣ /AP 1):

Add +1 to your next Starting Roll.

June Summers is an experienced war reporter. After 4 years in Afghanistan and Iraq, she is finally back in Pulp City! She specializes in stories on Supremes and you can see her quite often running alongside Heroes and Villains alike, hunting for a good story. Your team may score up to 3 Agenda Points (AGP) in any Encounter thanks to:

BROADCASTING LIVE:

If by the end of the Encounter, June Summers is in Base to Base with an Agenda Building, Agenda Token or inside Agenda Area that scores positive AGP for your team, gain 1 AGP.

BLOODY GOOD STORY:

If June Summers is within 6 inches of an enemy Supreme when it becomes Incapacitated or Eliminated, gain 1 AGP.

TITANS CLASH:

Whenever June Summers has LoS to a Supreme whose Opposed Roll resulted in both Opponents rolling 6 (just the basic Roll, not the **Power-Up** die), gain 1 AGP.



GENERIC DEVICES



Pulse Emitter

Level 1/ Personal / One use per Encounter

A Supreme carrying the Pulse Emitter gains access to the following Action:

Zzzap (Sbl3 / ★ vs. ★/AP 1):

Only **Mechanical** models are affected by this Action. Any **Mechanical** model caught in the blast must make an Opposed Roll vs. ★ 6. Models suffering any Damage reduce their AP allowance by 1 for each Damage Point suffered for the rest of the Game Round and may not **Run*** or **Charge***.

Any Devices caught in **Zzzap** cannot be used until the end of the Game Round.

Personal Forcefield

Level 2/Personal

Supreme carrying the Personal Forcefield gains access to following Actions:

Personal Shield (★ /AP 2):

The Supreme benefits from **Absorb 2** until the end of Game Round.

Wall of Force (★ /AP X):

Place a **Wall of Force** that is X inches long with one of its ends within 4 inches of the Supreme. No model may pass through the Wall until the end of the Game Round upon which it disappears.

The Wall is considered to be 10 inches high and 0 inches thick. The Wall is ★ 10 and **Damage 10**, the Damage suffered is not carried over to subsequent Rounds. If the Wall gets destroyed, the Personal Forcefield is destroyed as well.

Wall of Force cannot be used in two consecutive Rounds.

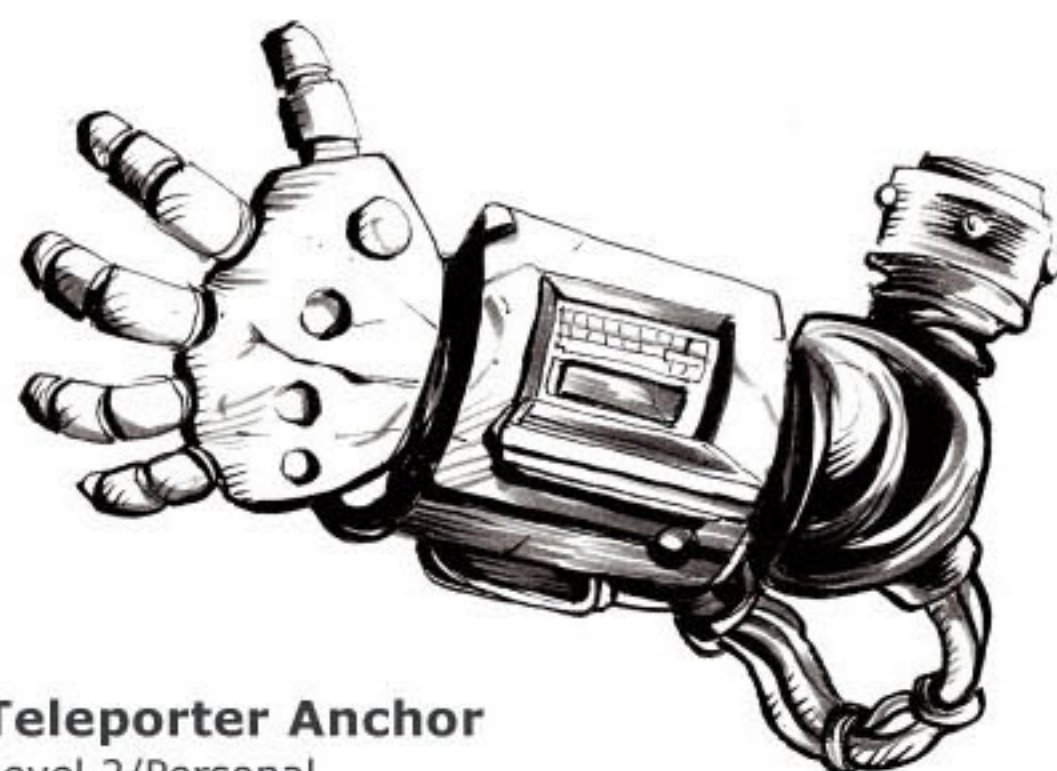
Spare Parts

Level 1/Personal/One use per Encounter

The Supreme carrying the Spare Parts gains access to a following Action:

Repair (★ /AP 1):

Remove 3 Damage points from a **Mechanical** Supreme in Base to Base (including yourself) or remove the Incapacitated Condition from a **Mechanical** Supreme in Base to Base. That Supreme is no longer Incapacitated and has 1 Damage point.



Teleporter Anchor

Level 2/Personal

A Supreme carrying the Teleport Anchor gains access to following Actions:

I'll be back! (★ /AP 0):

The Supreme places the Anchor on the ground. Place a round 30 mm token (★ 7, **Damage 3**). The token may not be Manipulated in any way or picked up again.

Teleport (★ /AP 1):

Move the Supreme into Base to Base with the Anchor Token placed previously. When performing **Teleport**, Supreme is **Immune/Free Strikes**.

GENERIC ARTIFACTS



Path of Destiny

Level 1/Personal/One use per Encounter

This Supreme has been marked out for some vital action, even if on the surface it at first seems inconsequential - it is all part of a grander plan. Sacrifice this Resource at any point to allow your Supreme to reroll all of the dice they use for an Opposed Roll (including the Power-Up Die).

Nature's Boon

Level 2/Personal/One use per Encounter

The battlefield is home to a an area of great natural affinity. Play this Resource to designate one scenery item or area of terrain (no larger than 6 inches by 6 inches) representing nature as a place of power. Any Nature Supremes add +2 to all of their Opposed Rolls when in Base to Base or within the designated area. This bonus lasts until the end of the Round.

Blessing of Hermes

Level 1/Personal/One use per Encounter

The gift of Hermes is speed and sure footing. Sacrifice this Resource to gain the ability to perform a third Movement Action this Round. This move must be paid for with AP as normal. In addition the model using the Blessing of Hermes gains **Immovable** until the end of the Game Round.

GENERIC MISC



First Aid Kit

Level 1/Personal/One use per Encounter

The Supreme carrying the First Aid Kit gains access to a following Action:

Heal (★ /AP 1):

Remove 3 Damage points from a **Living** Supreme in Base to Base (including yourself) or remove the Incapacitated Condition from a **Living** Supreme in Base to Base. That Supreme is no longer Incapacitated and has 1 Damage point.

Heroic Call

Level 1/Heroes Only/One use per Encounter

Once per Encounter, Heroes may choose to use Heroic Call. Upon the Activation of any of your Heroes (but before performing any Actions), declare the use of Heroic Call and choose one of the options.

Adrenaline Burst:

Heal one Damage point on every friendly model (excluding Incapacitated ones).

Battlefield Control:

Upon ending the associated Activation, you may Activate an additional Supreme. When both Activations are over, declare it's your opponent's turn.

Last Resort:

Inflict X Damage on the Activating Hero. Add X Action Points to the Action Pool.

Unsettled Debt

Level 1/Villains Only/One use per Encounter

A Citizen suddenly pulls out a powerful gun and settles an old score.

Upon the Activation of one of your Villains (but before performing any Action), declare the use of Unsettled Debt.

One Citizen makes an Opposed Roll ★ 6 vs. ★ against any enemy model in its LoS and within 6 inches.

Manholes

Level 1

Before the Deployment Roll, right after all Agenda related items are placed, place two 30 mm round Manhole Tokens anywhere on the board, as long as they are outside of both deployment zones, on ground level and up to 8 inches apart.

Any Supreme (that is not Burdened and not Knocked Down) on a 30 mm base that is within 1 inch from one of the Tokens may use the following Action:

Jump into the sewer system (★ /AP 2):

Remove the model from the table. In the next Round, just before the Action Pool is calculated, place the Supreme in Base to Base with any Manhole Token.

If the model is in the sewers when the Encounter ends, treat it as Eliminated.

Sirens

Level 1/One use per Encounter

Upon the Activation of any of your Supremes (but before performing any Action), declare the use of Sirens. Place a 30 mm round Sirens Token anywhere on the board.

Sirens Token is treated like a Level 2 Hero with ★ of 4 in regards to Citizens' movement at the beginning of any following Round.



CHAPTER 11

ENCOUNTERS, PLOTS & AGENDAS



Pulp City is a game of conflict among Supremes. Each Supreme has powers and abilities that allow you to shape the conflict and create unique and interesting games. Encounters in Pulp City always serve a purpose; because of this, Pulp City can be played a number of ways. If you want a quick game or are just learning the rules you can play a simple Smackdown! Once you've mastered the basics or just want a more customized game, choose one of the more advanced plotlines.

Getting ready for a Pulp City Encounter

To play a game, proceed with the following in order.

- Choose your Team, both Supremes and Resources
- Choose the Plot
- (Optionally) Choose Agendas
- Set up the playing area including all Plot and Agenda related items (scenery and Tokens)
- Make a Starting Roll in order to deploy the teams
- (Optionally) Deploy Citizens
- Deploy Teams
- Proceed with the First Round's Starting Roll.

Winning a Pulp City Encounter

Below you will find a plenty of ways to make your Pulp City games enjoyable.

No matter which one you choose, most Encounters will have a winner and loser. In some rare cases the game will end up in a tie.

Through accomplishing various goals of the Plots and Agendas, your team will score or lose Agenda Points (AGP). The Encounter is over either when the time has run out (usually after the 6th Round) or when one Team's Supremes are either all Eliminated or Incapacitated. If the latter happens, finish the current Round and end the Encounter.

However the Encounter ends, all sides calculate their Agenda Points. The team that scored the most is the winner.

Deploying Supremes and Minions

BEFORE BOTH SIDES PLACE THEIR MODELS ON THE TABLE, MAKE A STARTING ROLL FOLLOWING STANDARD RULES WITH ONE EXCEPTION: THERE IS NO MASTER PLAN POSSIBLE.

THE WINNER OF THE ROLL DECIDES WHICH PLAYER WILL DEPLOY THE FIRST SUPREME.

PLAYERS TAKE ALTERNATING TURNS DEPLOYING THEIR MINIATURES. ONCE A PLAYER DEPLOYED ALL OF HIS SUPREMES, HE PROCEEDS WITH MINIONS, PLACING ALL OF HIS MINIONS BELONGING TO ONE RESOURCE CARD.

EXCLUSIVE MINIONS ARE DEPLOYED AT THE SAME TIME AS THEIR COMMANDING SUPREME.

Plots & Agendas

The core of the Pulp City Encounter mechanics is the synergy between Plots and Agendas.

Plots are archetypal stories that spur the imagination of every comic book fan. Times and heroes change but the basic conflict principles remain the same throughout the ages. You will find that the fury that drives the ancient warrior Achilles is the same emotion that makes Guerilla spin his minigun.

Plots are the framework of your Encounter, something that either you choose to play with your opponent, or that you can randomly decide which one will become the canvas for your game.

