PULP CITY

game guide

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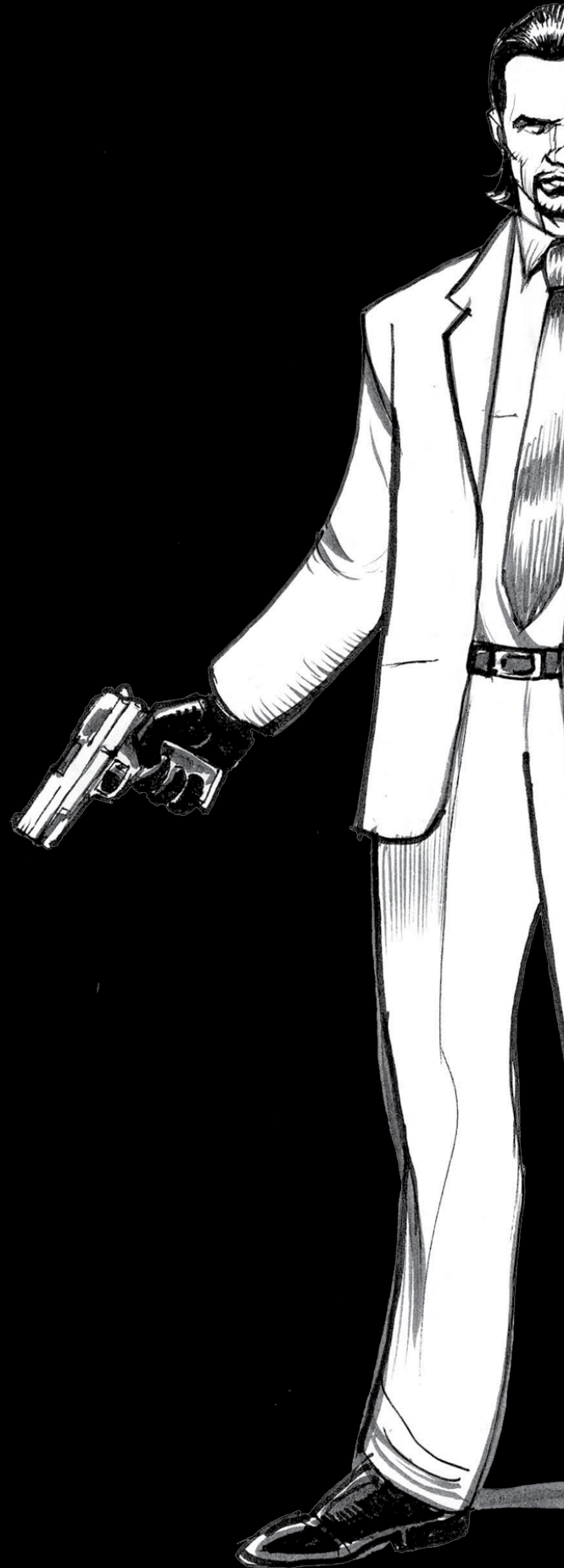Gael Goumon,
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➤ Some of the scenery pictured in the book are
by WorldWorksGames.
Check out their website for amazing urban
(and not only) battlefield terrain pieces!

Special thanks:

The clash!

Iron Train was enjoying another sunny midday at the GasCo station. He was just about to down the sixth gallon of his favorite ecofuel (Iron Train has tremendous ecological awareness), when the ground shook. Several drops of amber liquid spilled on his shiny torso. He looked up for any source of trouble, and then the microchip in his ear buzzed.

'So much for holidays', Iron Train grunted and handed a fistful of dollars to the car wash guy who was cleaning the bolts on his left thigh. With a trademark 'Tchoo tchoo', the man in iron armor slowly gained momentum and sped down Sunset Blvd.

Welcome to the Pulp City World where powerful Heroes clash with evil Villains!

Pulp City is the precious child of our twisted minds. It is born of our love for both miniature games and comic books. It's fast, and it's furious and smart. It's your own The Good, the Bad and the Ugly meets Godzilla.

First, we invite you to play a game that is heroic and character driven. Pulp City does not create a new world. It recreates a storyline with familiar elements of our pulp: TV series, B movies and all-time favorites from comic books!

Take a walk down the crowded Sunset Blvd. Pulp City is as hot and humid as Miami before a storm. Pulp City is as dangerous as New York City before Giuliani. Crave for the sea breeze and the shade of palm trees and pray you don't end up in the middle of a clash between Villains and Heroes.

Choose from the deadliest Supremes of Pulp City. Build your team of elite Villains or noble Heroes. This is the only "army choice" we'll ask you to make. If you feel like picking a theme for your Supremes, go for the rebelling apes or brooding supernatural hunters. Or mix them any way you like.

And last, but not least, good news for you: Pulp City does not have a huge "door fee." It is a true skirmish that works perfectly with 6-8 models a side.

The game is about strategy and resource management. You will soon learn that having a team built without a support hero is tempting but risky. In a Game Round, you will never be able to perform all the Actions you would like as prioritizing them is the key to winning.

With frequent updates, we'll provide you with new models, brilliant art, comic book style strips and campaigns and ideas that shape the Pulp City setting. Get ready to protect Pulp City in the coming months from alien invasions, a necroplague from the outer dimension and all your favorite pulp events!

Arm yourself with a tape measure (inches), several d6 (six sided dice) and at least a couple of Supreme miniatures and get your Heroes and Villains out on the streets and fight for supremacy in Pulp City!

Chapter 1
Heroes & Villains

'Let's face it creep. No Tschernobyl waste will terrorize MY block.
Answer me, why are you here?
Are you deaf?' – Chronin shouted.
A 'Whoosh' served as an answer and the air filled with an overwhelming
smell of charred flesh as the green ray hit the sword-armed woman. The emerald haze dispersed and the glowing monster let out a snarl that might have qualified as laughter.

'Bravo, bravo, work of art. Silent and yet so efficient!' The hooded man stepped out of the darkness. He walked up to the still but yet breathing body of a woman on the floor. Making sure that she stayed unconscious long enough, he walked a safe distance from Nuke.

'Good boy, come to daddy, these bad people don't know that you can't speak, they mock you. Don't worry, daddy has all the answers. Now grab that computer and let's be gone before more of these tin soldiers from Heavy Metal turn up.'

The following chapter will describe everything you need to know about your Super Team. Like most of the other comic book settings, Pulp City is supposed to have a clear moral division between acts of good and acts of evil. Recent events taught citizens of Pulp City that the times are changing and the lines aren't that clear anymore.

The Supreme Card:

Every Supreme blister comes with special cards that detail the specifics and powers of the model.

HERO OR VILLAIN? : WHETHER THE SUPREME IS A HERO OR VILLAIN ... OR BOTH!

ORIGINS: SCIENCE, NATURE OR MYSTERY?

TRAITS: STRENGTHS AND WEAKNESSES OF SUPREMES: STRENGTH, DEFENSE, ENERGY, AGILITY, MIND AND SPIRIT . RED TRAITS ARE TRUMP TRAITS.

LEVEL: FROM THE LOWLY 1 TO A LEADER'S 3

TEAM ALLEGIANCE: THE TEAM IT BELONGS TO IF ANY.

NAME

Androida
Heavy Metal
DAMAGE

BLITZER 1, CYBER HEAD, MECHANICAL

Level 1
AP 5

DAMAGE: NUMBER OF DAMAGE POINTS A MINIATURE MAY TAKE BEFORE BECOMING INCAPACITATED OR IN SOME CASES ELIMINATED.

SKILLS: (SEE THE CHAPTER ON SKILLS)

ACTION POINTS OR ACTION POINTS ALLOWANCE: NUMBER OF ACTION POINTS A MINIATURE MAY USE PER GAME ROUND DRAWN FROM THE TEAM'S ACTION POOL.

HEROES

VILLAINS

Heroes & Villains:

For gameplay purpose, you have to decide whether you want to play the good guys, the Heroes, or the bad guys, the Villains. Simple, isn't it? The choice is vital and obligatory since it will determine Agendas (see: Agendas). Heroes and Villains are referred to further in the book as Supremes to distinguish them from us, meek humans.

On the card that comes with each Supreme miniature you will find a distinctive icon that sets them apart. Some miniatures have both icons on their cards – that means they can be played on both sides.
Some other posses a particular skill called Greed (see: Skills), these sell-swords fight on the side that offers more gain in a given time.

During an Encounter (a term we'll be using to describe a one game session), two or more teams face each other. Don't worry if two Hero teams clash – that is very often case. In fact, recent research shows that 68% of all clashes between Supremes are Hero-Hero or Villain-Villain clashes.

Team composition:

Your Super Team will be composed of several miniatures. The Encounter level defines the number and strength of your team. Before the game, agree with your opponent on the Encounter Level. This can be as low as 3 to as high as 24. The Encounter Level defines how many Supreme Levels you can recruit. Each miniature has a Supreme Level of 1, 2 or 3. To select the team mates, add up their Levels to equal the total Encounter Level by following two rules:

In each Super 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 Action. Therefore you may only have one Level 3 miniature for every complete 12 Levels of Encounter. A super team led by a Level 3 Supreme and representing one subfaction gains the access to a special bonus (described on a card included with the leader model).

Example: 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 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.

Examples of Team Composition:

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

Typical Skirmish:
  Encounter Level 7: three Lvl 1 and two Lvl 2
  Encounter Level 8: two Lvl 1 and three Lvl 2
  (your starter box!)
  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

ALL SUPREMES FROM HEROES STARTER BOX READY TO PLAY

Origins:

'Mom, I wish a radioactive mosquito had bitten me! My life is so boring!
Tommy Hanson (12)

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 some 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 managed to group 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.

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. 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 great price.

The Origins Triad:

As you will see, many Actions mention Opposed Rolls (more on them in Chapter 3).
Opposed Rolls are a way of solving all of the battlefield situations where 2 or more models face each other. Whenever there is a call for the Opposed Roll, each model rolls a dice and adds it to a required Trait.

The Origins Triad pictures the supremacy of certain Origins above others.
As a game effect, whenever super powers clash and tie on Opposed Rolls (see: Gameplay) comes up, a superior Origin is victorious and considered to have bested the score by 1 point. If their Origins are the same, consider the attacker's Action as 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 in darkness show that Science has a very limited power over Nature.

Science is stronger than Mystery. The recent incursion of 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.

Mystery is stronger than Nature. The roots of magic are in the Nature worshiping cults, and the new generations of occult practitioners harness the destructive powers of Nature with mystical verses or demon granted powers.

Traits:

Before we proceed to the supernatural powers, we must learn the Traits that define a Supreme. Every model in your Super Team is defined by a number of Traits. The level of Traits (from 0-10) defines the potential of a Supreme in a given field. The Traits are usually inborn but some of them are trained and honed through blood, sweat and tears.

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

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

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

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

Mind:
is the power of the thought that can level buildings or calm raging psychopaths. Beings with high Mind usually sport some unusual psychic powers.

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

Trump Traits:

While most of the Supremes are smarter, stronger and more agile than humans, the key to their domination is their superiority in selected fields. Even jacks of all trades see that specialization means survival in the world of never-ending conflict.

Most of the 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, once a Game Round, you are entitled to re-roll the result of a d6. The second result always stands. The attacker always has to decide first if he wants to use the re-roll.

If your Supreme has 2 or more Trump Traits, he or she gets that many re-rolls but they aren't universal. For instance, Guerilla whose Trump Traits are 🏃 and 👊 gets two re-rolls a game round, one for 👊 Opposed Roll, the other for 🏃 Opposed Roll.
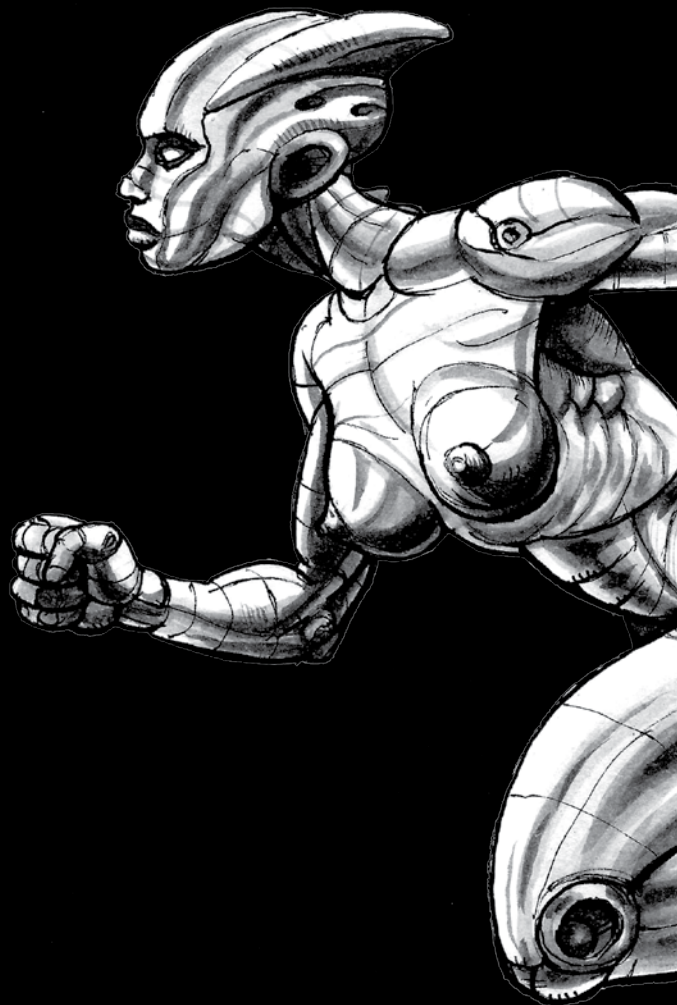
Chapter 2
The game
& the action
system

'You nasty aristocratic hummies, the Century of the Ape dawns and Guerilla will see to it!'

