

# Pulp City SE FAQ & Errata

Updated 25/05/2019: **New additions in red – Smash It Up rules change; Jade Hawk update;**

## Core Rules Errata

### Movement

#### Open spaces

The main text omits this but should be included when Movement Types is explained (after the first paragraph but before the specific Movement Type entries):

All Movement Types ignore open space between their starting point and the end of their move; this is limited to a single movement distance for Sprint but may be the distance of two Combined Movement Actions for other types.

### Bounding

Bounding grants **Immune/Fall** which was missed from the main text.

### Summary

The 5<sup>th</sup> bullet point of the summary should read:

All Movement Types ignore open space between their starting point and the end of their move; this is limited to a single movement distance for Sprint but may be the distance of two Combined Movement Actions for other types.

The 10<sup>th</sup> bullet point of the summary should read:

**Wall Crawling:** May move X inches horizontally and vertically; **Immune/Fall; Immune Dangerous/Terrain** if the distance of a single Movement Action completely clears the Dangerous Terrain; benefits from **High Ground** while in BtB with Terrain.

### Combat

#### Smash It Up (p. 34)

The following text replace Smash It Up:

Models with named **Smash/Power Smash** or **Takedown/Power Takedown** Combat Actions, or any **THR (Throw)** Action Type, add +1 die per Object Rank to their Action Rolls. To benefit the Attacker must be in BtB with an Object or must have contacted an Object during its own Movement Action within the same Activation that Smash It Up is used. After the Action Roll is resolved the Object suffers Damage 1 and if it is not destroyed it must be placed in BtB with the Defender or as near as possible after the Combat Action is resolved (placed by the Attacking player).

## Terrain Manipulation

Models which use Traits other than 🗡️ for Exclusive Actions allowing Terrain Manipulation (such as Throws with Traits other than 🗡️), use that Trait value not 🗡️ to determine what Rank of Object they can Manipulate; e.g. Boreas' Gale Action uses his ⚡ Trait to determine the Rank of Objects Boreas can Manipulate with the Action.

## Minion Recruitment

### Recruiting Minions Without Faction in Faction Teams

This paragraph follows the first paragraph under 'Minions' on p. 42:

If a Team is recruited based on Faction, Minions can also be recruited even if they lack the same Faction; in this case recruited Minions must have a common Alignment with the Supreme(s) providing Minion+ points (consider additional Minion+ through Leader cards to be the same Alignment as the Leader).

## Supremes & Minions FAQ/Errata

### FAQ

#### Aurelius

Q. Is Pool of Gold really a Combat Action used against 🗡️?

A. Yes.

#### Board Edges

Q. Can models move off board edges, or be moved off through Displacement Effects?

A. No; board edges are considered Impassable Terrain (p. 39) unless otherwise noted by Plots, Agendas, Effects, Powers etc.

### Errata – cards

#### Grimm

##### Grimmtorch

Cooking With Gas T# should be T# 6.

## Heavy Metal

### Dr. Mercury

The first paragraph of Spike and Anvil Arms should read:

**Anvil & Spike Arms:** When using Power Smash for the first time in a Round, Dr. Mercury may be Fatigued to benefit from Spikes or Anvil, with the benefit lasting until the following Effects Phase:

### Giant Hadron

There is a missing sentence from the end of the Goliath Power:

When Giant Hadron uses Power Throw through Grab & Throw, the cost is AP 2.

**Goliath:** Models Attacking Giant Hadron never benefit from **High Ground**. Giant Hadron is **Immune/Displacement Effects** and **Immune/Fatigue** from sources other than his own Activations. Giant Hadron may never benefit from **Cover**. When Giant Hadron uses Power Throw through Grab & Throw, the cost is AP 2.

### M.O.D.

Shields should be T# 6.

## Jade Cult

### Shadow Double

The following line should be included at the end of the Ninja's Shadow Power:

Shadow Double may only be deployed within 6 inches of Shadow Mask; if Shadow Double is not deployed, he must be Summoned as usual.

**Ninja's Shadow:** At any time when an Enemy model moves into BtB with Friendly Shadow Mask or this Shadow Double, this Shadow Double may immediately trade places with Friendly Shadow Mask, then you must immediately inflict Damage 1 to Shadow Double. There can only be one Friendly Shadow Double on the table at any time. Shadow Double may only be deployed within 6 inches of Shadow Mask; if Shadow Double is not deployed, he must be Summoned as usual.

## Independent Supremes

### Anansi

**Trickster Spider** should read:

**Trickster Spider:** Whenever Anansi is a target of an enemy Combat Action that uses more than 1 die, she may change 1 die into a result of '1'; this change is done after dice are rolled.

### Mysterious Man

**Supreme DNA** should be Limited/Supremes.

## Necroplane


### Wonder Wight

Lasso of Lies only benefits Wonder Wight; Enemy models do not count the Power for their own Mobbing or BtB Powers – they still count the actual distance.

## Supreme Alliance

### E.C.T.O.

There is a clause missing at the end of Hyper-density which should read:


**Hyper-density:** At the start of any of his Activations E.C.T.O. be Fatigued to add +1 die to all  Action Rolls and becomes **Immune/Displacement Effects** until the following Effects Phase; using this Power automatically removes **Spectral** from E.C.T.O..

## The Way

### Jade Hawk

With the Effects Redux update, Wing Sweep is changed:

**Wing Sweep [AP 1]**

**RCT/TGT,  VS T# 6 FX: Self/Block 2**

**EFX: Self/Block 2; Self/Defend 1**