But what makes these games truly unique and unpredictable are the Agendas, small stories that either spice up the main plot line or support it with surprising twists. They may be thought of as sub-plots like in any good comic book or adventure story. Agendas are always yours – you pursue them and become either triumphant or you fail. Of course your opponent will do a lot to stand in your way.



Pulp City Plots

Plots are the heart and soul of a game of Pulp City. A game of Pulp City is like a high-octane action movie, but even an action movie needs a Plot. Plots set the stage for the action and determine the conditions for which Team wins the day. Supremes can wallop each other all day but that can get boring quickly. Plots provide a framework for creating the story behind the action and violence.

Typically Heroes and Villains battle each other over the fate of Pulp City. In the dark shadows of Pulp City it's all too common to see violence between rival Villain groups spill out into the streets. Sometimes clashing egos or differing political agendas can cause even the most noble of Heroes to fight amongst themselves.

Once the players have selected the Teams they would like to play you can roll randomly to determine what the Plot will be. If you and your opponent both agree on a specific Plot you can skip this step. Once you've determined the Plot you can proceed as normal. Keep in mind that many Plots have special rules or resources that you should be aware of.

D6 Roll Plot

- 1 **SMACKDOWN!**
- 2 **DESTROY OR DEFEND**
- 3 **ESCAPE**
- 4 **INVASION**
- 5 **QUEST**
- 6 **TAKE AND HOLD**

All Plots may be played on a gaming table of almost any size. Since most of the Plots are symmetrical (having the same conditions for both teams involved), we suggest deployment zones of 6 inches from the table edge) and that the distance between deployment zones be 18". This may be changed if both players agree.

PLOT 1: Smackdown!

Goal: Eliminate all resistance.

Ends: After the 6th Round or when all Teams but one are either fully Eliminated or Incapacitated.

It's the oldest story in the world. When words fail and diplomacy is no longer an option, violence erupts.

Agenda Points:

A Smackdown! is a simple battle where the Supremes are simply trying to wipe the other team out. At the end of the Encounter each Team scores 1 AGP for each enemy Supreme Level currently Eliminated or Incapacitated.

If there were more than 2 teams involved, each team gets AGP only for those Eliminations and Incapacitations they personally dealt.



PLOT 2: Destroy or Defend

Goal: Destroy the objective or defend it.

Ends: After the 6th Round.

Mankind's greatest accomplishments are arguably its buildings and monuments. Buildings are symbols of our civilization, culture, and sophistication. What better way to spread panic and sow unrest than to knock them down?

Villains are attempting to spread panic and anarchy throughout the city by knocking down as many buildings as possible. Heroes are trying to protect the homes and businesses of the Pulp citizenry.

Sometimes two groups of Villains will attempt to out-do each other in a contest of Anarchy. The winner will be decided by how much destruction can be wrought on the city.

Heroes too may be forced to knock down a building. Sometimes it's in preparation for an impending invasion. Other times Heroes race to knock down unsafe buildings before they can collapse. More often though, Heroes knock down buildings housing weapons that may threaten the populace of Pulp City.

Extra Rules:

Each player may place a single building on the table outside of all deployment zones. Place a third Building in the center of the table. For this Plot a Building is at least 3 inches by 3 inches and made of a material based on the encounter size:

- 3-6 Brick/Concrete ♣ 7, Damage 15
- 7-9 Steel and Glass ♣ 8, Damage 20
- 10+ Steel and Iron ♣ 9, Damage 25

Plot Buildings must be at least 8 inches apart from each other.

Choose or randomly decide who will be the Destroyer and who will be the Defender.

Agenda Points:

The Destroyer Team gains 3 AGP for each Building destroyed. Additionally Destroyer teams score 1 AGP for any Building damaged but to less than 50 %, or 2 AGP for any Building damaged by 50% or more.

The Defender Team gains 1 AGP for each Building still standing but damaged by 50% or more, 2 AGP for each Building still standing but damaged by less than 50% or 3 AGP if the Building is unharmed.

These are not cumulative so Destroyers or Defenders can each claim only one AGP value per building.



PLOT 3: Escape

Goal: Escape your pursuers or intercept the escapees.

Ends: After the 6th Round or when the last On the Run model on the table either successfully uses the **Escape** Action or becomes Incapacitated or Eliminated.

When the going gets rough sometimes you need to fall back and re-group. Sometimes the fate of the world hangs on making sure you are in the right place at the right time. In short, sometimes fighting isn't as important as being someplace else in a hurry.

Villains could be breaking out of jail. They could be fleeing the scene of a crime or they might be attempting to get to the mystical nexus before the stars are right. They might also be ambushing gullible Heroes on their way to their HQ.

Heroes could be racing to the site of an accident, or trying to stop some disaster before it tears up the city. They could also be trying to rally after their latest brush with the forces of evil.

In Escape, one player (*On the Run*) is attempting to escape to the table edge opposite to their own deployment zone. The other player (*Intercepting*) is trying to defend his own deployment zone while attempting to Incapacitate or Eliminate as many enemy Supremes as possible.

Extra Rules:

For this plot, always use the suggested values for deployment (6 inch zones and 18 inches between the zones).

Choose amongst yourselves or make an Opposed ♣ vs. ♣ roll to determine who will be Intercepting and who will be On the Run.

No model in the On the Run team may use any Skill, ability or Team Power that would allow it to begin the game outside of the normal deployment zone.

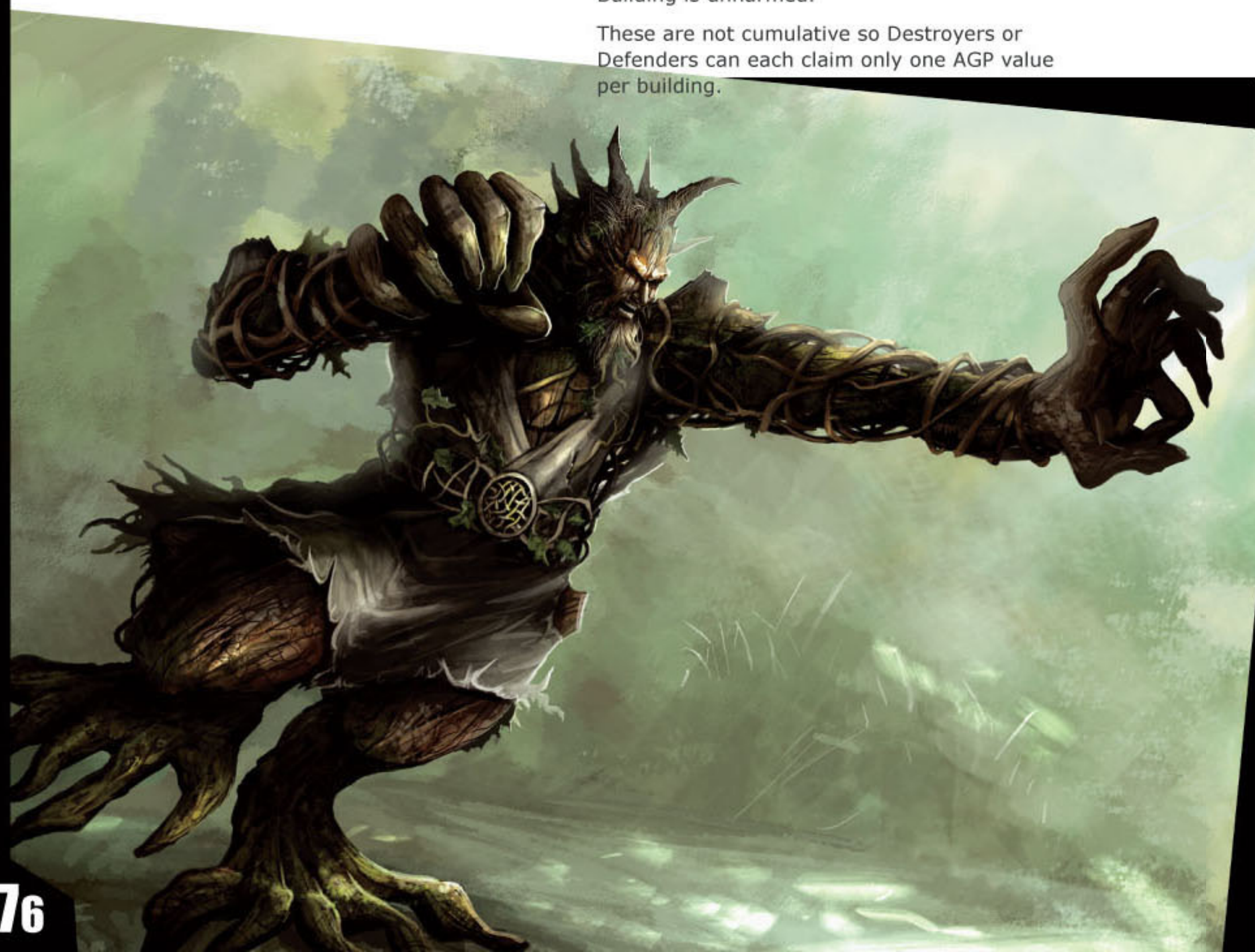
On the Run Supremes have access to the **Escape** Action:

Escape (♣ / AP 1): Movement Action. Use **Escape** while in Base to Base with the Table's Edge fully located in your opponent's deployment zone to leave the battle (directly across from yours). Remove the model from the table and score AGP equal to the level of the model using this action.

Agenda Points:

The On the Run team scores AGP equal to the level of each Supreme that successfully uses the **Escape** Action.

Interceptors score AGP at the end of the Encounter equal to the level of any Supremes Incapacitated or Eliminated or still on the table outside of their (*Interceptor*) deployment zone. Interceptors score ½ an AGP for each Level of every *On the Run* Supreme Eliminated or Incapacitated or still inside their (*Interceptor*) deployment zone.



PLOT 4: Invasion

Goal: Defend the city and show your supremacy.

Ends: After the 6th Round.

Not every battle to be fought is Supreme on Supreme. On occasion the Supremes of Pulp City must defend it from invading armies. Sometimes Mysterious Man opens his cages and releases an army of mutants on the city. At other times Dr. Tenebrous has raised an army of the dead to ravage the city as a precursor to yet another Necroplane attack. Other times it could be robots or even a time portal letting in a horde of bloodthirsty barbarians.

When war hits the streets even the bitterest of enemies can unite. It's said that war makes strange bedfellows. This has been proven again and again in Pulp City. Even the most diabolical of Villains will save the city rather than see someone else rule it. Of course when rivals team up treachery is to be expected.

Whatever the situation the Supremes of Pulp City stand ready to defend the city. The question of the day is which team is more deserving of praise at the end of the day?

Extra Rules:

The Enemy:

Before the game you and your opponent may agree upon or randomly determine who or what is attacking the city. Agree on a specific invader or roll a d6 and consult the chart to see what will be attacking.

D6 Attackers

- 1 Zombies (Zombie/Super Zombie)
- 2 Mutants (Mutant/Super Mutant)
- 3 Robots (Sentry Bot/Advanced Sentry Bot)
- 4 Alien Warrior (Ulthar Grunt/Ulthar Elite)
- 5 Criminal Thugs (Hired Guns/Kingpin)
- 6 Soldiers (Soldier/Special Ops)

(Alternatively, you may utilize the Minion creation rules to use any agreed upon Level 1 or Level 2 Minions)

Invasion:

Before the Encounter begins each player chooses three Invasion Entry Points on their opponent's side of the table and not within 6 inches of any other Invasion Point, alternating placement.

Each Invasion Point is represented by a round 40 mm Token. In the Effects Phase of any Round, each player, starting with the one who lost the Starting Roll this Round, rolls a D6 and consults the table below.