The self-proclaimed spokesape and leader of the Communistic Ape Revolution Committee, Guerilla, to hostages at the failed attempt to overthrow City Council

The Game Sequence:

Every Encounter (a game session, a battle) consist of number of Game Rounds that follow the sequence:

- **Action Pool Calculation** (see below),
- **Effects Phase:** all the effects that mention "At the beginning of the Game Round". These may be Team Powers, use of Artifacts that needs to be declared, some Agendas, etc.
- **Starting Roll** (see Chapter 6: Encounter),
- **Taking Turns** (see below),
- **End of the Game Round:** when both pools are dry or when both players call the end of the Game Round.

Taking Turns:

A game consists of several Game Rounds. For the options of the gameplay and number of Rounds, see the Chapters on **Agendas and Encounter.** Each Round, all players take Actions alternately until all of their Action Pools are empty or when both of them decide to end the Round. When you take an Action, you may activate one of your Supremes who uses one of the **Universal Actions** or **Exclusive Actions** available. After the Action is completed and all its effects take place, the turn passes to your opponent. The opponent does the same and the turn comes back to you. There is no limit on the number of times you can activate a given model. The only restriction is the Action Points cap (Action Points Allowance) printed on its card.

In case you don't feel like acting on your turn, you may always use the Pass Action, though to prevent the game from lagging, this comes at a price (see: Universal Actions).

Whenever it comes to player's turn, a player may announce that he is done for this Round and until the end of the Round only the other player may act. You may not change your mind after declaring you are done! The same thing happens if your Action Pool runs dry!

Action System:

A model can perform a given Action only once each Round unless stated otherwise.

There are some exceptions resulting from the smart use of Actions or Skills. This prevents games from turning into mindless bashing or infinite ducking and hiding.

The Action Pool is the overall acting capability of your team in a given Game Round. Any Hero or Villain on your side may use the Action Points from your pool up to their individual limit (Action Points Allowance).

How to calculate 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.

Example:
Two Heroes and Villains players decide to play a small skirmish between Supreme duos thus agree for the Encounter Level 3. 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 on their Universal and Exclusive Actions and any Resource oriented Actions like Orders for Minions, Device Activation etc.

The calculation is done as the very first step every Game Round (with some effects rarely happening before) unless some Actions specifically modify it. The number of points in the Action Pool does not change during the Round (for instance, a healed Incapacitated Supreme doesn't immediately add its Action Points to the Pool, it happens at the beginning of the next Round).

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 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.

Combining Actions: Actions marked with an asterisk (*) may be combined with any other Actions. A model upon its activation performs 2 consecutive Actions (but not 3 or 4).

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 one activation.

If you decide to combine the Move* and Run* Actions together, their cost is only 2 Action Points (as opposed to the regular 3). It is still considered to be two Movement Actions.

BOTH TEAMS BENEFIT FROM THE ACTION POOL OF 8 ACTION POINTS – 3 SUPREME LEVELS X 2 = 6 + 2 BONUS POINTS ON TOP OF THAT.

Universal Actions:

Universal Actions are Actions that may be performed by any Supreme. Some skills like Inhuman may prevent Supremes from performing a given Action for obvious reasons. You would not expect an undead monstrosity to be shouting orders (Command) to Corrupted Cops. To perform an Action, activate one of your miniatures and proclaim which Action you are using. Whether the Action succeeds or fails, you always have to pay the appropriate cost from the Action Pool and place the tokens on the activated miniature's card. The cost of every Action is printed in parenthesis next to the Action's name.

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 ✸ range. The range is always measured in inches with a value of a 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.

Universal Movement Actions:

Any Supreme may perform only 2 Movement Actions per Game Round.
All Supremes move on any horizontal (common sense applied!) surface. Feel free to discuss restrictions before the game starts, decide which parts of the gaming board are impassable. Certain skills will influence movement. Skills like Gigantic increase the range; others, like Wall Crawler or Flight, enable more heroic forms of moving.

Difficult Terrain and Impassable Terrain:
Once the Encounter scenery is set, please discuss which parts of it are considered to be Difficult or Impassable Terrain. Supremes moving through Difficult Terrain halve their movement distance rounded up. Impassable Terrain is… impassable but in many cases (hint hint!) destructible.

Move* (AP 1): The model may move up to 4 inches.

Run* (AP 2): The model may move up to 4 inches.

Jump* (AP 2): The model may jump horizontally or vertically.
The jump length/height is equal to half a Supreme's 👣 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): Cancel the Knocked Down Condition. Get up* may be performed twice a Round.

Universal Combat Actions:

Strike (AP 1): Nothing is as simple as throwing a punch right in the face of your enemy.
Supremes may perform Strike several times in a Game Round equal to their Level.
Roll D6 and add Supreme's 👊 score. The enemy gets to roll D6 and add his/her 🛡 roll. Apply 1 point of Damage for every point over the 🛡 score.

Universal Resource Management Actions:

Most of the Resources come with several Commands (typical for Minions) or Activations (typical for Devices, Artifacts, Weapons). These are treated just like regular Actions. A Supreme may use several Resource Management Actions, no specific Command or Activation may be repeated in a Game Round.

Command (AP Varies): A Supreme may issue an order to a Minion Resource within its double ✸ range. The cost of the Action is equal to an Order printed on the Minions card. The Action Points are subtracted from the Action Pool and do not count toward the limit of Supreme's Actions this Round. Just move the tokens out of the Pool and don't assign them to a particular Supreme.

A Science Supreme with Cyberhead skill may Command any friendly non-Personal Device on the battlefield. Thanks to the modern technology, there is no range limit.

Activate (AP Varies): A Supreme may activate an Artifact, Device, Weapon or Misc Resource in the possession of the Supreme. The cost of the Action is equal to the one printed on the Resource card. This Action counts towards the Supreme's Action Points Allowance.

Tactical Actions:

Pass (AP 1): In some situations it might be wiser to wait and see what your opponent does before acting. You may always choose to pass

your Action and do nothing but since abusing it 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 2): Hold is an Action that may be used passively until certain conditions are met. Pay the Action Points cost for Hold* plus the Action Point cost for any other Action.

The second Action is not performed immediately but may be performed after any of your opponent's Action or your Actions. You may do it even if you announced you have ended your Game Round. 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.

Example:
Androida pays 3 Action Points (2 for Hold* and 1 for Move*) to sprint safely down the street after all Villains have fallen back. 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*!

Exclusive Actions:

Unique Actions that can be performed only by a given model are Exclusive Actions. They are a true manifestation of his/her supernatural powers and a mainstay of every team.
Each Hero or Villain card comes with several Exclusive Actions. The rules for Universal Actions govern them as well. For example, none can be played twice a Round etc.

Team Powers:

Every model comes with a unique Team Power. It is always "on" and never takes Action Points to activate or maintain. Bonuses from Team Power stack up with those gained through Actions and Resources. Incapacitated models don't have their Team Power on, while Knocked Down models can access their Team Power. In rare cases, the Team Power is more of a curse than a blessing.

Trump Actions:

Once you are familiar with your Supreme's Exclusive Actions and you have mastered the Universal Actions over a couple Encounters, it is time to spice up the game with some added twists. Trump Actions are Trait specific Universal Actions, Supremes benefit from being masters of certain Traits and thus gain access to these super combat moves.

All Supremes have access to the Actions that match their Trump Trait(s).
Each Trump Trait has 3 unique Actions: Basic, Advanced and Leader.
Level 1 Supremes may use only Basic Trump Trait Actions. Level 2 Supremes may use Basic and Advanced Actions. Level 3 Supremes shine in the Trump Trait Actions department – they have access to all of them!

Combined (*) Trump Actions may never be used as a stand-alone Action, they always refer to an Action which they are combined with.
A Supreme may combine them with one or two already combined Actions (an exception to the rule). In each activation, only one Trump Trait Action may be used. Bonus effects are applied to only one Opposed Roll even if the Action may require several.
Some Actions are used outside of the regular turn sequence. Their cost must be immediately paid upon the declaration. The Supreme using an out of turn Action must still have the required Action Points Allowance and there must be the adequate number of Action Points still left in the Action Pool.

Example:
Hellsmith combines Move*, Cleave Earth (a Ray Action – see **Chapter 3**: Combat) and Power Up* 👊 Trump Trait) for the total of 6 Action Points. He decides to use the Power Up* on the first model hit with the Ray, the following ones are hit normally.

Example:
Nuke suffers 5 points of Damage. Since his Action Points Allowance is still 3 (he had used Move* and Strike this Round AND 🛡 is his Trump Trait), he decides to use Block. Nuke immediately pays 3 Action Points to cancel 3 points of Damage and since he used 5 Action Points this Round (his AP Allowance), he may not activate until the next Game Round.

Iron Train
/Tony Miragliano

FULL NAME

Heavy Metal

ALLEGIANCE

FINGERPRINT
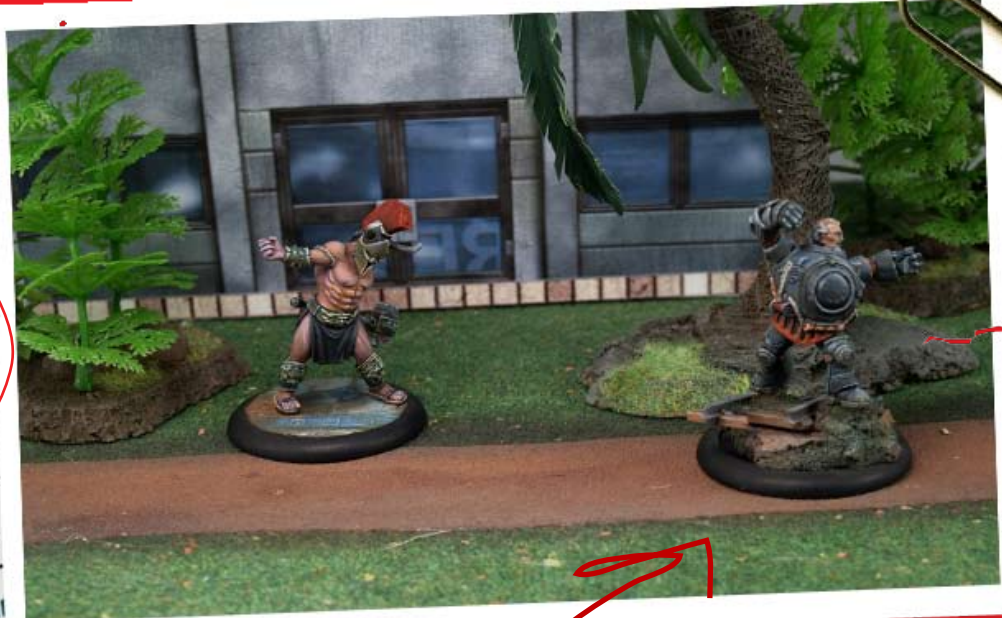
HELLSMITH COMBINES MOVE-
MENT, THE OFFENSIVE ACTIONS
AND THE TRUMP TRAIT ACTION.

Strength:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the 👊 Opposed Roll.

Advanced: Throw (Pr 👊 vs. 🏃 /AP 3):

The Supreme picks up an object in Base to Base and throws it as a projectile. You may target an enemy model, any structure or any place on the game board within the Range. Place the object so that it touches the target and apply an Opposed Roll.
Strength 1-4: Street Lamps, Bikes, Trash Cans, etc.
Strength 5-8: Cars, Phone Booths, etc.
Strength 9-10: Helicopters, Fighter Planes, Trucks, etc.
If you decide to pick up an object lighter than the ones allowed, add 2 to the Range of the Projectile.
Example: Hellsmith 👊 6 picks up a car – Range 6. If he picks up a trash can, his Range would be 8.

Leader: Headbutt (👊 vs. 🏃 / AP 2):

If the Supreme wins the Opposed Roll, the opponent suffers no Damage but is Knocked Down. Attacker or Defender on a smaller base suffers a -2 penalty to the Roll.

Defense:

Basic: Block (AP X):

Whenever suffering any Damage other than from the 🔱 source, the Supreme may pay any number APs to cancel the equal amount of Damage points. Pay the AP cost outside of the regular turn sequence.

Advanced: Push Away (★ vs. ★/AP 2):

Make an Opposed Roll ★ vs. ★ against an enemy model in Base to Base, for each point you beat the opponent, move the model ½ inch directly away from you in a straight line. If the Pushed model collides with a piece of scenery or any other model, it stops and both suffer a ★ vs. ★ Opposed Roll. If Push Away is successful, it cancels Base to Base condition.

Leader: Lock* (AP 2):

Lock may be performed as a Combined Action in addition to any offensive 👊 Action targeting a model in Base to Base. If the Supreme makes an Opposed Roll against another model in Base to Base and succeeds, that model suffers the following consequences whenever it wants to leave Base to Base this Round.
- If it succeeds on the attempt to leave – it may move away but still suffers a free Strike,
- If it fails on the attempt to leave – may not move and suffers a free Strike (Locking model benefits from +2 to its Roll) and is Knocked Down.