- 1 Nothing happens.
- 2 Deploy 1 card of Level 1 Invader Minions fully within 3 inches from one of the Invasion Points.
- 3 Deploy 1 card of Level 2 Invader Minions fully within 3 inches from one of the Invasion Points.
- 4 Deploy 1 card of Level 1 Invader Minions fully within 3 inches from one of the Invasion Points, and roll again.
- 5 Deploy 1 card of Level 2 Invader Minions fully within 3 inches from one of the Invasion Points, and roll again.
- 6 Deploy 1 card each of Level 1 & Level 2 Invader Minions fully within 3 inches from one of the Invasion Points; in addition, until the end of the Round all Invaders add +1 to all Opposed Rolls (this bonus doesn't stack with any subsequent '6' rolls).

Each of the Invasion Points may be used to summon Invader Minions only once in a Round - after the 6th is used in a given Round, do not roll again even if prompted by the results roll.

Before the Teams act in the Round, Activate all Invader Minion cards.

The Starting Roll winner Activates all Invader Minions on the opposing player's half of the table. Then the loser of the Starting Roll Activates the remaining Invader Minions. If models belonging to the same card are on different sides; activate them separately.

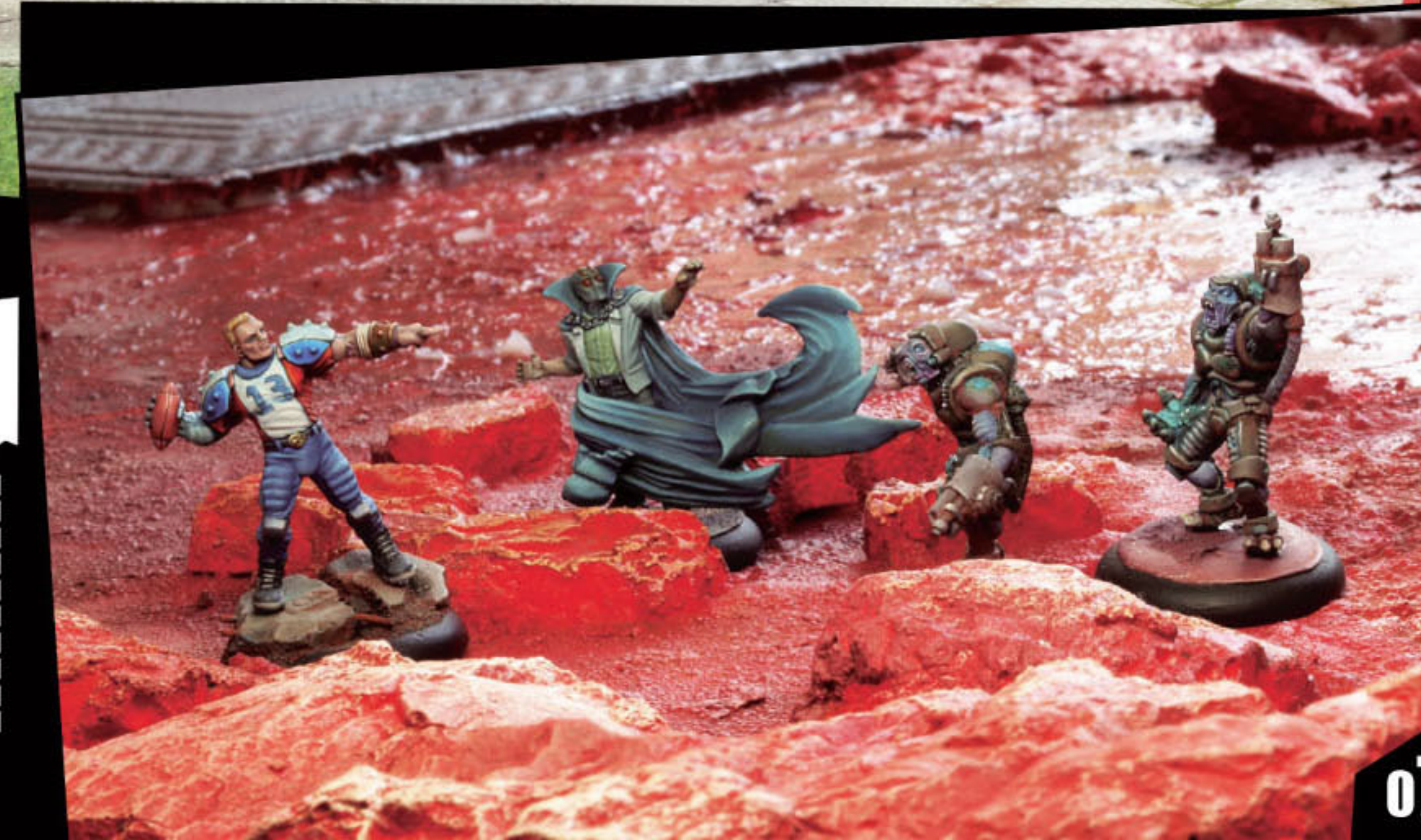
Activating the Invaders:

Models with Ranged Combat Actions will use them against the closest non-Invader model (that means Citizens as well) preferring the models that are not In Cover.

If no such target is in range, the controlling player is forced to move the model at full speed towards the eligible target and use the Ranged Combat Action.

Models with Close Combat Actions will move either use their Combat Action against the closest eligible non-Invader target, or move at full speed towards the closest target and possibly use the Close Combat Action.

Agenda Points: Gain 1 AGP for each Level 2 Minion Eliminated by your team and ½ AGP for each Level 1 Minion Eliminated by your Team.





PLOT 5: Quest

Goal: Gain control of a very important item.

Ends: After the 6th Round

Something of value is lost on the streets of Pulp City. Maybe it fell to earth from the heavens. Maybe retreating invaders left it behind. Maybe it was placed in the open for the amusement of Mysterious Man. Wherever this object is, victory goes the team in possession of it.

The Object itself could be almost anything. Possibilities include radioactive material, a secret formula, scientific data or plans for a doomsday weapon. On the other hand it could be something more arcane like ancient spells, magical amulets, or maps to hidden cities under the earth.

Extra Rules:

Place a round 30 mm Quest Token in the center of the table or as close as possible as agreed by both players; this must not be in Impassable terrain obviously.

Nothing prevents you from placing it atop a building, or other structure.

Agenda Points:

The team who has a model Burdened with the Quest Token at the end of the Encounter gains 5 AGP.

The team gains 7 AGP instead if they are Burdened with the Quest Token and the model is in their own deployment zone at the end of the Encounter.

If the Quest Token is not Burdening a model, a team earns 1 AGP if it's on their half of the board, and 3 AGP if it's in their deployment zone.

PLOT 6: Take and Hold

Goal: Gain control of the territory

Ends: After the 6th Round

Land is arguably the most valuable resource. Heroes and Villains alike feel the need to expand territory and set up shop in new locations.

For Heroes this may be about Marketing and Public Relations, cleaning up bad neighborhoods for the greater good. Other times it's about protecting the world from dark magic or dangerous technology hidden behind a peaceful façade.

Villains are always seeking an edge in their plans for world domination. Sometimes this is a slum rife with new customers or new recruits. Sometimes gaining turf allows access to hidden magic, dark portals or forgotten laboratories. Sometimes all the Villains need is an out of the way place to construct a new lair.

Whatever the reasons, what is important is a careful survey of potential new territory. Rival Factions race to explore the limits of this valuable area and try and keep their rivals out.

Extra Rules:

This plot may be played in one (or both) of two ways:

King of the Hill:

Trace the line that divides the table into two player sides.

Place one round 30 mm Token 1/3 of the distance along the line and from one neutral edge, and another one 2/3 of the distance along the same line (the Tokens create invisible lines that divide the table into 3 equal zones). Those are the power spots that your team will try to control.

King of the Block:

Divide the table into quarters. Each of the quarter holds its own strategic value.

Note that you can play both types of the game at the same time!

Agenda Points:

King of the Hill:

At the end of each Game Round, the team with more Supreme Levels (excluding Incapacitated models) in Base to Base with each power spot gains 1 AGP for controlling it.

In the case of draw, neither team scores.

King of the Block:

At the end of the Encounter, each team gets 3 AGP for controlling (occupied by more non-Incapacitated Supreme models) each quarter.

A model located in more than one quarter counts for the purposes of this calculation as being only in one (where most of its base is, if this still doesn't solve the issue, controlling player has to make the call).





CITIZENS

When Heroes and Villains clash, there is usually no time to evacuate the citizens of Pulp City. Brave folks of the city have witnessed Supreme violence multiple times and know what to expect. Even if an Encounter takes place in the desert rise East of the city, there is a chance a group of boy scouts will be caught accidentally in the conflict.

Maybe Heavy Metal's fan club will carelessly follow their idols into the eye of the Necroplane storm? There are always explanations as to why Citizens are in the midst of a Supreme battle.



In game terms, Citizens are represented by special Citizen Tokens or by regular miniatures on 30 mm bases.

Citizens may be targeted by any Action that mentions targeting models or enemy models. They are considered to have \heartsuit 1 and Damage 1.

If one of the players wants to play the Encounter with Citizens on the board, Citizens will be deployed after the table is set but before any Supremes are placed.

The number of Citizens is always equal to the Level of the Encounter. To deploy the Citizens, the winner of the Starting Roll places the Citizen Clock in the middle of the table (as represented on the picture).

It is up to the winning player how the hours are placed. Then the player rolls d6 or 2d6 (player choice) and moves the first Citizen from the center of the clock directly in the direction of 12 O'clock. The loser of the Starting Roll does the same with the second Citizen, sending it in the direction of 2 O'clock.

Players continue sending Citizens in the direction of consecutive following even hours until there are no Citizens left.

Once all even hours have been used, the seventh Citizen (if there is one) is sent in the direction of 1 O'clock, then the eighth toward 3 O'clock and so on.

If there are more than 12 Citizens, repeat the entire procedure until all Citizens have been deployed.

Citizens may be placed higher than ground level if the Citizen Clock sent them to a location occupied by a scenery piece.

If a Citizen would have ended up placed in Dangerous or Impassable Terrain, move it out using the shortest possible route.

At the beginning of each Round, just before the Starting Roll, Citizens get their chance to act. They either make a 4 inch Move or stay in place. To represent the Citizen's self-preservation instinct, following rules apply:

If within the Command Range of a Hero (but not Hero/Villain), the controller of that Hero may move some or all Citizens up to 4 inches in any direction. If two opposing Heroes have the same Citizen in their Command Range, the Citizen will be controlled by the Hero with higher \spadesuit value; in case of a tie, the Hero with higher Level; in case of a further tie, the Hero closest to the Citizen.

If not within the Command Range of a Hero, a Citizen moves 4 inches directly towards the closest table edge while avoiding Dangerous Terrain, and making sure it doesn't end up closer to any Supreme or Minion than it began. If it is not possible, the Citizen remains in place.

Citizens will never voluntarily walk into Dangerous Terrain, move off the edge of a rooftop or end up in a situation that forces an Opposed Roll.

Once a Citizen is in Base to Base with a table edge, remove it from the game. For the purposes of any Agendas, it is considered Saved.

Both Heroes and Villains have their special way of affecting Citizens during the Game Round. All Supremes gain access to following Universal Actions:

Terrorize (Villains Only) (\spadesuit /AP 2):

D6 Closest Citizens move 4 inches directly away from the Supreme.

Beacon of Hope (Heroes Only) (\spadesuit /AP 2):

D6 Closest Citizens move 4 inches directly towards the Supreme.

Terrorize and **Beacon of Hope** may be used by each team only once in a Game Round.

Citizens moved through use of these Actions will not endanger themselves by moving into any area with harmful game effects.

AGENDAS

Agendas are small missions that a Supreme Team will undertake during a battle. After deciding which Plot will serve as the framework for the Encounter, players choose whatever Agenda's they think they can accomplish during the course of a game. Most Agenda's can be accomplished by a single Supreme. This is not to say the entire team can't help, but it shouldn't be necessary.

Agenda's are not undertaken without risk. Each Agenda has a built in failure condition. If you fail the Agenda you lose points and run the risk of losing the game. Because of this it's important to take on only Agendas you think your team can handle.

When playing an Encounter, right after choosing a Plot, your Team may also choose Agendas. This is optional. You may choose from 0 to up to 1 per every 3 incomplete Levels of the Encounter. Opposing Teams may therefore have different numbers of Agendas in the same game.

Example: Heroes and Villains players are playing a level 8 Encounter. They may choose no Agendas, but can't choose more than 3.

Finally it's important to note that the Agendas you choose are secret. You don't have to tell your opponent what it is you are trying to accomplish. Agendas are printed in the back of the book and can be photocopied and cut out to make this easier. Simply place your chosen Agenda cards face down on the table in front of you.

Often times Agenda's will require a specific piece of terrain, token or a Citizen to be placed on the table. This will often give your opponent a clue about the agenda you are pursuing. This is perfectly acceptable. Agendas requiring obvious objectives are designed to be easier to accomplish than Agendas that are more covert.

As soon as an Agenda is completed, whether successfully or not, reveal the Agenda Card. AGP are scored or lost as soon as the Agenda is completed, of failed.

BASIC AGENDA RULES

These rules govern use and placement of Tokens, Agenda related models, Citizens and Buildings that are Agenda objectives.

All Agenda-related objects are placed on the table before the teams are placed. If both sides have Agenda objects, then the one with more deploys the first one, followed by the opponent placing his first. Sides keep switching until all objects have been placed.

AGENDA TOKENS

Any time a Token is called for, a standard 30mm base or an object or roughly the same size can represent it. An appropriate object should be mounted on a base where possible as this will add consistency to your tabletop.

Models placed in a deployment zone can be placed anywhere fully within the deployment zone. Tokens that are placed outside of the deployment zones can be placed anywhere fully outside of all deployment zones.

Tokens placed on either the enemy or friendly half of the table, are to be placed fully outside of deployment zones. Place tokens completely within the area between the deployment zone and the middle of the table. Agenda Tokens may not be destroyed, Damaged or Manipulated unless mentioned otherwise.

AGENDA CITIZENS

Citizens placed as part of an Agenda (referred to as Agenda Citizens) are placed in addition to the normal number of Citizen placed. Citizens included as part of an Agenda may not be moved by either player and may not be affected by any Action or game effect other than the specific Action provided in the Agenda description. Once the Agenda Citizen has been successfully targeted by the related Action, they become a regular Citizen (that may for instance become the target of Protect Civilians or Terror Tactics Agendas), and is subject then to all Citizen rules. Each Agenda Citizen may be the goal of only one Agenda.

AGENDA BUILDINGS

Agenda Buildings are always considered to be at least 3 inches in each dimension. When an Agenda calls for Agenda Area, it is a marked by a 3 inches by 3 inches fragment of the table on ground level.

Both Agenda Buildings and Areas have to be fully out of both Teams' deployment zones (unless clearly stated by the Agenda). Each of the items may be the target of one of your Agendas, but your enemy may pick the same building as you did for his own Agenda!

Unless otherwise indicated, any Agenda may be chosen by any Supreme Team.

If Agenda calls for an All (insert the type here) Team, then all of its Supremes must fulfill the criteria.

Earth Day calls for All ♻️ Origins Team. Only a team with all Supremes with ♻️ Origin may take this Agenda.

Each Agenda consists of:

Goal, Gain, Lose (conditions for scoring or losing AGP) and **Reveal** (when the Agenda becomes open to the other player. If Reveal states 'No', then the Agenda is revealed at the end of the Encounter, or when completed or failed).

This One Must Survive

Goal: Choose one of your Supremes. This model must be protected at all costs.

Gain: You gain (4 minus Supreme's Level) AGP if at the end of the Encounter this model is neither Incapacitated nor Eliminated.

For instance, Level 1 Supreme will yield 3 AGP while Level 3 Supreme only 1.

Lose: You will lose 2 AGP if this model ends the Encounter being Eliminated or Incapacitated.

Reveal: No.

Revenge

Goal: One of your opponent's Supremes must pay for his or her past crimes. Nominate one enemy Supreme to be the target of your revenge.

Gain: If that model has been Eliminated or Incapacitated at the end of the Encounter, earn AGP equal to the Supreme level of the model.

Lose: You will lose a number of AGP equal to the model's Level if it ends the Encounter being neither Eliminated nor Incapacitated.

Reveal: When the target is Eliminated or Incapacitated.

Double Agent

Goal: One of the Enemy Supremes is a double agent passing you vital information. You must not harm this valuable spy. Nominate one enemy Supreme.

Gain: If that model has been neither Eliminated nor Incapacitated at the end of the Encounter, earn 2 AGP. Earn 1 extra AGP if the model is not Damaged.

Lose: You will lose 2 AGP if this model ends the Encounter Eliminated or Incapacitated.

Reveal: No.



The Hand Off

Goal: One of the Citizens is holding important information that you must retrieve. All friendly Supremes gain the Secret Sign Action:

Secret Sign (🔒 / 1 AP):

While in Base to Base with a Citizen model, roll a d6. If the result is a 6, the Action is successful - the Citizen has passed the information. Otherwise the Citizen is spooked and may immediately be moved 2 inches by your opponent. Each Citizen may be the target of Secret Sign only once in an Encounter even if both parties have the same Agenda.

If Secret Sign has been unsuccessful prior to reaching the last available Citizen, then use of the Action on the remaining Citizen is considered to be automatically successful without the need to roll d6.

Gain: Score 2 AGP for finding the information.

Lose: Lose 2 AGP if the information is not found.

Reveal: When Secret Sign is first used.

Incriminating Evidence

Goal: One of your opponent's Supremes has some incriminating evidence that could land one of your Team members in hot water. Choose the friendly Supreme that is being blackmailed (referred to as the Victim). Then your opponent picks one of his Supremes as the holder of the information or lets you pick one (referred to as the Blackmailer). The Victim is at -1 to all attacks against the Blackmailer until the evidence is destroyed. In order to destroy the evidence, the Victim must perform a successful **Destroy Evidence**.

Destroy Evidence (🔪 vs. 🛡️ / AP 1):

This Action deals no Damage, and can only be used in Base to Base with the Blackmailer.

Gain: 1 AGP if the evidence is destroyed while you chose the Blackmailer OR 2 AGP if the evidence is destroyed while your opponent chose the Blackmailer.

Lose: 2 AGP if the evidence has not been destroyed.

Reveal: When Victim is chosen.

Protect Civilians (Heroes Only)

Goal: Supreme matters should not endanger innocent humans. Heroes have to clear the area and lead Citizens to safety.

Gain: ½ AGP for each Saved Citizen.

Lose: ½ AGP for each Eliminated Citizen.

Reveal: No.

Trapped on High (Heroes Only)

Goal: This Agenda may be taken up to 3 times.

A Citizen is trapped on a ledge, balanced on a teetering car or maybe in the midst of a mine-field. Whatever the situation it will take speed and agility to bring the Citizen to safety. Place a single Agenda Citizen model on an Agenda Building (without revealing the Agenda), not accessible by ground movement. Supremes with **Flight** or **Wall Crawler** may be able to reach the Citizen swiftly but getting them down is another matter entirely. While in Base to Base with the Agenda Citizen a Hero may become Burdened with the Citizen (temporarily remove the model). In order to perform any Movement Action while Burdened in this way, the Supreme will need to roll 🎲 vs. a target number of 8 in order to climb down the Agenda Building and save the Citizen.

If you fail the roll, the Supreme pays the AP for the Action and its activation ends. If you roll a natural 1, the Supreme drops the Agenda Citizen (consider it to be Eliminated).

If successful, perform the Movement Action normally. Whenever the Burdened Supreme is out of the Agenda Building, the Agenda is completed, and the Agenda Citizen becomes a regular Citizen. If any Action or game effect forces the Supreme to lose Agenda Burden, the Agenda fails as if a 1 was rolled.

Gain: 2 AGP for rescuing the Citizen.

Lose: 2 AGP for failing to rescue the Citizen.

Reveal: When attempting to Burden a Supreme with the Agenda Citizen.

Trapped in Wreckage (Heroes Only)

Goal: This Agenda may be taken up to 3 times. A Citizen is trapped under rubble or inside a damaged vehicle and must be broken free in order to be saved. Place an Agenda Citizen in an Agenda Area (for dramatic effect you may place a car model in the area). Freeing the trapped fellow requires a successful 🎲 roll against a target number of 10. Each attempt to break the Agenda Citizen free is considered a **Strike** Action. If you roll a 1 on your attack die, you injure the Citizen and they are Eliminated.

Gain: 2 AGP for rescuing the Citizen.

Lose: 2 AGP for failing to rescue the Citizen.

Reveal: When attempting to free the Citizen with a Strike.

Trapped by Elements (Heroes Only)

Goal: This Agenda may be taken up to 3 times. Citizens are trapped in a burning building, or surrounded by toxic sludge; maybe downed power lines have them stuck in their cars. Whatever the situation is, some brave hero will have to carry them out. Nominate an Agenda Area that is treated as **Dangerous Difficult Terrain** and place the Agenda Citizen centrally in it. Any model moving in or through, or beginning its Activation in the Agenda Area, suffers a 🎲 5 vs. 🛡️ Opposed Roll. While in Base to Base with the Agenda Citizen, a Hero may become Burdened with the Citizen (temporarily remove the model). In order to save the Citizen, the Burdened Hero must end its activation outside of Agenda Area.

Gain: 2 AGP for rescuing the Citizen.

Lose: 2 AGP for failing to rescue the Citizen.

Reveal: When attempting to Burden a Supreme with the Agenda Citizen.

Terror Tactics (Villains Only)

Goal: You can build up your bad reputation by spreading terror among the Citizens.

Gain: ½ AGP for each Citizen Eliminated by your Supremes and Minions.

Lose: ½ AGP for each Saved Citizen.

Reveal: No.

Razing Laser (Villains Only)

Goal: You've managed to steal, build or repair a powerful industrial laser and now is the time to test its performance. Place a Laser Agenda Token in your deployment zone. The Laser Agenda Token can be picked up by a model moving into Base to Base with it. This powerful laser gives any model Burdened with it access to:

Laser Raze (🔥 vs. 🛡️ / RNG 4/AP 2):

This Action may target only scenery and buildings. It benefits from **Ram 3** Skill.

On a roll of 1, the laser malfunctions. Remove the Laser Agenda Token from the game.

Gain: 2 AGP for destroying a single Agenda Building and inflicting at least 1 Damage Point with Laser Raze on it.

Lose: 2 AGP for failing to fulfill the above condition. Lose an extra 1 AGP if at the end of the Encounter if an enemy model is Burdened with the Laser Agenda Token.

Reveal: When deploying the Laser Agenda Token.

The Hand Off

Goal: Your leader has a bad habit of talking before the battle is won. Usually he picks the worst timing! Whenever your team earns the Master Plan, instead of choosing other options, the model winning the Starting Roll may use the **Soliloquy** Action in this Round:

Soliloquy (Au4 / 🗡️ / AP 3):

You taunt your enemies with your master plan for world conquest and domination. **Soliloquy** lasts for the rest of the Round and may be used only once in an Encounter by each Team.

Gain: 1 AGP for performing the **Soliloquy**. Extra (2 + Supreme's Level, Minions are treated as Level 0 for this purpose) AGP if your Team Incapacitates or Eliminates an enemy model in the Aura of **Soliloquy**.

Lose: 1 AGP for failing to successfully perform the **Soliloquy**. 4 AGP if a model in the Aura of your **Soliloquy** Eliminates or Incapacitates the Supreme who performed the **Soliloquy**.