Energy:

Basic: Power-up* (AP 2):
Roll two extra dice separately and add the lowest of them to the ✴ Opposed Roll.

Advanced: Leech* (AP 1):
For every point of Damage inflicted with this ✴ Action, the AP Allowance of that model increases by one for this Game Round. The limit of the extra AP is the Supreme's Level +1. If the Supreme fails to inflict any Damage, it may not activate this Round.

Example:
Solar hits with his Flaming Fists (he decides to use Leech* on the first hit against a Corrupted Cop) and inflicts 6 points of Damage. Since his Level is 2 (2+1 equals 3 APs), he increases his AP Allowance for this Round from 6 to a whopping 9!

Leader: Charge Up* (AP X):
Charge Up* may be performed as a Combined Action in addition to any offensive ✴ Action. Its cost is equal to the number of models affected (in case of Rays it is always 1, no matter how many models get affected in the end). Models suffering Damage suffer Aftershocks 3.

Agility:

Basic: Duck (AP 1):
Whenever the Supreme suffers at least one Point of Damage from 👊 or ✴ Ranged Attack and it is not in Base to Base with an enemy model, move up to 1 inch in any direction and reduce the Damage taken by 1 point per Supreme Level. Duck may reduce the Damage to 0. Pay the AP cost outside of the regular turn sequence.

Advanced: Dodge (AP 1):
Force an enemy in Base to Base to re-roll one 👊 or ✴ Opposed Roll targeting the Dodging model. The re-roll takes place after the enemy's Trump Trait re-roll and before the Dodging model's Trump Trait re-roll. Pay the AP cost outside of the regular turn sequence.

Leader: Counterattack (AP 1):
Whenever the Supreme suffers at least one Point of 👊 or ✴ Damage (and it survives) from an opponent in Base to Base, immediately make an Opposed Roll against the attacker (🏃 vs. 🏃). If you win, inflict 3 points of Damage on the opponent. Pay the AP cost outside of the regular turn sequence.

Mind:

Basic: Power-up* (AP 2):
Roll two extra dice separately and add the lowest of them to the 🧠 Opposed Roll.

Advanced: Weak Spot* (AP 1):
If the Supreme inflicts at least 1 point of Damage with the Action combined with Weak Spot*, add one extra point of Damage for each Level of the Supreme.

Leader: Feedback* (AP 1):
May be only combined with a 🧠 Action. For every full 2 points of Damage inflicted with the combined Actions, add one extra AP to the Action Pool (maximum 3). If the Supreme fails to inflict any Damage, it may not activate this Round.

Spirit:

Basic: Last Stand (AP 1):
The Supreme forfeits all activations this Round. For the reminder of the Round, it benefits from a bonus equal to its Supreme Level to all Opposed Rolls.

Advanced: Strong Will* (AP 2):
When rolling this Opposed Roll, roll 2 dice and choose one of them. If you decide to use a re-roll afterwards, roll only 1 die.

Leader: Inspire (Au 3/AP 3):
The Supreme forfeits all activations this Round. For the reminder of the Round, all friendly models within the Aura benefit from a +3 bonus to all Opposed Rolls.

Chapter 3
Combat

'The Book of Sand describes more than one thousand ways of making you crawl before me, mortal!'

/Morfeo to his psychotherapist at their last session/

Lots of Pulp City goals and Agendas are accomplished through combat. And believe us, the game offers many ways of hurting your opponents. All Combat Actions (i.e., ones that have the potential to inflict Damage) are solved through **Opposed Rolls**.

An Opposed Roll involves the attacking model to roll a d6 and add the score to the Trait assigned to the Action. The target does the same, adding to the roll an opposing Trait.

If the attacker's final result is less than defender's, the Action fails. If the attacker's final result is more than defender's, the Action succeeds and in some cases the difference between those two results is the Damage applied to the defender.

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.

Example 1: Gentleman spends 3 Action Points to use his trademark Point Blank at the onrushing Androida. He rolls d6 and adds the result of 4 to his ⚡ Trait of 5 (4+5=9).

Androida, a speedster great at dodging bullets, rolls her 🏃 Trump of 2 and adds 5. With her final result of 7, Gentleman manages to inflict 2 points of Damage.

Example 2:

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. Hefty 👊 of Iron Train (5) would have gotten added to poor roll of 2 if not for the fact that Iron Train still has the option of a Trump Trait re-roll.
The Guerilla's ⭐ score of 5 gets added to a roll of 4.

Automatic Success (AS):

Rolling a 6 means an automatic success against all odds. In case of both sides having rolled 6 on Opposing Rolls, Automatic Successes cancel each other and the value of the roll is taken into account. Automatic Success means that the roll was won by 1 point unless you'd win by more.

Types of attack

All 👊 **based attacks,** unless specifically noted otherwise, are **Close Combat** attacks. You may only use them against a model in Base to Base Condition (see Chapter: Conditions).
👊 based attacks are opposed by ⭐ rolls.

All ⚓ **based attacks**, unless specifically noted otherwise, are Range Combat attacks. **Ranged Combat** types are described below. You may also use them against a model in Base to Base Condition with several restrictions. ⚓ based attacks are opposed by 🏃 rolls.

All ⚡ **based attacks**, unless specifically noted otherwise, are **Range Combat** attacks and in few cases, Close Combat attacks. **Ranged Combat** types are described below. You may also use them against a model in Base to Base Condition. ⚡ based attacks are opposed by 🏃 rolls.
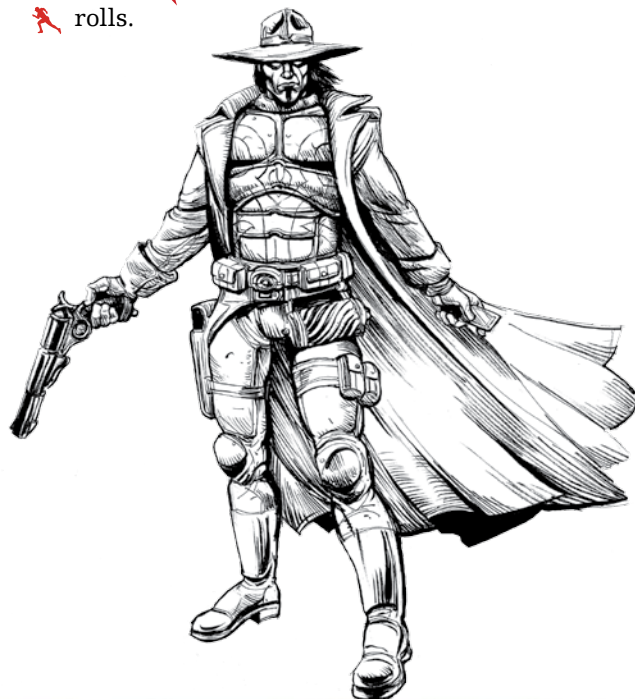
Close Combat: Any attack made against models in Base to Base (using Strength or Energy) is considered to be Close Combat unless stated otherwise.

SHADOW FANGS (👊 VS. ⬡ /AP 2): FOREGO ALL STRIKES THIS ROUND TO MAKE TWO OPPOSED ROLLS AGAINST ANY MODELS IN BASE TO BASE AT +1 👊 EACH. IF TWILIGHT WAS STILL IN LURK MODE, ADD +2 TO 👊 INSTEAD. THE ATTACKS MAY BE DIRECTED AT TWO DIFFERENT ENEMIES.

THAT SHOULD TAKE CARE OF THEM!

"Gentleman"
Danny Ortega

FULL NAME

Unknown

ALLEGIANCE

FINGERPRINT

SNIPE (PR 💥 VS. 🏃 /RANGE 12 /AP 3): SNIPE MAY ONLY BE USED WHEN GENTLEMAN IS CAPABLE OF USING SNIPER RIFLE AND THERE ARE NO HOSTILE MODELS WITHIN 2 INCHES. RESOLVE THE OPPOSED ROLL AT 💥 8.

AWAY FROM THE MAIN FRAY, GENTLEMAN PICKS OUT VULNERABLE TARGETS.

Projectiles (Pr): Whether bullets or mind commands, projectiles are aimed to deal a lot of hurt to a specific target. Projectiles require Line of Sight (LoS)

Targets: 1
LoS: yes
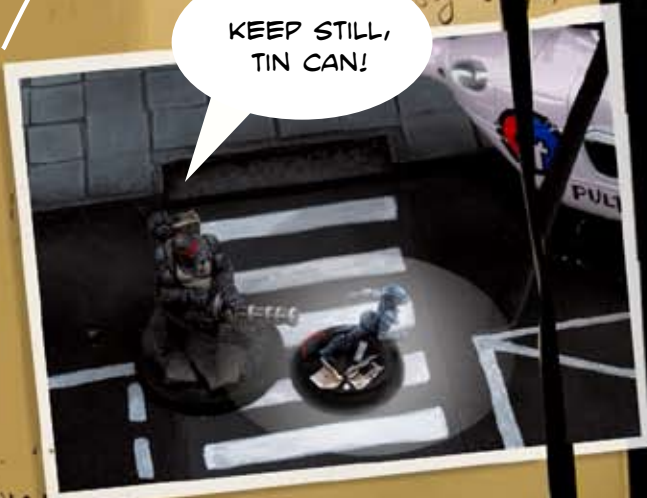**Using in Base to Base:** yes, ⊕ based and 💥 suffer -1 to the roll

RUMBLE !!!!

CLEAVE THE EARTH (R (👊 /AP 3):
A RIFT OPENS IN THE FACE OF EARTH.

Ray (R): Rays are powerful outbursts of energy or mind. Draw a straight line as wide as the attackers base from the Ranged Combating model to a point located as far as the Range limit of the attack. You can't make the attack shorter than the limit. The first model in the line or a scenery piece suffers the Opposed Roll at full power and if the attack inflicts at least one point of Damage, the ray continues traveling. Every other model affected suffers an Opposed Roll at half of the used Trait (rounded up) until you fail to inflict any Damage. Yes, shooting at a scenery piece with a Supreme hidden behind it is quite acceptable, especially when you're playing a Villain. 🔱 based Rays ignore scenery pieces, so don't reduce the 🔱 power. 🔱 based Rays users still need to see the first original target.

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 contact: yes, 🔱 based suffer -1 to the roll.

SLAM (BL2 👊 VS. ⭐ /AP 4):
USE INSTEAD OF MOVE* OR RUN* ACTIONS.
GUERILLA JUMPS UP TO 4 INCHES IN ANY DIRECTION AND SLAMS HIS BODY INTO AN ENEMY. PLACE A BLAST CENTRALLY ON THE INITIAL TARGET. GUERILLA IS IMMUNE TO THIS EFFECT. IF GUERILLA ROLLS 1, THE ATTACK FAILS WITH NO EXTRA CONSEQUENCES. WITH NO EXTRA CONSEQUENCES.

KEEP STILL, TIN CAN!

Blast (BlX): 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 (you keep half of your score for all Opposed Rolls rounded up) against all targets in the Blast Range.

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.

Targets: 1+
LoS: yes
Range: Range to the primary target determined by the Action's description. The radius of the Blast is always mentioned next to the description (example: Bl2 means that a 2 inch radius round template is placed centrally on the initial target).
Using in Base to Base: yes, 🔱 based suffer -1 to the roll. The original target may be only the one in Base to Base.

Self Blasts (SBlX): are some blasts that originate from the model using it. The model is immune to its effects and since it is the original target of the Blast, there is no risk of the Blast redirected or being a dud. Roll your Trait and using the same result make Opposed Rolls with every model even partially within the radius. Unless stated differently, every model caught in the the SBl suffers the Opposed Roll at full power.

Targets: Self
LoS: no
Range: 0, area of effect always mentioned next to the description (example: SBl1 means a Blast that affects all models even partially within 1 inch of the Self Blasting model's base)
Using in Base to Base: yes

BY THE POWER OF THE SUN RAYS OF AHAU-KIN !

FLAMING FISTS (SBL2 ✹ VS. 🛡/AP3): FIRE. ALL FRIENDLY MODELS ARE IMMUNE TO FLAMING FISTS.

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.

FOOLISSSSSH HUMANSSSSSS....

Aura (AuX): Auras are pulsating halos of powers, usually granting beneficial effects to members of the team. In rare cases they become overwhelming waves of destruction that emanate from a Villain. The Aura moves with the owner. The Aura ends at the end of the Game Round unless mentioned otherwise. A model may have only one active Aura at the time, though it may benefit from several Auras from different sources.