Reveal: When you choose access to Soliloquy as your Master Plan.

Robbery (Villains Only)

Goal: Money makes the world go round. Your plan is to get your hands on some of that green. Place an armored car or bank vault (referred to as the Vault) in an Agenda Area fully on your opponent's half of the table. Your goal is to get the money out by destroying the Vault, and make off with the loot. It is considered to be Movable Scenery of Rank 2 that can be manipulated as normal. Unlike normal Movable Scenery the Vault is not removed after being Manipulated for the second time. It is simply left where it is, and can't be Manipulated again. It has 🛡️ 9 and Damage 10. You may make an Opposed Roll against the Vault every time it is Manipulated.

Once the Vault is destroyed place a Loot Agenda Token in its place.

Gain: 1 AGP for destroying the Vault. Gain an extra 1 AGP if a friendly model is Burdened with the Loot Agenda Token at the end of the Encounter.

Lose: 1 AGP if a friendly model is not Burdened with Loot Agenda Token at the end of the Encounter. Extra 1 AGP if an enemy model is Burdened with the Loot Agenda Token at the end of the Encounter.

Reveal: When the Vault is deployed.

Earth Day (All 🌱 Teams Only)

Goal: Time to show Mother Nature that her children still care. Nominate an Agenda Area on the opponent's side of the board that must be cleansed; this can be within your opponent's deployment zone. Any Supreme in Base to Base with the terrain may use:

Cleanse (🌿 or 🗡️ / AP 2): Movement Action. Make an Opposed Roll versus a static target number of 7. The amount by which you exceed the target number is the amount of Damage you have **Cleansed**.

Gain: 2 AGP when you have used **Cleanse** to remove at least 10 Damage points from the Agenda Area.

Lose: 2 AGP if the Agenda Area has been **Cleansed** for less than 10 Damage Points at the end of the Encounter.

Reveal: When **Cleanse** is used for the first time in the Encounter.

Ritual (All 🧙 Teams Only)

Goal: The stars are right and powerful enchantments must be cast. Place a **Ritual** Agenda Token on the opponent's half of the board. Any Supremes in Base to Base with it may use:

Ritual (🧙 / AP 3):

A model performing the **Ritual** may not Activate again this Round. In a subsequent Round the model must perform the **Ritual** again to conclude the ceremony. At the end of the round the **Ritual** was repeated, if a Supreme performing **Ritual** has not been Eliminated, Incapacitated or moved in any way, the **Ritual** succeeds.

Gain: 2 AGP if the **Ritual** was completed.

Lose: 2 AGP if the **Ritual** was not completed.

Reveal: When **Ritual** is used for the first time in the Encounter.

Jury Rig (All 🛠️ Teams Only)

Goal: Sometimes you just need to scrounge some parts for your latest project. Nominate up to 5 Agenda Buildings and/or Agenda Areas with a vehicle in it. When any of your Supremes is in Base to Base with any of those vehicles or Agenda Buildings, they may attempt to scrounge for parts.

Scrounge (🛠️ / AP 2): Movement Action. Counts as Manipulation but Supremes with any Trump Trait may use Scrounge. Each Agenda Building or vehicle may be Scrounged only once.

Gain: 2 AGP for successfully Scrounging three separate objects located fully outside of your deployment zone.

Lose: 2 AGP if the above condition had not been fulfilled.

Reveal: When Scrounge is used for the first time in the Encounter.

Primate in Peril (All A.R.C. Teams Only)

Goal: A fellow simian is in trouble and you will see him free no matter the cost. Place a vehicle centrally in an Agenda Area fully on your opponent's half of the table. Your goal is to free the primate from it and lead it to safety.

The vehicle is a Moveable Medium Size scenic-piece with 🛡️ 8 and Damage 6.

Once it is destroyed in any way, place the Simian Agenda Token in its place. The Agenda Simian has 🛡️ 4 and Damage 3. This Agenda Simian may be commanded like a normal Minion controlled by your Team.

A friendly A.R.C. Supreme in Base to Base with the Simian Agenda Token treats Power-Up dice as d6 instead of the usual d3.

Gain: 2 AGP if the Simian Agenda Token is in your deployment zone when the Encounter ends.

Lose: 2 AGP if the vehicle is not destroyed at the end of the Encounter or if the Simian Agenda Token was Eliminated.

Reveal: When the Simian Agenda Token is placed.

Sample of Power (All Coven Teams Only)

Goal: The Saints are always seeking strange and unusual powers and technology. Collecting samples from your enemies will earn you favor in the organization. Each time one of your Supremes successfully deals at least 3 points of Damage to an enemy Supreme by using a Close Combat Action, they may collect a Sample. Reduce the damage dealt to your opponent to 1 and gain a Sample.

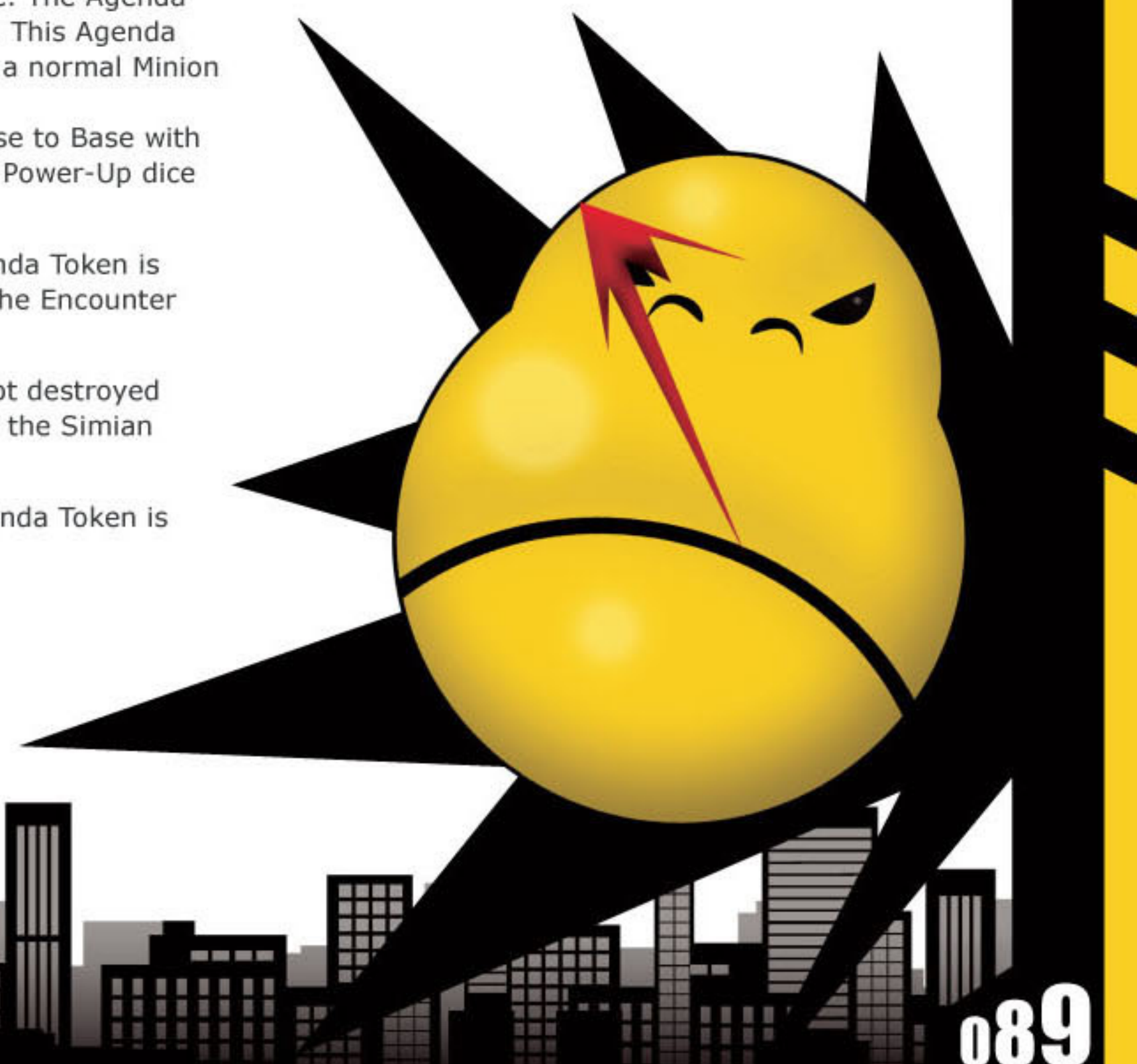
Each enemy model may be the source of only one Sample in the Encounter. If the Action described any special effects, these don't take place. Supremes that collected the Samples must end the Encounter neither Incapacitated or Eliminated to be considered in possession of Samples.

Coven Supremes possessing 2 or more Samples benefit from their AP value being raised by 1 until the end of the Encounter.

Gain: 2 AGP for possessing 3 or more Samples at the end of Encounter OR 1 AGP for possessing 2 Samples at the end of the Encounter.

Lose: 2 AGP for possessing less than 2 Samples at the end of the Encounter.

Reveal: When a Sample is collected for the first time in the Encounter.



Blood for the Gods (All Forgotten Teams Only)

Goal: Sometimes a sacrifice of blood is the only way to wake the slumber of ancient powers. Place an Artifact Agenda Token on the board, outside of all deployment zones.

When a Living Supreme is Incapacitated or Eliminated within 3 inches of the token, you have completed a Sacrifice.

Every time a Sacrifice is completed, place a Power-Up dice in your Power-Up Pool.

Gain: 2 AGP if the first Sacrificed model was an enemy Supreme.

Gain 1 AGP if the first Sacrificed model was a friendly Supreme.

Lose: 2 AGP if no friendly Supreme nor enemy Supreme were Sacrificed.

Reveal: When the first Sacrifice in the Encounter is completed.



Close the Rift (All Blood Watch Teams Only)

Goal: A dangerous mix of energy threatens to open a portal into the Necroplane, or maybe someplace worse. You must **Seal** this rift at all costs. Place two Rift Agenda Tokens 3 inches from each other, both in the enemy's deployment zone. The straight line (30mm wide) between them represents the Rift. It is an Impassable Non-Moveable scenery piece. Any friendly Supreme in Base to Base with the Rift can attempt to **Seal** the rift With the following Action:

Seal (✱ / AP 1):

Move both Rift Agenda Tokens ½ inch directly towards each other.

It is **Sealed** when both Tokens are in Base to Base with each other.

Each model coming into or beginning its activation in Base to Base with the unsealed Rift has to roll d6 and instantly apply the effects.

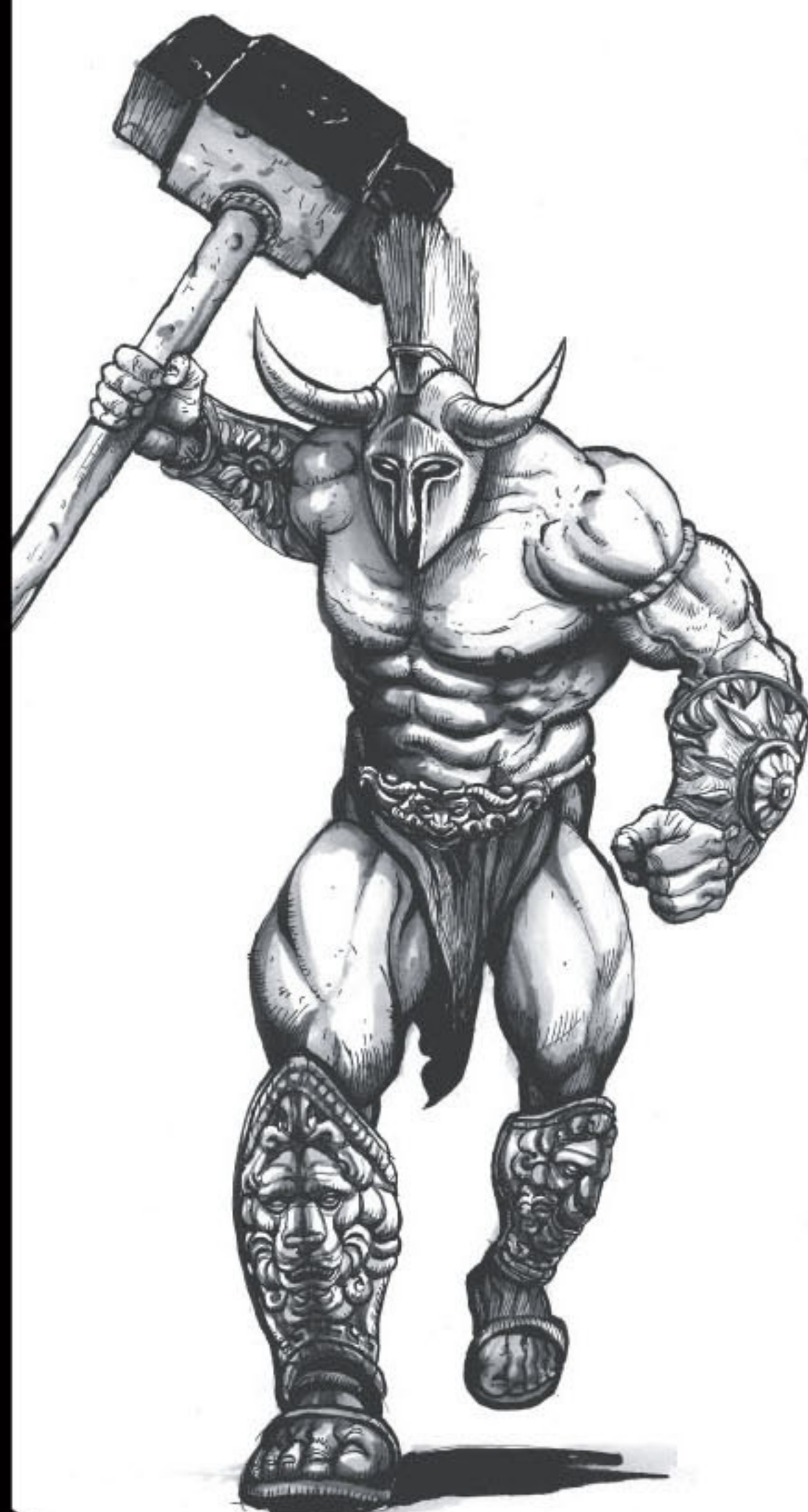
- 1: Eliminate the model.
- 2: The model may not activate until the end of the Round.
- 3-5: Nothing happens
- 6-7: If the model belongs to Blood Watch, its team receives one Power-Up Die. Each team may receive only one Power-Up Die this way in each Round.

Blood Watch models in Base to Base with Rift add +1 to all of their Rolls (including the one for the above table).

Gain: 2 AGP for **Sealing** the Rift.

Lose: 2 AGP if the Rift is not **Sealed** at the end of the Encounter.

Reveal: When the Rift Agenda Tokens are placed.



Soul Fuel (All Necroplane Teams Only)

Goal: Life force feeds the engines of the Necroplane - your demonic servants must claim it to continue your existence.

Place a Dangerous Difficult terrain Agenda Area on the table outside of any deployment zone. This will be the area of operation of a powerful, life sucking Death Beam fired from a Harvester ship. Any Living model entering the Agenda Area or beginning its Activation in it is subject to a ✱ 5 vs. ♡ Opposed Roll.

Any Living enemy Supreme, Minion or Citizen Incapacitated or Eliminated while even partially within the Agenda Area is counted as Harvested.

Each time an enemy model is Harvested, nominate one friendly Necroplane Supreme and remove d6 points of Damage from it.

All Necroplane models are completely **Immune** to all ill-effects of this Agenda related Death Beam.

Your Supremes have access to a new Master Plan:

Death Beam Control:

Move the Death Beam template d3 inches in any direction.

Your Supremes also have access to a new Action:

Send Coordinates to the Harvester Ship (🌐 / AP 6):

Move the Death Beam template d3 inches in any direction.

Gain: 5 AGP for Harvesting at least 5 models. Gain 3 AGP for Harvesting at least 3 models.

Lose: 3 AGP if 2 or fewer models have been Harvested.

Reveal: When the Death Beam Agenda Area is placed.

Reconstruction (All Heavy Metal Teams Only)

Goal: Heavy Metal has a civic obligation to keep Pulp City looking its best. That often means propping up damaged buildings and other structures. Choose an Agenda building that must be fixed. The building starts with only half its normal Damage. Your Team gains:

Fix Building

(🏠, 🏢 or 🏡 vs. Building's ♡ / AP 2):

The amount you win the Opposed Roll by is the amount of Damage repaired on the target Agenda Building.

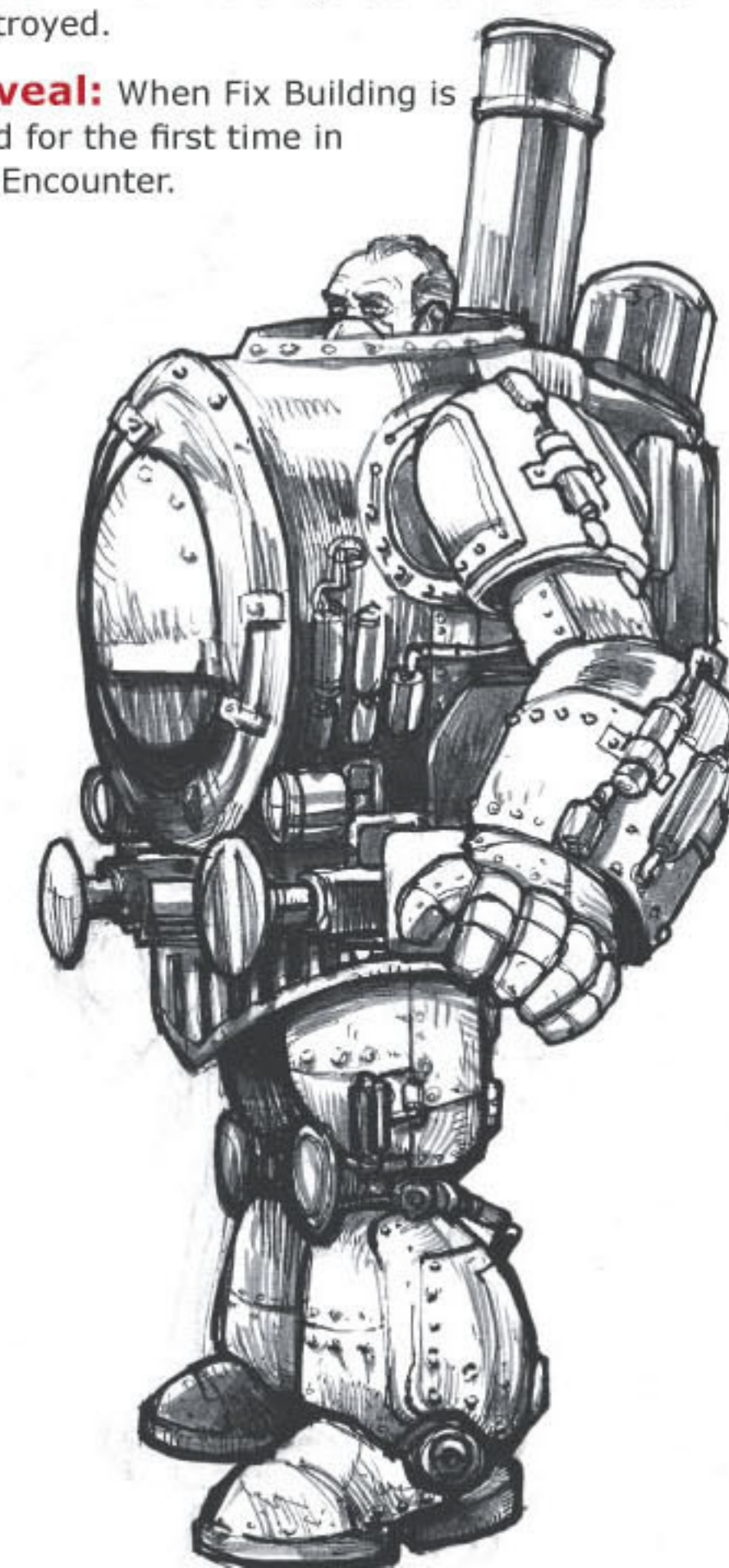
Massive support from the City's dwellers grants Heavy Metal Supremes a helping hand.

Each time **Fix Building** is used successfully for 3 or more points of Damage repaired, take out 1 AP from the opposing team's Action Pool for this Round.

Gain: 2 AGP if the Agenda Building is fully repaired (no Damage) at the end of the Encounter. Gain 1 AGP if you've successfully Fixed Building at least once and it's still standing at the end of the Encounter.

Lose: 2 AGP if the Agenda Building has been destroyed.

Reveal: When Fix Building is used for the first time in the Encounter.



Glossary

Action (Page 23)

An Action represents what a model is able to do in its Activation (see: Activation). It declares the Action, announces its potential targets and pays respective AP cost (see: Action Points).

Actions are divided into two groups: Universal (available, with some restrictions, to every model) and Exclusive (reserved for the model on whose card the Action is printed).

Actions, Combat (Page 34)

Actions (see: Actions) that are used by models to attack and potentially Damage (see: Damage) other models. Close Combat Actions deal Damage to models in Base to Base (see: Base to Base) or within Reach distance; Ranged Actions (PR for Projectiles, R for Rays, BI for Blasts, SBI for Self Blasts, and Au for Auras) are able to target models within the Range (see: RNG).

Actions, Combined (Page 23)

Actions (see: Actions) marked with *; they may be combined with any other Action (with some restrictions) to form a model's Activation (see: Activation).

Actions, Movement (Page 27)

Actions (see: Actions) that are used by models to move around the battlefield and change their positioning. As a general rule, a model may perform only two Movement Actions in a Game Round (see: Game Round).

Actions, Tactical (Page 24)

Actions (see: Actions) that are used by models and Teams to exert some control over the flow of the Game Round.

Action Points (Page 17)

Action Points are what any model uses to pay for the Actions (see: Actions) they carry out, and other in-game benefits. Action Points come from the shared Team's Action Pool (see: Action Pool). A Supreme may spend Action Points each Round (see: Game Round) up to their Action Points Allowance, printed on its card.

Action Pool (Page 17)

Renewing source of Action Points (see: Action Points) that your Team will be using to perform Actions (see: Actions). The number is equal to [the amount of friendly Supreme Levels (see: Supreme Levels) that are not Incapacitated (see: Incapacitated) and still on the table] x 2 + 2.

Activation (Page 21)

Activation is a part of the player's Turn (see: Game Turn) and typically means Activating one model (in some cases more) to allow it to perform an Action(s) (see: Actions).

Agenda (Page 84)

One of the smaller Encounter (see: Encounter) twists that may be chosen by a Team to potentially gain extra Agenda Points.

Agility (A): See: Traits.

Aura or Au (Page 37)

Automatic Success (Page 34)

When a 6 is rolled on the Opposed Roll (see: Opposed Roll), that Roll may result in the Automatic Success.

6 on the attacker's roll means at least 1 point of Damage will be inflicted on the defender; 6 on the defender's roll means that the model will survive the attack with at least 1 point of Damage left.