Targets: Self
LoS: no
Range: 0, area of effect always mentioned next to the description (example: Au1 means an Aura that affects all friendly or/and enemy models even partially within 1 inch of the Aura model's base)
**Using in Base to Base:** yes

Ranged Combat and 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 the middle of the target's base. The middle we refer to is the central point of the base. If you can draw a straight line to any other spot in the base or any other part of the miniature's body (excluding waving capes, weapons), your LoS is still there but the target model counts as In Cover (see Conditions). If you can't draw any straight line between the two miniatures, you don't have a LoS. 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. Terrain pieces or models within one inch of the attacker do not grant In Cover to the defender. They don't block LoS either if any part of the attacking model's body or head may draw a straight line to the defender.
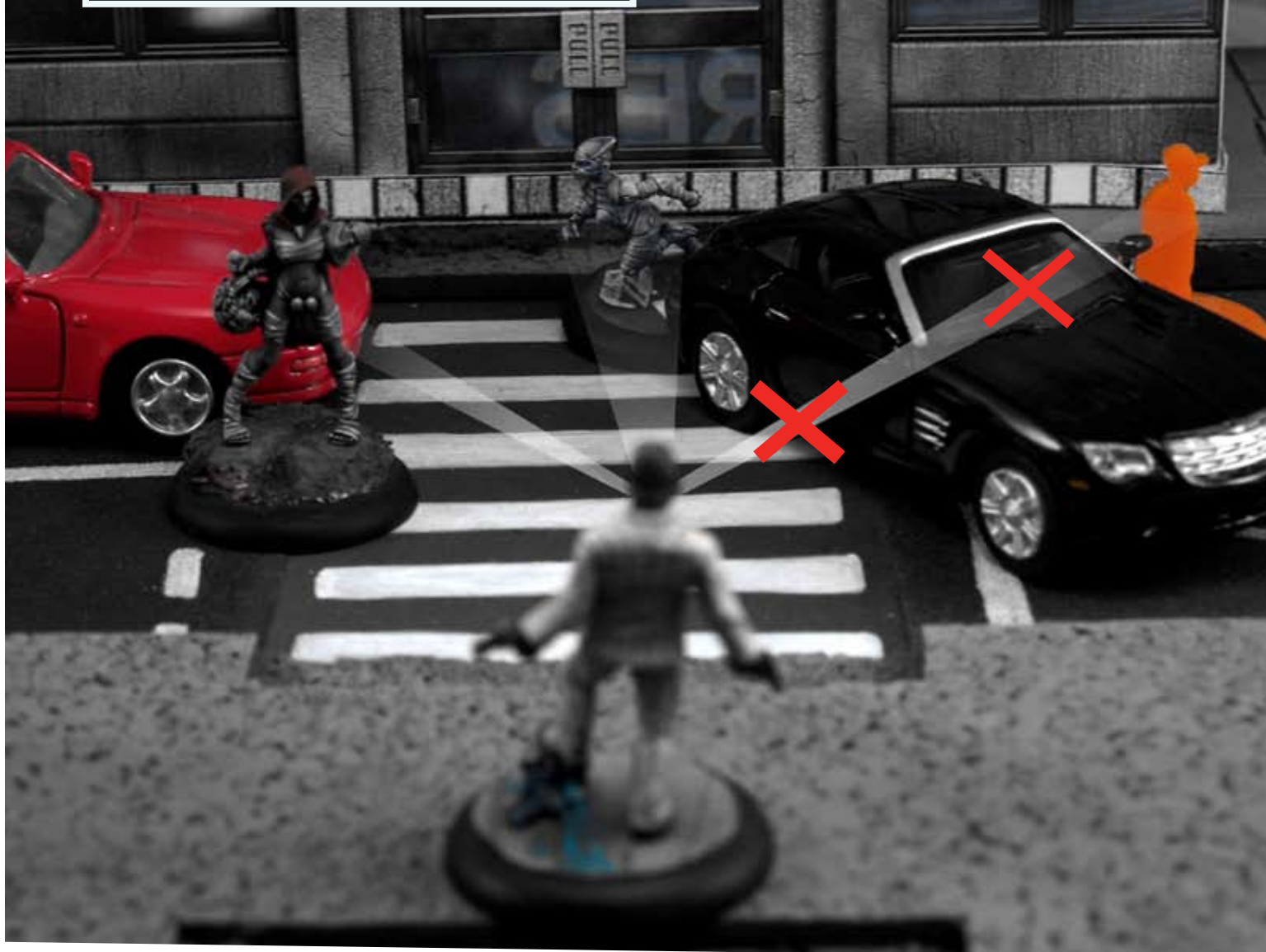
GENTLEMAN HAS A PERFECT LINE OF SIGHT (LOS) TO RED RIDING HOODOO (OUCH!), NO LINE OF SIGHT TO THE CITIZEN. ANDROIDA GAINS THE BENEFITS OF "IN COVER" SINCE THERE IS NO WAY TO TRACE A LINE FROM THE MIDDLE OF HER BASE TO THE MIDDLE OF GENTLEMAN'S BASE.
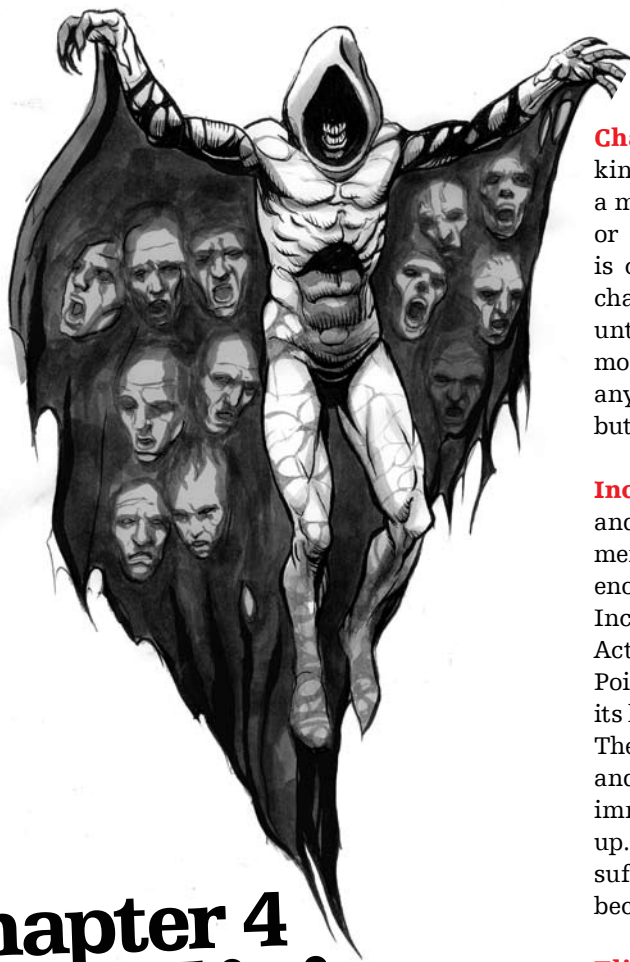
Chapter 4
Conditions

Conditions are results of certain Actions and have an impact on the gameplay. At any given time, a miniature may be affected by several Conditions at once, so remember to keep track of them.

Base to Base: Whenever a model's base is touching an enemy or friendly model's base or scenery, it is considered to be in Base to Base. Whenever a Base to Base Supreme or a Minion wants to move away from the enemy model, it must make an Opposed Roll using 🏃 or 👊 against the other model's 👊 . If successful, it moves away and doesn't suffer any consequences. In case of Minions, use their (icon Defense) stat.

If unsuccessful, it suffers a free out of turn Strike Action (i.e., the enemy doesn't have to pay for the Action and may perform the voluntary Strike Action later on) and doesn't move away though the Action Points are paid as normal.
If a model is in Base to Base with more than one model, the Opposed Roll and probable Strike come only from the strongest one with a +1 modification for each extra model.

Charging: Whenever a model combines any kind of Movement Action with an attack against a model in Base to Base (some Exclusive Actions or Combined Actions like Run* and Strike), it is considered Charging. Charging prohibits the charged model to leave Base to Base condition until the end of this Game Round. Charging models add +1 to the 👊 or ✴ Opposed Roll in any Combat Action they combine with Movement but only against the Charged model.

Incapacitated: Heroes don't simply die! Battered and broken, they remain on the battlefield. Unless mentioned otherwise, 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. Lay the miniature on its back in the spot where it suffered the damage. 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. All Minion Resources get Eliminated upon suffering the required Damage; Minions never become Incapacitated.

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 items, these are immediately placed next to it and may be picked up.

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. Their Opposed Rolls are made at -2. 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 cover, they don't block LoS and can be "moved over" if there is enough movement to fully move past the Knocked Down model.

Falling: A model plunging from a height is considered to be Falling. Some Actions may result in model falling down. Falling from a height equal to twice the miniature's height is safe. 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. On both rolls there is no Automatic Success.

Beings with Flight, Levitate and Wall Crawler skills don't suffer Damage from Falling unless they are Shot Down (see: Flight Skill).

Truly only the frailest Supremes will ever suffer Damage when 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 ✪. The intentional Falling may not be combined with any other Actions. The Falling model suffers all of the consequences mentioned above.

In Cover: Miniatures in cover have a better chance of surviving attacks. The cover is always applied when it is located between the miniature attacked 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 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 it may be voluntary (like picking up an Objective) or enforced (like an effect of a hostile Action).

The Burdened model may only make one Movement Action, may not take any Flight Actions (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 model may decide to stop being Burdened at any activation for free if he 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 the Burden immediately.

THIS WILL BE FUN AND.... DEADLY!

PULP CITY
00667
3-42-27

Red Riding Hood
/Shondra Vey to
FULL NAME

Blood O Watch
ALLEGIANCE

Chapter 5
skills

Hey, punk! That is not the way to talk to a lady…'

'Man, she was trying to kill me, I swear she had that big wolf following her, call the cops or PetCare, I swear it is still somewhere around here!'

'Well… you forgot to say please' said Gentleman as he drew his 45.

Skills are always passive. You never pay for the activation. Skills may grant your models resistance against Actions or Conditions, they may add some Exclusive Actions or grant some power. Some skills come in a Skill (X) format, where X is a numeric value. The power of the skill is defined on a Hero/Villains card.

Absorb (X): The Supreme suffers X Damage points less from every 👊 based attack. This cannot reduce Damage to less than 1 points.

After Shocks (X): Attacks of the Supreme are so powerful, their effects are suffered not only immediately but also later. When a Supreme endowed with After Shocks deals Damage, in the beginning of the next Game Round (and only this Round), apply X Damage to the target just before you calculate the Action Pool. After Shocks do not stack up, a model may suffer only one After Shock a Game Round, always the one with the highest value.

Air: The Supreme is Immune to Air, all ✴ based attacks made by the Supreme are considered to be Air Attacks. The Supreme suffers double Damage from Earth Attacks.

Annoying: Some Supremes are annoyingly good at avoiding direct confrontation. The Supreme ignores the enemy model's Charging Condition (though the +1 bonus still applies against them) when wanting to leave Base to Base Condition.

Armored: You don't have to dodge if the bullet's splat against your armor! An armored Supreme may use 🛡 rating instead of 🏃 when defending against ✴ attacks. In such case, a Defense Trump Trait re-roll may not be used.

Barricade: The broad arms of walking tanks may offer more protection than a combat shield. The In Cover condition granted by a model with Barricade to others always implies +2 instead of the regular +1 modification on the Opposed Roll.

Blend (X): Add X to your (icon Agility) Rolls when within 1 inch of any piece of scenery.

Blink (X): A mystical power or high-tech gear that allows a Supreme to teleport short distances. On any Movement Action, a Supreme may move up to the X value in inches in any direction (instead of the regular Movement), bypassing walls and obstacles. Place the model anywhere within its movement limit, making sure his/her base has enough space. The AP cost must be paid according to the Action replaced by Blink.

Blitzer (X): Some heroes are famous just for being very, very fast!
Increase both your Move* and Run* and any Exclusive Movement Actions by X inches.

Bruiser: The powerful blows may not only still your breath but also steal the ground beneath your feet. If a Bruiser deals more points of Damage than the victim's current 👊 value in one Game Round, the damaged model is Knocked Down.

- **Construct:** In addition to being **Mechanical**, the model may not issue any Commands, may not be attributed any Resources beyond these Exclusive.

- **Cyberhead:** You need special capacities to operate high tech equipment.
  A Supreme is capable of Activating team's non-Personal Devices and Commanding friendly Mechanical Minions anywhere on the battlefield.

- **Damage Control (X)**: Whenever a Supreme with Damage Control 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 the Ray attack benefit from X to their Opposed Roll as the Supreme tries hard not to hurt them.

- **Deflect (X):** The Supreme suffers X Damage point less from every ⚡ based attack. This cannot reduce Damage to less than 1 point.

- **Earth:** The Supreme is Immune to Earth, all ✴ based attacks made by the Supreme are considered to be Earth Attacks. The Supreme suffers double Damage from Air Attacks.

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

- **Fire:** The Supreme is Immune to Fire, all ✴ based attacks made by the Supreme are considered to be Fire Attacks. The Supreme suffers double Damage from Water Attacks.

- **Flight (X):** One of the most archetypal superpowers comes with a price. A Supreme with Flight has access to following Universal Actions and may be affected by certain Conditions:

- **Up up and away!* (AP 1):** Any Movement Actions (until the Land Action is used or the Supreme gets Shot Down) are not restricted by obstacles equal to or lower than the Flight value. Supremes may pass through other models and use any movement Actions to pass over gaps or dangerous terrain (lava, acid). Upon the completion of any Movement Action, mark the altitude your Supreme is at with counters, ranging from 0 inches (follow the rules for Levitation) to the Flight's value in inches. Unless at Altitude 0 or 1, the Supreme may not be targeted with Actions that require Base to Base condition. It is still vulnerable to any Ranged Combat Actions with Rng equal to or higher than the Flight's value (no matter what's the current flight's level, measure the attack to the model's base) and attacks made by miniatures with the sufficient Reach Skill.
  Up up and away Supremes benefit also from +1 to ⭐ and 🏃. Models with Flight 3 or more

benefit from Blitzer 1, models with Flight 6 or more benefit from Blitzer 2, Models with Flight 9 or more benefit from Blitzer 3. The Blitzer bonus applies only when the models are **Up up and away***.

- **Land* (AP 0):** Discard any Flight counters. The miniature is considered not to be in Flight anymore.