There is no Automatic success if the defender is already at 1 point of Damage at the moment of the Opposed Roll or when both sides roll 6's.

Base to Base (Page 39)

A Condition (see: Conditions) that determines a model's ability to move and affect and be affected by Close Combat Actions (see: Actions, Close Combat).

Blast or BI (Page 36)

Burdened (Page 41)

Commanding Supremes and Command Range (Page 61)

Condition (Page 39)

A state of a model that defines temporary or lasting in-game effects, and determines the choices it or other models may make. A model may be affected by several Conditions at the same time.

Creating Minions (Page 63)

Damage (Page 33)

As a result of a Combat Action (see: Actions, Combat), Skill (see: Skills), or game effect, a model may lose Damage Points. Models with 0 Damage Points are considered Eliminated or Incapacitated (see: Incapacitated, see: Eliminated) depending on the action used, or Skills possessed by models involved.

Defense (D): See: Traits.

Difficult Terrain (Page 53)

Type of terrain that halves a model's movement.

Effects Phase (Page 18):

Phase of the Game Round right after the Action Pool Calculation (see: Action Pool) when most of the game effects from previous Rounds take place.

Eliminated (Page 40):

A Condition (see: Conditions) in which a model is reduced to 0 Damage (see: Damage) and removed from the game.

Energy (E): See: Traits.



Glossary

Encounter (Page 73)

The primary term for a Pulp City game session; from the Team's creation to awarding victory.

Faction (Page 9)

A choice between being a Hero (♠) or a Villain (♥).

Some models possess both icons; they may join either of the Factions.

Falling (Page 40)

Flight (Page 29)

Free Strikes (Page 34)

Free **Strikes** are **Strikes** that happen outside of the Turn sequence; a model using a Free **Strike** never pays AP for it nor does it count against the model's **Strike** allowance.

Game Sequence (Page 17)

A number of stages that each Game Round (see: Game Round) consists of.

They are:

1. Action Pool Calculation,
 2. Effects,
 3. Starting Roll,
 4. Game Turns,
 5. End of the Game Round
- (see: all respective entries).

Heroes (♠): See: Factions.

Impassable Terrain (Page 53)

Type of terrain that disallows a model's movement through it.

Incapacitated (Page 39)

A Condition (see: Conditions) in which a model is reduced to 0 Damage (see: Damage) and may not perform any Actions (see: Actions). The model is treated as a casualty if it ends the Encounter in the Incapacitated Condition.

In Cover (Page 41)

Knocked Down (Page 40)

A Condition (see: Conditions) in which a model may not perform any Actions (see: Actions) except for the **Get Up*** Action and suffers -2 penalty to all Opposed Rolls (see: Opposed Roll).

Line of Sight or LoS (Page 35)

Relationship between two models that determines if they may target each other with Combat Actions (see: Actions, Combat) or other game effects.

Master Plan (Page 20)

Master Plan is a tactical advantage one side gains over the other if their Starting Roll (See: Starting Roll) is won by 5 or more.

Glossary

Measurements in Pulp City (Page 27)

Mind (♣): See: Traits.

Modifying AP Allowance (Page 17)

Mystery (♠): See: Origins.

Nature(♣): See: Origins.

Opposed Roll (Page 19)

The basic game play mechanic involving two models; each rolls a d6 and adds it to the Trait (see: Traits) the Opposed Roll calls for. The winner is the model whose total is higher. In case of a draw, resort to the Origins Triad (see: Origins).



Glossary

Origins (Page 11)

Three types of Supreme's Origins are Science (🧪), Nature (🌿) or Mystery (🔮). The Origins affect certain Skills (see: Skills) and the outcome of some Actions (see: Actions). They are also used as a tie-breaker in Opposed Rolls (see: Opposed Rolls): Nature is stronger than Science, Science is stronger than Mystery, Mystery is stronger than Nature. In a case of a tie broken by the Origins, the Opposed Roll is considered to be won/lost by 1 point.

Power-Up and Power-Up Pool (Page 33)

A Supreme is able to Power-Up any Opposed Rolls (see: Opposed Rolls) related to its Trump Trait(s) (see: Trump Traits) by taking one die from the Power-Up Pool (each Team starts the Encounter with the Power-Up Pool of X Dice, where X is the Encounter Level) and paying 1 AP (see: Action Points); the Power-Up Pool, unlike other Pools in the game, doesn't renew itself each Round. Add a d3 to a Powered-Up Opposed Roll.

Plots (Page 74)

A main story that is the backdrop for an Encounter (see: Encounter).

Projectile or Pr (Page 35)

Pulp City Math (Page 18)

Range or RNG (Page 34)

Range (RNG for short) is a distance at which an Action (see: Actions) or a game effect is effective; it is measured from the base of the initiating model to any point of the base of the target model.

Ray or R (Page 36)

Resources and Resource Pool (Page 59)

Any Resource that might help the Supremes in their fight – Minions, Artifacts, Devices, Weapons and Misc. Purchased from a separate Resource Pool when creating the Team.

Round, Game (Page 17)

Any Encounter (see: Encounter) is split into a number of Game Rounds (usually 6) that are shared by all players.

Scenery (Page 55)

Scenery Manipulation (Page 56)

Science (🧪): See: Origins.

Self Blast or SBI (Page 37)

Skills (Page 45)

Selection of (mostly) passive powers models may have.

Spirit (👻): See: Traits.

Starting Roll (Page 20)

A variant of an Opposed Roll (see: Opposed Roll) when two models use their (icon Mind) to determine which side goes first in the Round (see: Game Round) or deploys first on the battlefield.

Strength (💪): See: Traits.

Sub-Faction (Page 9):

A model's allegiance to a particular powerful group that may affect some game mechanics.

Super Damage (Page 33)

Supreme (Page 9)

A being gifted with tremendous power. In game terms, a Supreme comes with a Supreme card (colored red, blue or yellow) that describes all of its powers.

Supreme Levels (Page 13)

The level of power your Supreme possesses; ranging from 1 to 3.

Team & Team Composition (Page 13)

A Team is the selection of models you'll be playing with. To create a Team, add up Supreme Levels (see: Supreme Levels) to match the Encounter Level (see: Encounter Level), following the presented guidelines.

Team Power (Page 9)

A unique special rule that either builds up synergies within the Team or represents a Supreme's limitations.

Traits (Page 10)

Six values that define your Supreme and are used to determine the outcome of the Opposed Rolls. They are Strength (💪), Defense (🛡️), Energy (⚡), Agility (🏃), Mind (🧠), Spirit (👻).

Trait Range (Page 35)

Trump Traits (Page 10)

Selected Traits that are each Supreme's forte. A Trump Trait allows a Supreme to use Power-Ups (see: Power-Up and Power-Up Pool) on Opposed Rolls (see: Opposed Rolls) associated with it, Trump Trait Rolls (see: Trump Trait Rolls) and Trump Trait Benefits (see: Trump Trait Benefits).

Trump Trait Benefits (Page 42)

A selection of special powers Supremes have access to.

Trump Trait Roll (Page 10)

Ability to roll one more dice on selected Trump Trait associated Opposed Rolls (see: Opposed Rolls). The model always chooses the highest dice roll and keeps it.

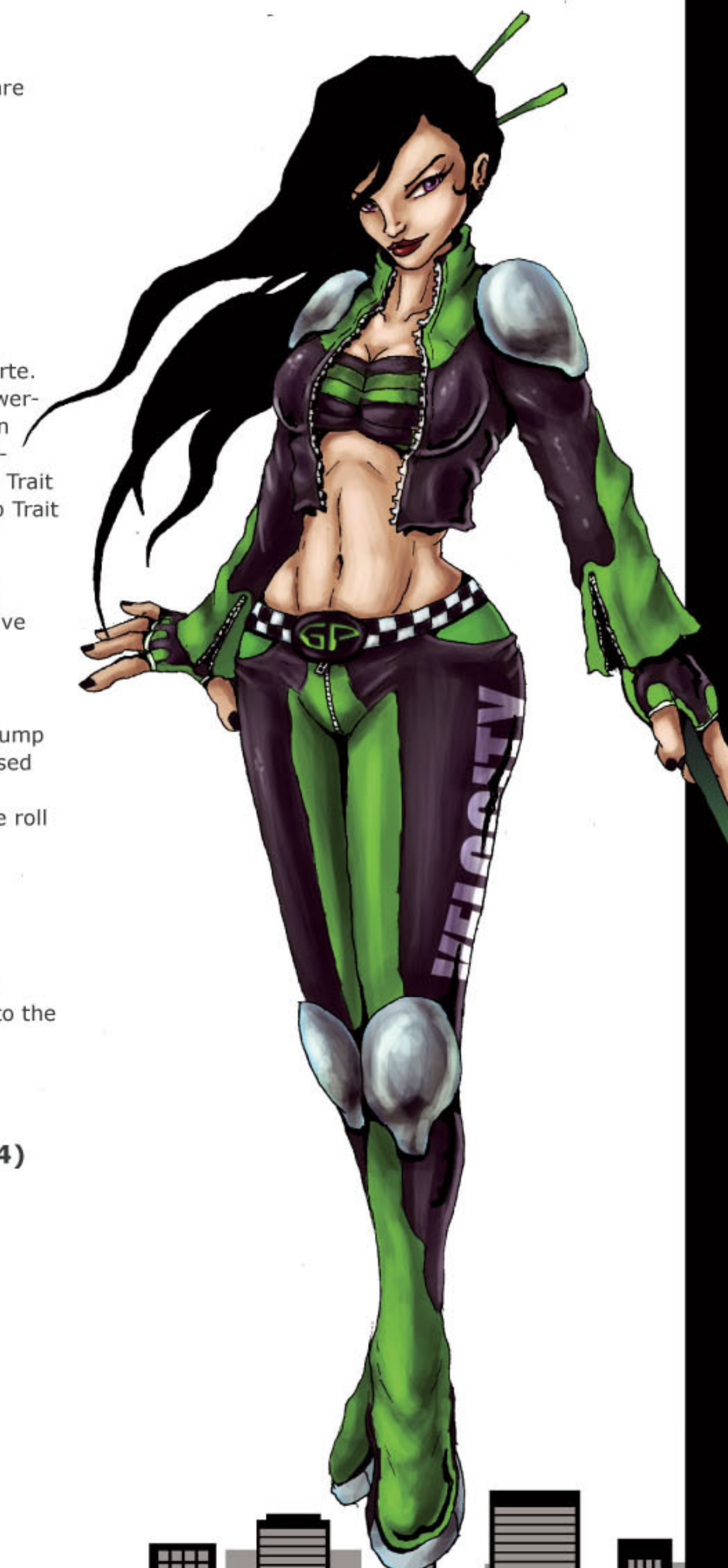
Turn, Game (Page 21)

A repeating part of the Game Round (see: Game Round) when one side takes over the control of the game, activates its model or models before handing the lead to the other side, effectively ending their Turn.

Villains (🦹): See: Factions.

Water Difficult Terrain (Page 54)

Glossary



Errata

PULP CITY CARD ERRATA AND CLARIFICATION:
Following Supreme cards are affected by errata
and clarification.



Ace of Wraiths

King of Torment:
was AP 4, is AP 3.



Androida

Eye Beam:
was AP 2, is AP 1.

Machine Kin:
The moved vehicle may not end up on top of
any models, Androida's controller may move all
affected models to the side, shortest possible
route.

Team Power - Rise of the Machines:
The Team Power affects now also enemy Non-
Exclusive and Non-Character **Mechanical**
Minions within (or Activated by a Supreme
within) Androida's ⚙ Range.

Blood Rose

Overwhelming Mercy:
The Action removes the Incapacitated Condition
as well.

Blood Roses Bloom:
The Action doesn't affect Incapacitated models.

Chronin

Flurry*:
Use of **Flurry*** may be announced after finding
out if the **Strike** was successful.

Dr. Mercury

Anvil:
Remove the following sentence: *This doesn't
apply to Trump Trait Re-rolls.*

Team Power - Mercurial:
When in the guise of a different Supreme,
Dr. Mercury still retains his own Trump Traits

Giant Hadron

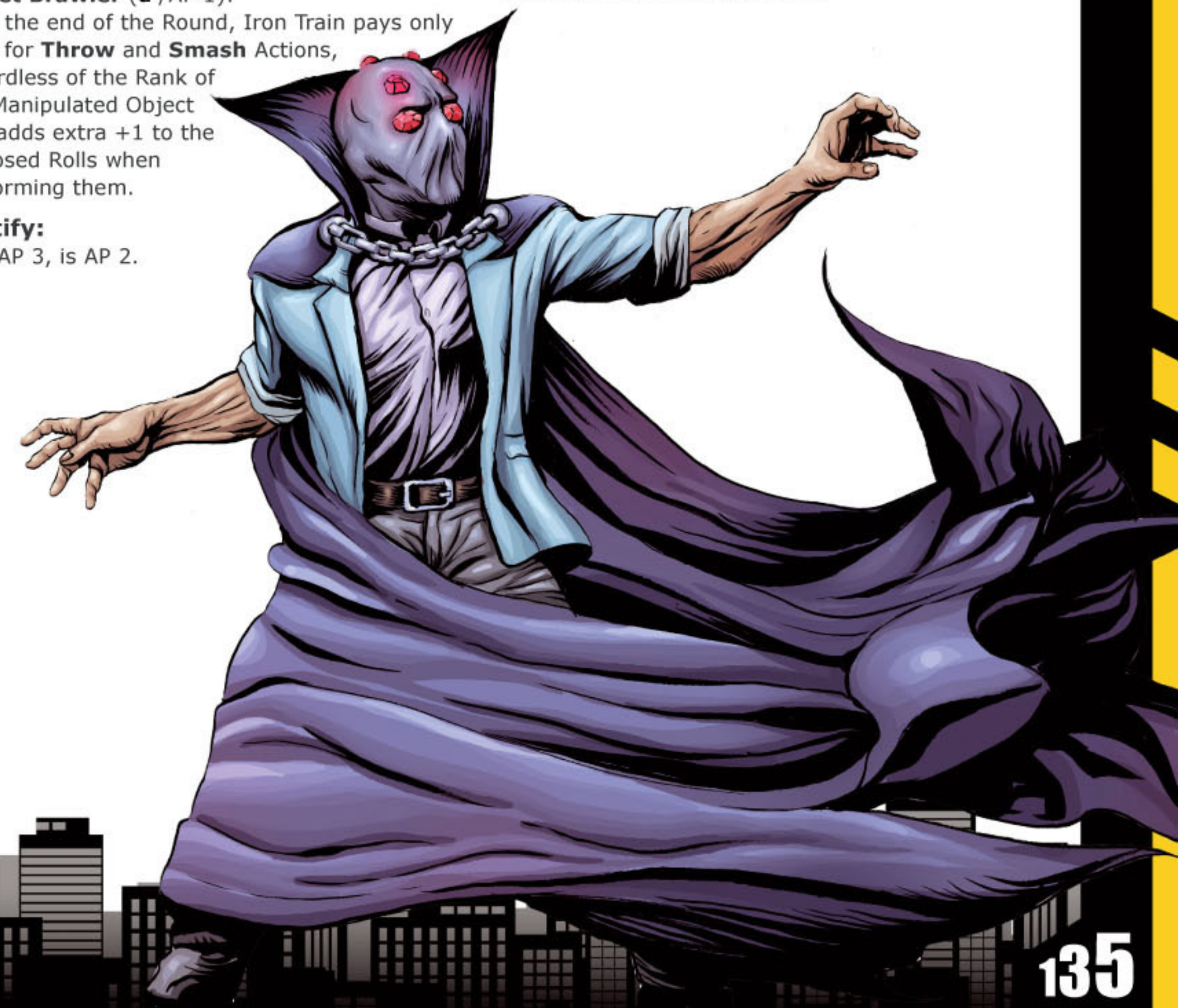
Giant Hadron model uses an 80 mm base.

Iron Train

Haunted Train:
Replace ⚙ with ⚡ in the description.

Street Brawler:
Replace the text with following:
Street Brawler (♣/AP 1):
Until the end of the Round, Iron Train pays only
1 AP for **Throw** and **Smash** Actions,
regardless of the Rank of
the Manipulated Object
and adds extra +1 to the
Opposed Rolls when
performing them.

Fortify:
was AP 3, is AP 2.



Red Riding Hoodoo

Blood Red Hoodoo:
was AP 3, is AP 2.

Halo of Souls:
Replace the text with following:
Any friendly Supremes in the aura may use
Red Riding Hoodoo's ⚡ value when defending
against enemy Actions.
Halo of Souls lasts until the end of the Round.

Sgt. Bale

Flame Coil:
The **Aftershocks** are only applied for each
successful **Strike**.

Solar

Touch of the Sun:
was AP 3, is AP 2.

Trail

Read Mind:
May target only enemy models.



Acorn

Hurray for the Trees:

Father Oak is **Immune/Hurray for the Trees**.

Chimp Chi

Shuriken:

RNG 5

Team Power – Sneaky Git:

Chi is placed before Citizen are placed.

Guerilla

Raze:

was AP 4, is AP 3.

Slam :

was AP 4, is AP 3.

Replace the following text: *Use instead of Move* or Run* Actions* with: *Movement Action*.

Howler

Howls:

Remove RNG 8 from the description.

Virus

Fix: Repair:

was AP 3, is AP 2.



Boreas

Blood Wind:

Replace the following text: *May not Activate this Round* with: *For the rest of the Round must pay additional 1 AP for each Action performed*.

Gale:

Throw Action refers to **Throw** Scenery Manipulation Action.

Hellsmith

Subfaction:

Hellsmith is Forgotten.

Earthquake:

was AP 4, is AP 3.

Aegis of the Damned:

was AP 3, is AP 2. Replace **Deflect 1** with **Deflect 2**.

Nuke

Radiation:

Replace: *at half Nuke's* ✱ with: *at full Nuke's* ✱.

Nuclear Substances

If purchased, **Uranium** or **Plutonium** become Nuke's **Damage Sources**.

Rook

Guard:

The extra cost for each Damage transferred doesn't count towards Rook's AP Allowance.

Team Power – Body Guard:

Replace the following text: *If the selected Supreme is a Coven model, all of Rook's Strike Actions benefit from the Push Away Trump Actions* with: *If the selected Supreme is The Coven model, all of Rook's Strike Actions benefit from the Super Damage 3 with the difference that the model is not Knocked Down at the end of the move*.

Tangent

Analyze:

Discard the last sentence.

Weak Spot:

Replace the following text: *If that number is rolled, double ✱ value for that Roll* with: *If that number is rolled, add +3 to the Opposed Roll*.

Generic Minions

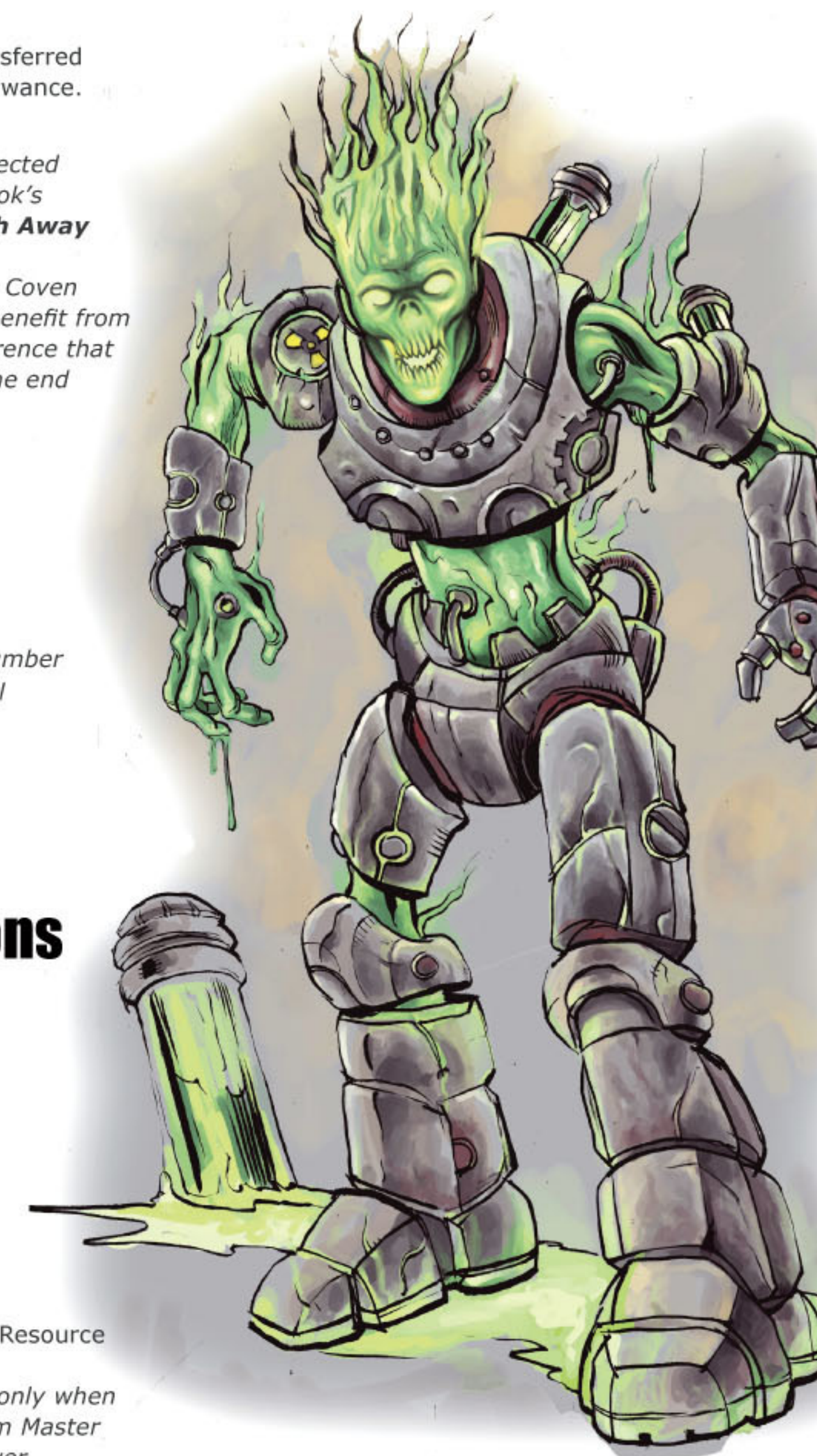
Sentry Bots

Laser Eyes:

was AP 1 for each Bot, is AP 1.

Grimms #1

Add following sentence to the Resource side of the card:
Grimm upgrades may be purchased only when your Team has a model with a Grimm Master or Superior Grimm Master Team Power.



So you saved the day again? Don't rest yet, there will be more threats to come. You've thwarted 3 invasions this week, travelled to Kodo Island and escaped the trap of a villainous mastermind. Or maybe you were behind all that turmoil and that dinosaur we found rampaging at the Golden Plaza was your pet? Nevermind. In the end, all that matters is that you and the other player had a lot of fun. Come back for more. If you ask Supremes who can glimpse into future, what's to come, they will give you a hazy answer.

What would you say if you could control a giant monster yourself? Or send your team against it? Would you like to start your own Supreme school and shape your own destiny? How about Supremes that lived in other times and different places?

I don't have to convince you, Pulp City needs you!

M. Kyle

TO BE CONTINUED...