- **Shot Down (Condition):** Whenever a Supreme that used **Up up and away** suffers Damage or gets Knocked Down and is higher than one inch over any surface, compare the Damage to the Flight value (in case of Knocked Down assume the failure). If the Flight's value is higher than Damage, nothing happens. If the Flight's value is equal to or less, the Supreme plummets to the ground and suffers an Opposed Roll with 👊 equal to the number of Flight Counters. Do not apply the ⭐ bonus given by Flight. There is no Automatic Success on either of the rolls. The miniature is Knocked Down and **Up up and away** ceases to affect it.

Example: Mourn (Flight 3) takes up to the sky. After completing his Move Action in Flight, Mourn places 2 Flight Counters next to his card. Later on he suffers 5 Damage Points from a powerful shot. Since his Flight is 3 (less than Damage suffered) crash landing is inevitable. He plummets to the ground and an Opposed Roll with power equal to the current amount of Flight counters (2). Mourn is Knocked Down but fortunately suffers no Damage.

- **Fury (X):** A Supreme may perform X extra Strike Actions in a Game Round.

- **Future Sight:** A glimpse into the future or enemy's mind may help win the day. At any time during the game ask your opponent about all details concerning one of his Agendas. Your opponent may provide you with false information but then he is considered by the end of the Encounter as having not fulfilled the mentioned Agenda (maximum penalty on Agenda Points).

- **Gaia's Enemy (X):** For some beings, sight of a green forest or swimming dolphins is way too much! Add X to Opposed Rolls against 🌱 Origin Supremes.

- **Gate (X):** Some Supremes don't have to walk to the battle, they just arrive in the flash! The Supreme may deploy before the game up to X levels of Supremes and/or Minion Resources including himself/herself up to 6 inches beyond the reglar deployment limit.
  The gated Supremes and Resources may not be placed on objectives of Agendas.

YOU CAN'T GET ME IRON TRAIN!

- **Gigantic:** Size does matter! The Supreme Moves* and Runs* 6 inches instead of 4. 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):** The Supreme cares more for money. He 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):** Hatred against a certain model or group of models adds +1 to Opposed Rolls against them.

- **Heavy Gear:** The model may never voluntarily become Burdened.

- **Immovable:** The Supreme cannot be Knocked Down unless it is **Up up and away***!

- **Immune (X):** The Supreme is immune to a certain factor, i.e., Knocked Down, ✴ etc.

- **Inquisitor (X):** Supernatural things don't belong here. Add X to Opposed Rolls against 😡 Origin Supremes.

- **Instability (X):** The Supreme's physical form is barely an anchor to our world. Each time the unstable Supreme is wounded, roll a d6. If the result is lower than X, double the Damage suffered.

- **Invincible (X):** The Supreme suffers X Damage less from each Opposed Roll. If the final result is 0 or less, the Supreme is considered to have not suffered any damage at all.

- **Leader (X):** The presence of a Leader in your team increases your Starting Score by X and your Action Pool by X whenever the Leader would generate Action Points normally. If you have more than one Leader in the team, increase the Starting score only by the highest Leader(X) score but you may add all Action Points to the Pool.

- **Leader of Minions (X):** Increase the Opposed Rolls of all friendly Minion Resources within the (icon Spirit) range by 1. Each Round, Leader of Minions may issue a Command with an Action Points value of X or less for free (no Action Points are spent).

- **Leave no trace:** The Supreme never suffers Incapacitated, when suffering the last point of Damage, it becomes immediately Eliminated.

- **Levitation:** Supreme may move through other miniatures and use any Movement Actions to pass over gaps, move from a rooftop to a rooftop or cross dangerous terrain (lava, acid). It never suffers penalties for Difficult Terrain.

- **Living Arsenal (X):** The Supreme may start the game with one or more Weapon Resource 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:** Did you just have a date with Lady Luck? Supreme may re-roll one d6 a Game Round. The second result always stands. This is in addition to any Trump Trait re-rolls.

- **Mechanical:** The Supreme 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 the Megalomaniac in a given Game Round must be either: Move towards the impostor (at full speed) using any Movement Action or perform Damage inflicting Action against him/her.

- **Merc:** The Supreme counts as belonging to a subfaction represented by majority of Supremes in your starting line up. Therefore you can claim the bonus for assemblinga Super Team. A Merc joining Iron Train (Heavy Metal), Chronin (Heavy Metal) and Six Feet Under (Blood Pact) would be considered a member of Heavy Metal.

Mind Fortress: The Supreme does not suffer a penalty for using 🧠 based Actions in Base to Base.

Mind's Reach: All 🧠 Projectiles, Rays and Blasts do not require the Line of Sight and pass through obstacles.

Molecular Manipulation (X): Upon any activation, before taking any Actions, you may decide to increase your 🏃 by up to X and immediately decrease your 👊 by the chosen number OR At the beginning of any Round you may decide to increase your 👊 by up to X and immediately decrease your 🏃 by the chosen number.

The changes remain until the beginning of the next Game Round.

Monster: The Supreme gains access to the Action: **Devour (AP 2):** Sacrifice a team Minion Resource in Base to Base with the Supreme to regain two points of Damage for each Resource Level of the minion.

Neuro Dodger: Some Supremes are fast enough to dodge even thoughts. The Supreme may use his/her 🏃 score in Opposed Rolls against ALL Projectiles, Rays and Blasts.

Nonliving: The model is not a living being. It is not affected by harmful or beneficial effects reserved for Living models. It may only Command models that are Nonliving as well.

Power for Price (X): At any time the Supreme is bound to make 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, apply immediately that much Damage to the Supreme.

Powerful Rays: ⚡ based Ray attacks don't suffer a power reduction on subsequently hit targets. They still need to inflict at least 1 point of Damage to pass through.

Ram (X): The Supreme adds X to Opposed Rolls against scenery pieces.

Reach (X): Hostile miniatures are considered in Base to Base with the Supreme when within X. The Supreme may use against them 👊 based Close Combat Actions and Free Strikes against them. The Reach Supreme is not considered to be Base to Base with enemies for purpose of the enemies' hostile Actions.

Regeneration (X): At the beginning of each Game Round, remove X points of Damage from the Supreme. This skill does not work when Supreme is Incapacitated. This happens before any hostile effects like After Shocks, etc.

Repel (X): The Supreme suffers X Damage point less from every 🧠 based attack.
This cannot reduce Damage to less than 1 point.

Resourceful (X): The Supreme's presence increases the Resource Pool by X.

Shapeshifter (X): At any time during Supreme's activation, he or she may change into X, usually the alternate miniature provided in the blister, using the **Shapeshift* (AP 1)** Action. Shapeshifters may start the game in any form and change forth and back any number of times.

Spectral: All 👊 based Actions against the Spectral Supreme automatically miss. A Spectral model may not use any 👊 based Actions.

Super Duo (Supreme's Name/Trait): The bond between two Supremes grants them some special powers when they fight side by side. While within each other's 🏃 Range, the Supreme gains 1 point in the mentioned Trait. For instance, whenever Solar and Stalk are within 3 inches of each other, Solar gains + 1 to 🏃 .

Tactician (X): The presence of Tactician in your team increases your Action Pool by X. Tactician bonuses stack up in your team with other Tacticians and Leaders.

Technophobe (X): Add X to Opposed Rolls against ☢️ Origin Supremes.

Telepathy (X): Upon the activation, the Supreme may perform a **Telepathic Link (AP X)** : Chose one friendly Supreme within your 🧠 range. This Supreme adds X to its next Opposed Roll.

Thick Bones: The model doesn't take any Damage from Falling or Shot Down.

Vengeful: All Opposed Rolls against models that wounded the Supreme in this Encounter are made at +1 bonus.

Wall Crawler: The Supreme may use up all or part of its Movement Actions to move on vertical surfaces. The Action must end on the flat horizontal surface (i.e., you must be able to place the miniature on any terrain feature).

Water: The Supreme is Immune to Water, all ⚡ based attacks made by the Supreme are considered to be Water Attacks. The Supreme suffers double Damage from Fire Attacks.

Weapon Master (X): A Supreme is capable of using Weapons with value equal to X or less.

The winner (in case of a tie – re-roll) decides which side of the table will be his, and his opponent takes the opposite edge. The winner also gets to decide who places the first model on the field. Unless specifically stated by the scenario, place one model within 6 inches of the edge of the table. Take alternating turns in placing models, until all are deployed. All Minions get placed in one turn while Exclusive Minions are placed together with the Supremes they are exclusive to.

Before the first Game Round begins and every following Round, make a Starting Roll again. The winner decides if he wants to go first or second. If you chose the Supreme with Trump Trait 🔁 you may choose to re-roll the score. You can't use the re-roll on the Starting Roll, but it is perfectly legal to do so on subsequent starting rolls.

If you are playing with Agendas, before you deploy your Super Team, deploy all of the Citizens taking alternating turns. No Citizens may be deployed in the starting area of any team and Citizens have to be placed at least 4 inches from each other.

Chapter 6
Encounter

An encounter is a game played by two or more Super Teams.
Each Encounter has its Level which describes how serious and threatening this event is. Level 3 would be a typical street fist fight while Level 24 is an ultimate battle for supremacy. Playing an Encounter may be as short as 30 minutes to as long as 3 hours.
With the development of Pulp City game, new types of gameplay will become available – battles of the cosmic proportions or struggles against gigantic Pulp Monsters.

Who starts the Encounter?

After all players have chosen their Super Teams and Resources, each player rolls d6, adding the highest 🔁 score in the team and all possible modifications. Automatic Success conditions apply.

This is called the Starting Roll.

When does the Encounter end?

Method 1: Play 6 Game Rounds and determine the winner.

Method 2: After the 4th Round, roll a d6. If the score is 6, end the game immediately. If not, proceed with the 5th Round. After the Round, roll d6 again. The game ends on roll of 5 or 6. Repeat the procedure after each Round, lowering the chance of ending by 1 each Round (6th 4,5,6; 7th 3,4,5,6; 8th 2,3,4,5,6; 9th automatic end)

If you are playing with no extra Agendas, upon the Encounter end, add all the Supreme Levels in your enemies Team that got Eliminated or Incapacitated. Your opponent does the same. For each Level, you get one Agenda Point. The player with the highest score wins.

The Game Board – Where should we play?

Pulp City games are played on a gaming table set up with scenery pieces that represent various landscapes. Your imagination is the only limit: take your teams to one of the most dangerous Districts in Pulp City or fight for the possession of a precious artifact on the surface of Mars!

For lower Encounter levels, a 3'x2' table is perfect. When playing Apocalypse, make sure the table is bigger, 4'x4' should do the job. As a rule of thumb, 12-16 inches between deployment zones works great!

Check out our website for some ideas, inspirations and coming Encounter photo reports!

Damaging Scenery: Not only is the scenery nice to look at and enhances your gaming experience, it does add a significant value to the gameplay. Buildings, street lamps and trees might play a vital role in fulfilling Agendas, some may also be a part of Exclusive Actions.

All scenery may be damaged just like Supremes. Scenery is vulnerable to all ✊ and ✴ Damage. Scenery follows most of the Damage suffering rules for Minion Resources. To establish its 🛡 (working both against ✊ and ✴ attacks), follow these guidelines:

Wood: 5
Brick/Concrete: 7
Steel and Glass: 8
Steel/Iron: 9
Alien Alloy: 12

To calculate the number of Damage points the 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. The scenery doesn't roll any dice on Opposed Rolls, roll only for the attacking model.

Example: A two-storey apartment building is approximately 4 inches long and 3 inches wide. It is 5 inches high. It's a typical red brick house. The building for the gameplay purposes would be 🛡 of 7 and 17 (3x4+5) Damage points.

Alternatively, you may agree before the game the 🛡 and Damage of each of the buildings on the board.
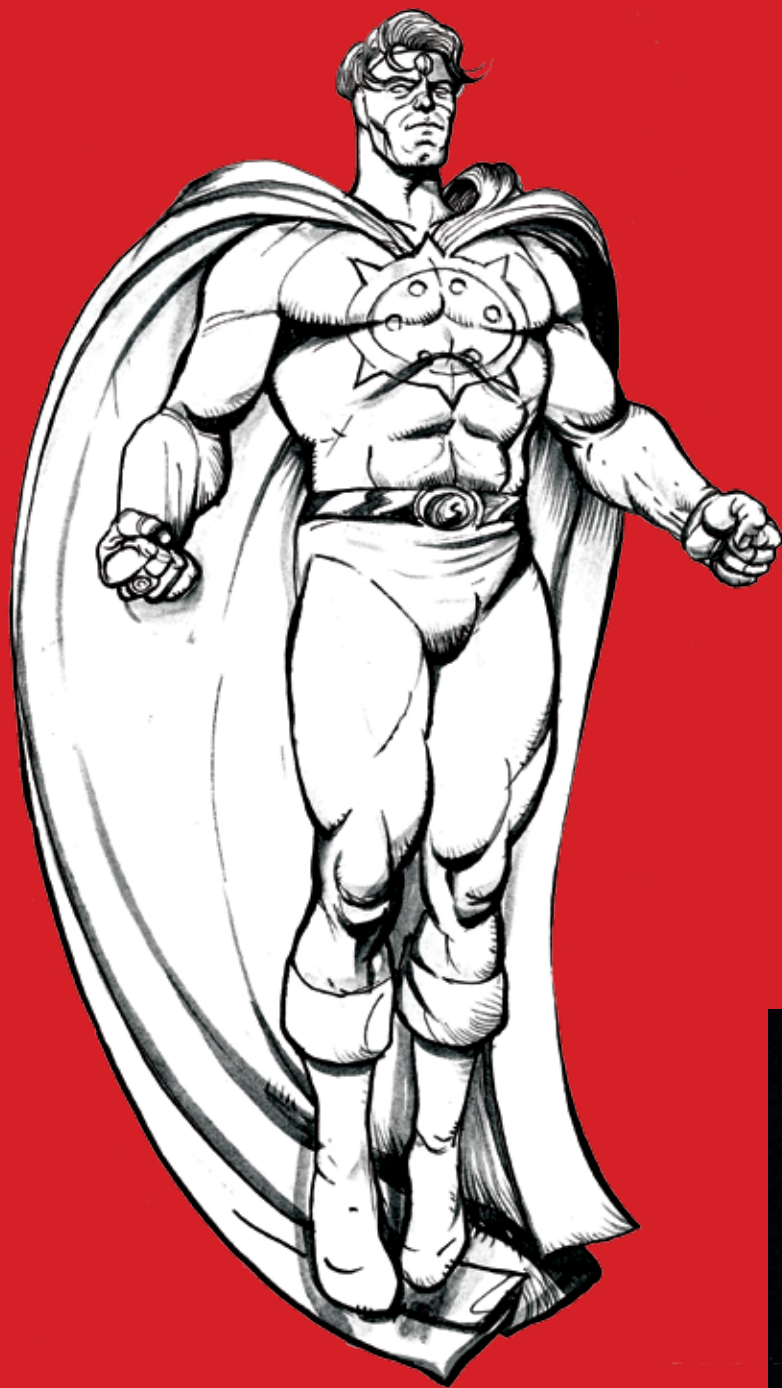
Chapter 7
AGENDAS

Agendas are an optional set of rules to make your Pulp City Encounters even more interesting with the introduction of special scoring and victory conditions.

While some Agendas are universal, most are specific for either Heroes or Villains. Some Agendas may have a requirement – like having a particular Origin on the team.

Agendas may be played in several ways, both players have to agree to one of the three gameplay styles:

Secret Agendas:

Choose the Agendas without letting your Opponent see them. Your opponent should be aware how many Agendas you will be pursuing, but never what kind of Agendas.

Open Agendas:

Choose the Agendas when you constitute your team. Your opponent should be aware how many Agendas you will be pursuing, what Agendas but not the Agendas specific details (Witness Protection Program model, Nexus of Evil location).

Random Agendas:

Declare the number of Agendas, draw them randomly and show them to your opponent. Choose the specific details for all Agendas and keep them secret.

Taking an Agenda that you are not supposed to take applies the highest possible penalty to your final score. After you set up all the miniatures on the board, you may pick one agenda for every 5 supreme levels on your team, even if the level is incomplete (one for 1-5, two for 6-10, three for 11-15, etc.).

You can print out the Agenda deck from the back of the book. New Agendas will be available with expansions. Alternatively, write down the Agendas on a piece of paper.

For fulfilling or not fulfilling a chosen Agenda, you apply a bonus or penalty to your final score. As you see, taking extra Agendas may be tricky and though the benefits are numerous, don't be too greedy!

Citizens:

Citizens, represented by tokens, miniatures on 30mm bases or special Pulp City Pawns, are crucial to fulfilling some of the Agendas both for Heroes and Villains alike. Some Villains are very good at using Citizens in other… more bloody ways!

When playing with Agendas, a number of Citizens equal to the Encounter Level is placed on the board. Right after all Supremes are placed, Heroes (in case of two Heroes teams, or two Villains teams, the one winning Starting Roll begins) place the first Citizen anywhere on the board but no closer than 10 inches from any friendly or enemy model. Villains place the next one following the same rule and no closer than 4 inches from any Citizen. Take consecutive turns until there is no Citizens left.

At the very beginning of each Round, the winner of the Starting Roll rolls a single die. The result is the number of Citizens that may be moved by the winner by 4 inches in any direction. The loser of the Starting Roll may then move one Citizen out of the ones not moved yet.

Citizens are treated like Minions with the ⬟ value of 1.

In addition both Heroes and Villains gain access to Exclusive Actions useable only **once** in each Game Round. Once per team, not once per Supreme.

Heroes: **Beacon of Hope (AP 2):** The Hero's powerful voice acts like a beacon for terrified Citizens of Pulp City. Roll a d6, the result is a number of Citizens located closest to you that immediately move toward the Supreme 2 inches in a straight line.

Villains: **Terrorize (AP 2):** The dreadful Villain makes Citizens of Pulp City run for their life. Roll a d6, the result is a number of Citizens located closest to you that immediately runs away from the Supreme 2 inches in a straight line.

PRINT & CUT & PLAY!

AGENDAS:

WE MUST ELIMINATE THIS ONE (UNIVERSAL):

ONCE ALL OF THE MODELS ARE DEPLOYED, NOMINATE SECRETLY ONE OF THE ENEMY SUPREMES. IF BY THE END OF THE ENCOUNTER IT IS ELIMINATED OR INCAPACITATED, GAIN AGENDA POINTS EQUAL TO ITS LEVEL. OTHERWISE, YOU LOSE AGENDA POINTS EQUAL TO ITS LEVEL.
TARGET:

THE CHOSEN ONE MAY NOT PERISH (UNIVERSAL):

CHOOSE ONE OF YOUR SUPREMES. IF BY THE END OF THE ENCOUNTER IT IS NOT ELIMINATED NOR INCAPACITATED, GAIN 1 AGENDA POINT. OTHERWISE, YOU LOSE 1 AGENDA POINT.

DEFENDERS OF THE INNOCENT (HEROES):

FOR EACH CITIZEN STILL ON THE FIELD BY THE END OF THE ENCOUNTER, GAIN ½ AGENDA POINT. FOR EACH ELIMINATED, LOSE ½ AGENDA POINT. THIS AGENDA MAY NOT BE TAKEN WHEN PLAYING AGAINST HEROES.

WITNESS PROTECTION PROGRAM (UNIVERSAL):

THIS AGENDA MAY BE TAKEN ONLY IF YOUR TEAM HAS AT LEAST ONE NON-EXCLUSIVE MINION RESOURCE. NOMINATE ONE OF YOUR MINION RESOURCES. THE MODEL IS A WITNESS PROTECTION PROGRAM BENEFICIARY. THE WPP LOSES ALL OF ITS EXCLUSIVE ORDERS/ COMMANDS AND MAY ONLY USE MOVE. IF THE MODEL SURVIVES THE ENCOUNTER, GAIN 2 AGENDA POINTS, IF IT IS ELIMINATED, LOSE 2 AGENDA POINT.

RETRIEVE THE OBJECT (UNIVERSAL):

ONE OF THE SCENERY OBJECTS OR BUILDINGS (LOCATED FULLY ON THE OPPONENT'S TABLE HALF), AN ENEMY MINION RESOURCE OR AN ENEMY SUPREME HIDES A VALUABLE OBJECT. TO RETRIEVE IT, ONE OF YOUR SUPREMES MUST:

-MAKE A BASE TO BASE CONDITION WITH THE BUILDING OR SCENERY OBJECTIVE AND FORFEIT ANY OTHER ACTIVATIONS THIS GAME ROUND. THE MODEL BECOMES BURDENED BY THE END OF THE ROUND.
-INCAPACITATE OR ELIMINATE THE CARRIER OF THE OBJECT AND FORFEIT ANY OTHER ACTIVATIONS THIS GAME ROUND. THE MODEL BECOMES BURDENED BY THE END OF THE ROUND.

UPON RETRIEVING THE OBJECT, ANNOUNCE YOUR AGENDA TO YOUR OPPONENT. IF THE BURDENED SUPREME IS INCAPACITATED OR ELIMINATED, THE OBJECT MAY BE PICKED UP BY MOVING INTO BASE TO BASE CONDITION WITH HIM. APPLY THE ABOVE PROCEDURE.

TO GAIN 3 AGENDA POINTS, AT THE END OF THE ENCOUNTER THE MODEL RETRIEVING THE OBJECT MUST BE WITHIN 2 INCHES FROM THE TEAM'S STARTING TABLE EDGE. IF HE IS NOT, BUT ANY SUPREME ON YOUR TEAM IS STILL BURDENED WITH THE OBJECT, YOU GAIN 1 AGENDA POINT. IF NONE OF YOUR MODELS IS BURDENED WITH THE OBJECT, YOU LOSE 2 AGENDA POINTS.

OBJECT'S LOCATION:

PROTECT THE HQ (UNIVERSAL, ENCOUNTER LEVEL 12+):

ONE OF THE BUILDINGS ON THE FIELD IS ACTUALLY A SECRET ENTRANCE TO YOUR HQ. NOMINATE THE BUILDING SECRETLY, BUT THE BUILDING MAY NOT BE IN YOUR DEPLOYMENT ZONE. AFTER ALL MODELS ARE DEPLOYED, INFORM YOUR OPPONENT ABOUT YOUR AGENDA AND POINT 3 POSSIBLE LOCATIONS (ONE OF THEM THE TRUE ONE). IF BY THE END OF THE ENCOUNTER, THE BUILDING REMAINS UNDAMAGED, GAIN 3 AGENDA POINTS. IF IT IS DAMAGED, BUT STILL STANDING, GAIN 2 AGENDA POINTS. LOSE 1 AGENDA POINT FOR EACH ENEMY SUPREME STANDING WITHIN 1 INCH OF THE BUILDING BY THE END OF THE ENCOUNTER. IF THE BUILDING IS DESTROYED, LOSE 2 AGENDA POINTS + 1 AGENDA POINT FOR EACH ENEMY SUPREME STANDING WITHIN 1 INCH OF THE REMNANTS OF THE HQ.

HQ'S TRUE LOCATION:

ECO WARRIORS (UNIVERSAL, 🍄 ORIGINS):

THIS AGENDA MAY BE ONLY TAKEN IF YOU HAVE ANY 🍄 ORIGINS SUPREME IN YOUR TEAM AND THERE IS AT LEAST ONE PATCH OF FOLIAGE, FOREST, OR WATER SCENERY. ALL OF YOUR 🍄 ORIGINS SUPREMES ARE ABOUT TO RESTORE THE BALANCE IN NATURE. THE MODELS GAIN *REJUVENATE (AP 2)* ACTION THAT MAY BE ONLY PERFORMED WHILE IN BASE TO BASE CONDITION WITH THE NATURAL SCENERY (TREE, LAKE, SEA ETC.). PAY THE ACTION POINTS COST. IF THE PERFORMING SUPREME STAYS IN BASE TO BASE WITH THE TERRAIN FEATURE UNTIL THE END OF *THE NEXT* GAME ROUND AND SUFFERS NO DAMAGE, THE NATURE GRANTS ITS HEALING FAVOR TO ALL OF ITS FOLLOWERS. PLACE A *SBL5* ON THE REJUVENATING MODEL. ALL FRIENDLY 🍄 AND 🔴 SUPREMES REGAIN D6 POINTS OF DAMAGE. INCAPACITATED FRIENDLY MODELS COME BACK TO THE GAME WITH 1 DAMAGE POINT. YOUR TEAM GAINS 1 AGENDA POINT. IF THE AGENDA IS NOT COMPLETED UPON THE END OF THE ENCOUNTER, LOSE 1 AGENDA POINT.

THIS AGENDA MAY BE REPEATED UP TO 3 TIMES BUT ON DIFFERENT SCENERY FEATURES.

CRADLE OF EVIL (HEROES):

A MYSTERIOUS NEXUS STANDS BEHIND ALL THE EVIL PLAGUING PULP CITY. THE NEXUS APPEARS TO HUMAN EYES AS SOMETHING ORDINARY. NOMINATE ONE SCENERY PIECE WITHIN 4 INCHES OF THE OPPOSITE TABLE EDGE. ANY SUPREME WITHIN 2 INCHES OF IT FEELS THE EVIL PRESENCE - INFORM YOUR OPPONENT ABOUT IT. NO MATTER WHAT IS THE TRUE NATURE OF THE OBJECT, TREAT IT AS AN ALIEN ALLOY BUILDING WITH 12 DAMAGE POINTS.

FOR ELIMINATING IT, GAIN 3 AGENDA POINTS, FOR DAMAGING IT, GAIN 1 AGENDA POINT.
IF BY THE END OF ENCOUNTER THERE ARE MORE ENEMY SUPREME LEVELS WITHIN 2 INCHES OF IT THAN THERE IS FRIENDLY SUPREME LEVELS, LOSE ONE AGENDA POINT FOR EACH POINT IN THE LEVEL DIFFERENCE.

CRADLE OF EVIL:

ROB THE MONEY (VILLAINS): VILLAINS HAVE A SIMPLE PLAN

ROB THE BANK OR THE OFFICE THAT HOLDS MOST PULP DOLLARS. NOMINATE SECRETLY ONE BUILDING ENTIRELY ON THE ENEMY HALF OF THE FIELD. EACH OF YOUR SUPREMES OR MINIONS THAT MAKE IT TO THE BASE TO BASE CONDITION WITH IT MAY VOLUNTARILY BECOME BURDENED AND FORFEIT FURTHER ACTIVATION THIS ROUND. WHEN THE FIRST OF YOUR SUPREMES/MINIONS GETS BURDENED IN THIS WAY, INFORM YOUR OPPONENT ABOUT YOUR AGENDA. THE FIRST ROBBERY MUST HAPPEN BY THE 4TH GAME ROUND AND NOT LATER. FOR ANY MINIATURE THAT IS STILL BURDENED IN THIS WAY UPON THE ENCOUNTER END, GAIN ½ AGENDA POINT. FOR EACH MONEY BAG DROPPED OR PICKED UP BY THE OPPOSING TEAM BY THE END OF THE GAME ROUND, LOSE ½ AGENDA POINT.

MONEY'S LOCATION:

MAN SLAUGHTER (VILLAINS):

GAIN ½ AGENDA POINT FOR EACH ENEMY MINION RESOURCE OR CITIZEN ELIMINATED BY YOUR MODELS. LOSE ½ AGENDA POINT FOR EACH ENEMY MINION RESOURCE OR CITIZEN THAT REMAINS ON THE FIELD BY THE END OF THE ENCOUNTER.

EVIL RITUAL (VILLAINS):

YOUR ☠ ORIGIN SUPREMES ARE ABOUT TO CALL ON EVIL SPIRITS. ALL FRIENDLY MYSTERY SUPREMES GAIN *SUMMON (AP 4)* ACTION THAT MAY BE PERFORMED BY ANY NUMBER OF THEM BUT SUCCESSFULLY CONCLUDED ONLY BY ONE. THE SUMMONING MODEL FOREGOES ANY ACTIVATIONS IN THIS AND THE NEXT GAME ROUND. IF IT REMAINS STATIONARY AND UNDAMAGED, AT THE VERY END OF THE NEXT GAME ROUND, THE SPIRIT ARRIVES. THE SUMMONING MODEL GAINS 2 TRAIT POINTS THAT MAY BE DISTRIBUTED AMONG HIS TRAITS. THAT BONUS LASTS UNTIL THE END OF THE ENCOUNTER. YOUR TEAM GAINS 2 AGENDA POINTS IF THE MODEL SURVIVES UNTIL THE END OF THE GAME. IF THE AGENDA IS NOT COMPLETED UPON THE END OF THE ENCOUNTER, LOSE 1 AGENDA POINT.

DESTROY THAT BUILDING (UNIVERSAL):

FOR SOME REASON, THIS BUILDING IS VITAL TO THE PITIFUL LAW KEEPERS OR GANGSTERS OF PULP CITY. NOMINATE SECRETLY ONE BUILDING ENTIRELY ON THE OPPOSITE HALF OF THE TABLE. IF THE BUILDING GETS DESTROYED BY THE END OF THE ENCOUNTER AND IT HAD 10 OR MORE DAMAGE POINTS, GAIN 1 AGENDA POINT. IF THE BUILDING WAS OF STEEL OR ALIEN ALLOY AND HAD MORE THAN 20 DAMAGE POINTS, GAIN 2 AGENDA POINTS. FOR NOT DAMAGING THAT BUILDING AT ALL, LOSE 3 AGENDA POINTS.

BUILDING:

THOSE WHO RUN WILL LIVE TO FIGHT ANOTHER DAY (VILLAINS)/ HEROES, REGROUP! (HEROES):

THE VILLAINS ARE ON THE RUN FROM SILENT ROCK PRISON AND HEROES ARE FALLING BACK TO JOIN THEIR FELLOW TEAM MATES. THEY ONLY CARE ABOUT GETTING AWAY. FOR EACH SUPREME THAT IS IN BASE TO BASE WITH AN OPPOSITE TABLE EDGE BY THE END OF THE LAST GAME ROUND, GAIN 1 AGENDA POINT. FOR EACH ONE STILL ON YOUR TABLE HALF, INCLUDING THOSE INCAPACITATED, LOSE 1 AGENDA POINT.

SABOTAGE (VILLAIN):

A HIGHLY DANGEROUS VIRUS OR AN ANCIENT ANCHOR OF EVIL IS IN YOUR POSSESSION AND YOU WANT TO USE IT TO SHAKE PULP CITY. SECRETLY NOMINATE ONE OF YOUR SUPREMES AND 3 SCENERY PIECES NO CLOSER TO EACH OTHER THAN 10 INCHES. UPON MAKING IT IN THE BASE TO BASE WITH ONE OF THE NOMINATED PIECES, YOU MAY ANNOUNCE AND PERFORM *TAINT (AP 2)* ACTION AND REVEAL THE AGENDA WITHOUT REVEALING THE TWO REMAINING SCENERY PIECES. FOR PERFORMING EACH OF THE TAINT ACTION, GAIN 1 AGENDA POINT. FOR EACH UNTAINTED PLACE BY THE END OF THE ENCOUNTER, LOSE 1 AGENDA POINT.

SABOTAGING VILLAIN:
SCENERY 1:
SCENERY 2:
SCENERY 3:

Chapter 8
RESOURCES

Even the most powerful heroes will have to resort to the various goods and contacts Pulp City has to offer. In these pages and in multiple cards that come with Supreme miniatures, you will find extras that may save your Heroes or Villains' skin or help them in fulfilling the Agendas. The Resource Pool is equal to the Encounter's Level. A Supreme may have as many Resource Levels as it has Levels. 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. Please notice that some Resources work differently with Heroes and Villains **(example: Cops and Corrupted Cops)**. There may be only one copy of a Resource in each team.

Resources come in several forms:

Minion:

Generally they are living creatures that come to the aid of the Supremes.

They are recruited by paying the printed value with Resource points. Most Minions (excluding Exclusive Minions) are just a part of the team and may be Commanded by any Supreme.

Minions may be targeted by any attacks and usually have only one Trait to use in Opposed Rolls. This is represented on their card with the icon of a shield – just like regular 🛡

The Minion 🛡 value is used against 👊, ✦, ⊛ and all other Opposed Rolls.
Whenever a Minion suffers one point of Damage (unless stated otherwise on the card), it is Eliminated. On tied rolls, Supremes always prevail. Between Minions, ties result in no effect.

Minion cards come with Orders similar to the Exclusive Actions. To perform the Order, issue a Command Action with one of your Supremes that has the Minion model within double Range. The cost of the Action is deducted from the Action Pool but does not limit the number of Actions the Supreme may perform in a given Game Round. This represents the fact that Minions facing Supremes need guidance of more powerful entities. Most Minions may be Commanded by any eligible friendly Hero or Villain. When Commanding Minions, activate all of the Minions belonging to the Resource Card at once. The AP cost printed on the card is for all Minions, you don't need to multiply the cost by the number of Minions unless stated otherwise.

All Minions may use the **Move*** Order which works exactly like a **Move*** Action in addition to those printed on their cards.

A Minion that comes bound to a Supreme (example: Zombie Wolf is exclusive for Red Riding Hoodoo) is a special case. It may be Commanded only by its original master. When the master gets Eliminated, remove the Exclusive Minion from the field as well.

Weapon:

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).

Most of the Supremes don't carry Weapons. They just don't need them. For those few that have to rely on guns and blades, Weapons serve several purposes:
- they may increase Trait values
- they may grant extra Exclusive Actions to the bearer
- they may grant new Skills

Weapons are purchased from the Resource Pool and they may never be traded or gained during the game unless a scenario or Resource card mentions so.

Device:

Only Supremes of ☢ Origin may use Devices. They may carry Personal Devices and Command/Activate others. High-tech equipment and computers introduce many new ways of resolving the conflict on the battlefield.

Devices are unique and rare in many ways.
- they may increase Trait values of one or more Supremes
- they may grant extra Exclusive Actions to the team or models within certain radius
- they may grant new Skills

Devices are purchased from the Resource Pool. The Resource card clearly defines where to deploy them and how to use them.\

Artifact

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.

Artifacts serve several purposes:

- they may increase Trait values
- they may grant extra Exclusive Actions to the bearer
- they may grant new Skills

Artifacts are purchased from the Resource Pool and they may never be traded or gained during the game unless a scenario or Resource card mentions so.

Misc:

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

The Supremes may find some of the resources in this book. Most of them will come in blisters with other models while some of them will see their action as separate releases.

PRINT & CUT & PLAY!

June Summers
Channel 4 Reporter
Character Minion

level 1

DAMAGE ▢ 🛡 4

INDEPENDENT:
JUNE SUMMERS NEEDS NO SUPREMES TO COMMAND HER AND MAY BE
RECRUITED BY ANY TEAM.

RUN (AP 1)

STREETSMART (AP 2):
ON YOUR TEAM'S NEXT STARTING ROLL, ADD +1 TO THE ROLL.

STREET REPORTER:
YOUR TEAM MAY SCORE BONUS AGENDA POINT THANKS TO:

BROADCASTING LIVE! : WHENEVER YOUR TEAM SCORES AN AGENDA
POINT (FOR COMPLETING A PART OF THE AGENDA, FOR ELIMINATING
AN AGENDA TARGET SUPREME, ETC.) AND JUNE SUMMERS IS WITHIN 6
INCHES OF IT, SCORE AN EXTRA AGENDA POINT.

BLOODY GOOD STORY: WHENEVER JUNE SUMMERS IS WITHIN
6 INCHES OF AN ENEMY SUPREME WHEN IT GETS INCAPACITATED OR
ELIMINATED, SCORE ONE AGENDA POINT.

TITANS CLASH: WHENEVER AN OPPOSED ROLL BETWEEN TWO
SUPREMES ENDS UP WITH TWO AUTOMATIC SUCCESSES (BOTH
SUPREMES ROLL 6) AND JUNE SUMMERS HAS LOS TO BOTH OF THEM,
SCORE ONE AGENDA POINT.

IN THE ENCOUNTERS OF LEVELS 3-5 ONLY 1 BONUS AGENDA POINT MAY BE SCORED THIS
WAY. IN THE ENCOUNTERS OF LEVELS 6-10 ONLY 2 BONUS AGENDA POINTS MAY BE
SCORED THIS WAY. MAXIMUM 3 BONUS AGENDA POINTS MAY BE SCORED IN THE
ENCOUNTERS OF LEVEL 11 AND UP.

Pulp City Cops
2 Cops/card

🛡 2
💥 3

DAMAGE ☐ ☐   level 1

SERVE AND PROTECT (AP 1 FOR EACH COP):
FOR EACH COP YOU MAY MOVE UP TO 2 CITIZENS.

COVERING FIRE (PR 💥 VS. 🏃 / RNG 6/AP 1 FOR EACH COP):
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 Cops/card

🛡 2
💥 3

DAMAGE ☐ ☐   level 1

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 1 FOR EACH COP):
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

Sentry Bots
2 Robots/Card, teams with at least one Science Supreme

🛡 3
💥 3

DAMAGE ☐ ☐   level 1

LASER EYES (PR 💥 VS. 🏃 /RNG 6/AP 1 FOR EACH BOT):
FIRE.

DETONATE (SBL1 💥 VS. 🏃 /AP 1 FOR EACH BOT):
ALL MODELS CAUGHT IN THE AREA SUFFER AN OPPOSED ROLL. AFTER PERFORMING THIS COMMAND, REMOVE ALL OF THE DETONATING BOTS.

MECHANICAL

Advanced Sentry Bot
Teams with at least one Heavy Metal Supreme

🛡 5
💥 4

DAMAGE ☐   level 1

LASER EYES (PR 💥 VS. 🏃 /RNG 6/AP 1):
FIRE.

DETONATE (SBL2 💥 VS. 🏃 /AP 1):
ALL MODELS CAUGHT IN THE AREA SUFFER AN OPPOSED ROLL. AFTER PERFORMING THIS COMMAND, REMOVE THE DETONATING BOT.

SHORTCUT (💥 VS. 🏃 /AP 1):
RESOLVE AN OPPOSED ROLL AGAINST A MODEL IN BASE TO BASE. FOR EACH POINT OF DAMAGE SUFFERED, REDUCE ITS ACTION POINTS ALLOWANCE BY 1 THIS ROUND.

MECHANICAL

Ulthar Prototype
2 Robots/card, Teams with at least one Ulthar Supreme

🛡 5
💥 4

DAMAGE ☐ ☐   level 1

LASER EYES (PR 💥 VS. 🏃 /RNG 6/AP 1 FOR EACH ROBOT):
FIRE.

MECHANICAL, E.T.

Hired Guns
3 Hired Guns/Card

🛡 2
💥 2

DAMAGE ☐ ☐ ☐   level 1

GUN SHOTS (PR 💥 VS. 🏃 /RNG 6/AP 1 FOR EACH GUN)

Force Field
Personal

level 1

PERSONAL SHIELD (AP 2):
THE SUPREME GETS ABSORB 2 UNTIL THE END OF GAME ROUND.

WALL OF FORCE (AP X):
PLACE A WALL OF FORCE X INCHES AND LONG FULLY WITHIN 6 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, 10 AND DAMAGE 10. THE DAMAGE SUFFERED IS NOT CARRIED OVER TO NEXT ROUNDS.

IF THE WALL GETS DESTROYED, THE PERSONAL FORCEFIELD IS DESTROYED AS WELL. WALL OF FORCE CANNOT BE USED IN TWO CONSECUTIVE ROUNDS AS IT NEEDS TO RECHARGE ITSELF.

Nano Crawlers
2 Crawlers/Card

DAMAGE ☐ ☐

level 1

BLOW UP (✗ VS. ↖ /AP 2 FOR EACH CRAWLER):
A NANO CRAWLER IN BASE TO BASE WITH ANY EARTH-TECHNOLOGY VEHICLE IGNITES IT AND BLOWS IT UP. REMOVE THE NANO CRAWLER AND THE VEHICLE.

EVERY MODEL WITHIN 2 INCHES OF THE VEHICLE SUFFERS AN OPPOSED ROLL ✗ 6.

MOVE (AP 1)

MECHANICAL

Spare Parts
Personal/One use only

level 1

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.

Teleport Anchor
Personal

level 2

I'LL BE BACK!* (AP 0):
SUPREME CAN PLACE THE ANCHOR ON THE GROUND. PLACE THE TOKEN (30MM BASE, 7, DAMAGE 3). IT MAY NOT BE PICKED UP AGAIN IN ANY WAY.

TELEPORT (AP 2):
MOVE THE SUPREME INTO BASE TO BASE WITH IT'S ANCHOR. IF THE SUPREME LEAVES BASE TO BASE CONTACT IN THAT WAY, IT DOESN'T SUFFER FREE STRIKES. TELEPORT MAY BE USED EVEN IN THE GAME ROUND THE SUPREME GOT CHARGED. THIS ACTION DOESN'T WORK UNLESS THE ANCHOR HAS BEEN ALREADY DROPPED (I'LL BE BACK* WAS USED).

Pulse Emitter
Personal/One use only

level 1

ZZZAP (SBL3 ✗ VS. ↖ /AP 1):
SACRIFICE PULSE EMITTER. ANY MECHANICAL MODEL CAUGHT IN THE BLAST MUST MAKE AN OPPOSED ROLL VS. ✗ 6. IF AT LEAST ONE POINT OF DAMAGE IS SUFFERED, IT CAN'T PERFORM ANY MOVEMENT ACTIONS AND REDUCES IT'S AP ALLOWANCE BY 1 FOR EACH DAMAGE POINT SUFFERED UNTIL THE END OF THE GAME ROUND.

ANY DEVICES CAUGHT IN ZZZAP CANNOT BE USED UNTIL THE END OF THE GAME ROUND.

Spy Bots
3 Robots/Card

DAMAGE ☐ ☐ ☐

level 1

SPOTLIGHT (AP 1):
NOMINATE ONE ENEMY MODEL. UNTIL THE END OF THE GAME ROUND, THE VICTIM SUFFERS FOLLOWING EFFECTS DEPENDANT ON THE NUMBER OF SPY BOTS THAT HAVE LOS TO THAT 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 OPPOSITE ROLLS WHEN ROLLING AGAINST ACTIONS PERFORMED BY THE MODEL.
1: THE MODEL DOESN'T BENEFIT FROM THE AUTO SUCCESS RULE.

THESE EFFECTS ARE CUMULATIVE AND MAY CHANGE DURING THE GAME ROUND.

MOVE (AP 1)

MECHANICAL, BLITZER 2, LEVITATE

First Aid Kit
Personal/One use only

level 1

HEAL (AP 1):
REMOVE 3 DAMAGE POINTS FROM A SUPREME IN BASE TO BASE (INCLUDING YOURSELF) OR REMOVE THE INCAPACITATED CONDITION FROM A SUPREME IN BASE TO BASE. THAT SUPREME IS NO LONGER INCAPACITATED AND HAS 1 DAMAGE POINT. HEAL DOESN'T AFFECT MECHANICAL NOR NONLIVING SUPREMES.

Unsettled Debt
One use only

level 1

ONE OF THE CITIZENS SUDDENLY PULLS OUT A POWERFUL GUN AND SETTLES THE OLD DEBT. UPON THE ACTIVATION OF ANY OF YOUR VILLAINS (BUT BEFORE PERFORMING ANY ACTION), DECLARE THE USE OF UNSETTLED DEBT.

ONE OF THE CITIZENS MAKES AND OPPOSED ROLL 6 VS. AGAINST ANY ENEMY MODEL WITHIN 6 INCHES OF IT.

Manholes

level 1

BEFORE THE DEPLOYMENT ROLL, PLACE 2 MANHOLE MARKERS (30 MM ROUND BASE) ANYWHERE ON THE BOARD, AS LONG AS THEY ARE OUTSIDE OF BOTH DEPLOYMENT ZONES, ON THE SAME LEVEL AND UP TO 8 INCHES APART.

IF ANY SUPREME (ABLE TO ACT, NOT BURDENED AND NOT KNOCKED DOWN) IS WITHIN 1 INCH FROM ONE OF THE MARKERS WHEN THE ACTION POOL IS COUNTED, UPON IT'S FIRST ACTIVATION IN THAT GAME ROUND, IT MAY JUMP INTO THE SEWER SYSTEM (AP 3).
IT CAN'T BE ACTIVATED THIS GAME ROUND, MAY NOT COMMAND AND THE MODEL IS REMOVED FROM THE BOARD. THE MODEL DOESN'T CONTRIBUTE TO THE ACTION POOL NEXT ROUND.

RIGHT AFTER THE STARTING ROLL NEXT ROUND, PLACE THE MODEL ANYWHERE WITHIN 1 INCH FROM ANY OF THE TWO MANHOLE MARKERS.

ONLY MODELS ON SMALL BASES CAN USE MANHOLES. MANHOLES CAN BE USED ONLY IN THE URBAN ENVIRONMENT. IF THE MODEL IS USING THE MANHOLE WHILE THE ENCOUNTER ENDS, TREAT IT AS ELIMINATED.

Madness - Combat Drug
Personal/One use only

level 1

MADNESS IS A NEW GENERATION DRUG, BOOSTING THE PHYSICAL PROWESS AND MIND ALIKE, REINFORCING CYBER IMPLANTS.

ANNOUNCE THE USE OF MADNESS AT ANY ACTIVATION (IT IS NOT TREATED AS AN ACTION).

THE BEARER TREATS ALL 5'S AND 6'S AS AUTOMATIC SUCCESS FROM NOW ON.
WHEN CHARGING, IT ADDS +2 TO THE OPPOSED ROLL INSTEAD OF THE USUAL +1.
ALL DAMAGE DEALT TO IT IS REDUCED BY ONE.

AT THE END OF THE GAME ROUND THE BONUS EXPIRES. IMMEDIATELY ROLL D6: ON A ROLL OF 1 THE SUPREME IS KNOCKED DOWN AND CANNOT BE ACTIVATED IN THE NEXT GAME ROUND.

Sirens
One use only

level 1

UPON THE ACTIVATION OF ANY OF YOUR MODELS (BUT BEFORE PERFORMING ANY ACTION), CHOOSE A SPOT FOR SIRENS ANYWHERE ON THE BOARD AND DECLARE THE USE OF SIRENS. ALL OF THE CITIZENS IMMEDIATELY MOVE 4 INCHES DIRECTLY AWAY FROM THAT POINT, MOVING AROUND THE OBSTACLES. IF THEY REACH THE EDGE OF THE BOARD, THEY IMMEDIATELY STOP MOVING.

Heroic Call
One use only

level 1

ONCE PER ENCOUNTER, HEROES MAY CHOOSE TO USE HEROIC CALL. UPON THE ACTIVATION OF ANY OF YOUR HEROES (BUT BEFORE PERFORMING ANY ACTION), DECLARE THE USE OF HEROIC CALL AND CHOOSE ONE OF THE OPTIONS.

ADRENALINE BURST: HEAL ONE DAMAGE POINT ON EVERY FRIENDLY MODEL (EXCLUDING THE INCAPACITATED ONES).

BATTLEFIELD CONTROL: UPON ENDING THE ACTIVATION, YOU MAY ACTIVATE ANY OF YOUR MODELS. WHEN BOTH ACTIVATIONS ARE OVER, DECLARE IT'S YOUR OPPONENT'S TURN.

LAST RESORT: THROUGHOUT THIS ACTIVATION, THE ACTIVATING HERO MAY TRADE ANY NUMBER OF DAMAGE POINTS FOR ACTION POINTS THAT HAVE TO BE USED UNTIL THE END OF THE ACTIVATION.

CONCLUSION

THANK YOU FOR MOVING TO PULP CITY!
THE BOOK YOU'VE JUST READ IS YOUR
TICKET TO GAMING IN PULP CITY. THE FREE
RULES ARE ALL YOU NEED TO PLAY. BUT THIS
IS DEFINITELY NOT THE END OF THE JOURNEY.
LET'S LOOK INTO THE FUTURE!

IN YOUR HANDS YOU'RE HOLDING THE PRINTED
RULEBOOK. ALONG WITH THE FAMILIAR RULES,
YOU'LL FIND A LOT OF INTERESTING FLUFF
AND VARIOUS GAME OPTIONS. THE BATTLES
OF PULP CITY WILL INTRODUCE THE RULES
AND SCENARIOS TO TAKE THE CONFLICT TO
VARIOUS NEIGHBORHOODS OF THE CITY. TREAD
LIGHTLY NOT TO WAKE THE SPIRITS OF THE
OPPAHUA TRIBE'S DEAD IN TWILIGHT HILLS.
TAKE THE COMBAT TO ULTHAR BATTLESHIPS
OR DESCEND THE WEIRD WELL TO UNCOVER
THE EARTH'S SECRETS.

TAKE ON PULP MONSTERS, HUGE CREATURES
THREATENING THE CITY. VILLAINS AND HEROES
FIGHT SIDE BY SIDE WHEN THOSE ULTRA
POWERFUL BEASTS SHOW UP. DISCOVER NEW
AGENDAS AND PULP CITY TEAMS AND THEIR
FAMOUS AND INFAMOUS LEADERS.

FOR NOW, HAVE FUN WITH PULP CITY AND
ITS SUPREMES. WITH A STEADY STREAM OF
NEW RELEASES, SOON YOU WILL BE ABLE NOT
ONLY CHOOSE THE SIDE OF THE CONFLICT
BUT ALSO PLEDGE YOUR ALLEGIANCE TO ONE
OF THE SUPREME TEAMS. THE DIVERSE APE
REVOLUTION COMMITTEE OR LAWFUL HEAVY
METAL? THE DEAD OF NECROPLANE OR THE
COVEN'S VOODOO ASSASSINS?

TAKE THE CONFLICT AWAY FROM THE STREETS
OF PULP CITY AND THANKS TO THE QUANTUM
HOLES TRAVEL IN TIME TO WORLD WAR II TO
CHANGE THE PAST. OR JUMP TO KODO ISLAND
AND FACE THE WRATH OF THE DINOSAURS
CONTROLLED BY THE EVIL MYSTERIOUS MAN.
TRULY, THE ONLY LIMIT IS YOUR IMAGINATION!
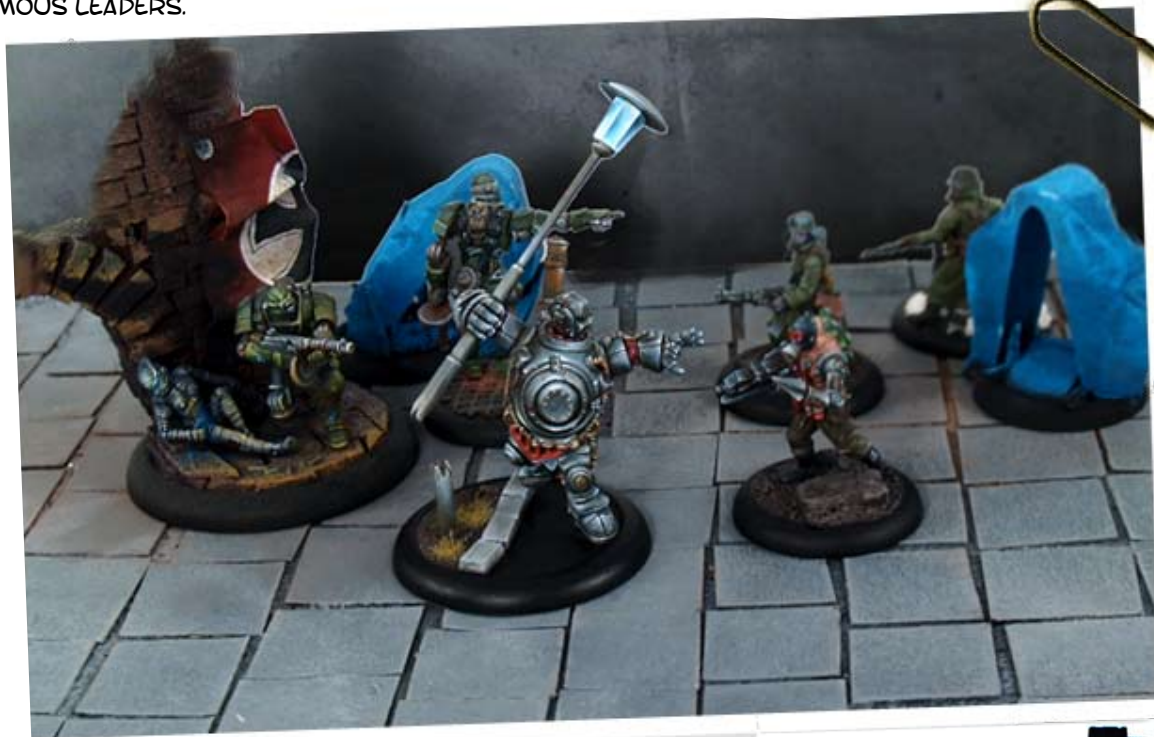
PULP CITY SUPREMES TRAVEL IN
TIME TO FACE FORCES OF THE EVIL
REICH. WE USED DARKSON DESIGNS
AE-WWII LINE MINIATURES.

index

WELCOME
TO THE PULP CITY WORLD
WHERE POWERFUL HEROES CLASH WITH EVIL VILLAINS !