

PULP CITY SUPREME EDITION QUICK REFERENCE SHEET

Game Set-Up

- Agree on an Encounter Level.
- Choose your Team - Supremes and Minions; Supreme Levels up to the Encounter Level, Minions up to your Minion+.
- Make the Tactics Roll; winner selects Tactical or Terrain Advantage.
- Determine the Plot (choose or roll randomly) and Agendas.
- Set up Table including all Plot and Agenda related items (Terrain and Tokens).
- Deploy Citizens.
- Deploy Supremes and Minions other than Infiltrators (the winner of the Terrain Advantage chooses DZ's).
- Deploy Infiltrators.
- Proceed with the First Round's Starting Roll

Round Sequence

- Starting Roll
- Action Pool Calculation (add all AP+ in your Team except KO'ed models)
- Effects (end lasting Effects and Powers first, then begin new Powers)
- Turns (Activations & Passes)
- End of Game Round

Master Plans

Act Fast: Move one of your Supremes, Fatigue for the Movement Action as normal with usual movement rules.

Domination: Add 1 AP to your own AP Pool.

Power Up: Select one of your Supremes; this model immediately benefits from Power Up 1.

Movement Type Bonuses



Immobile: 'X' for movement type; may not move and is Immune/Displacement Effects.

Sprint: All models may choose to move as Sprint.






Bounding: May be moved to within X inches; Immune/Fall and Immune/Dangerous Terrain if their total movement is enough to pass through it.; +1 die to Momentum.

Blink: Move within X inches; may move through other models; Immune/Fall; Immune/Dangerous and Impassible Terrain if enough movement to pass through.

Flight: May move X inches horizontally, any distance vertically; Immune/Fall; Immune/Dangerous Terrain; Immune/Impassible Terrain if their total movement is sufficient. Sprint Movement Type in Enclosed Structures; always gets High Ground.

Wall Crawling: May move within X inches; Immune/Fall; Immune Dangerous/Terrain if a single Movement Action completely clears the Dangerous Terrain; High Ground when in BtB with Terrain.

Origins Triad/Tied Results

- Mystery beats Nature ( > )
- Nature beats Science ( > )
- Science beats Mystery ( > )

Combat Bonuses

Attacker/Defender Dice Bonuses:

- High Ground: +1 die.
- Mobbing: +1 die.
- Power Up: +1 die per Power Up 'spent'.
- Size Matters: +1 die.

Attacker Only Dice Bonuses:

- Easy Target: +1 die.
- Momentum: +1 die.
- Bounding (bonus to Momentum): +1 die.
- Smash It Up: +1 die.
- Strong (against listed Descriptor): +1 die.
- Weakness (if the Defender is Weak to X): +1 die.

Defender Only Dice Bonuses:

- Cover: Typical Cover +1 die; Reinforced Cover +2 dice.

Elements



Air: Air is Strong/Water and Flight.

Water: Water is Strong/Fire and Mechanical.


Fire: Fire is Strong/Earth and Nonliving.


Earth: Earth is Strong/Air and Structures & Objects.

Light: Light is Strong/Darkness and Outsiders.

Darkness: Darkness is Strong/Light and Living.

Structures


Flimsy  5: wood or corrugated iron.




Solid  7: rock, stone, brick, concrete or steel.

Reinforced:  9: bank vaults, bomb-proofed bunkers.

Structure HP: Small 4 HP; Medium 8 HP; Large 12 HP.

Objects

All Objects have  5. Each time an Object is used with a THR Action or Smash It Up Combat Bonus, it suffers Damage 1.

- **Rank 1 - Small:** 1 HP; street lamps, bikes, trash cans, shopping carts, street signs, traffic lights. Requires  1+
- **Rank 2 - Medium:** 2 HP; cars, dumpsters, phone booths, motor bikes, small boats, trees, empty shipping containers, everything up to the size of a van. Requires  5+
- **Rank 3 - Large:** 3 HP; helicopters, fighter planes, airliners, trucks, massive trees like giant redwoods, loaded shipping containers, battle tanks. Requires  7+

Set Up

Players choose Supremes with total Levels equal to the Encounter Level. Each player then takes any Exclusive Minions and chooses other Minions up to their Team's Minion+ values.

Each player rolls a die; lowest deploys first. Deployment Zones (DZ's) are on opposing sides of the table, at least 18 inches apart.

Game Play/AP

Order of play is listed on the Quick Reference Sheet (QRS). Add AP+ values from your Team each Round (except KO'ed models).

Starting Rolls

⊕ vs. ⊕ Action Roll (reroll ties not decided by Origin); the winner decides who has the first Turn in this Round.

Turns/Activations


Play alternates in Turns between players; first player then second, then first again, then second and so on (see the QRS for Round order of play).


A player Activates one Supreme in a Turn – some abilities allow for more Activations. When a Supreme Activates it may Command a Friendly Minion to Activate in the same Turn before or after the Supreme. When Activated, a model can use an Exclusive Action (on its card) or a Movement Action. In addition it may Combine the following Actions:


- An extra Movement Action AND/OR
 - An extra Combinable Action (* after the Action Name)
- If more than one Action is used they may be in any order.

Movement Actions & Types


Each Movement Action Fatigues the model using it; a model can only voluntarily suffer 2 Fatigue per Round.

Sprint : May be moved to within X inches horizontally, and within 2 inches vertically. The model is subject to Dangerous Terrain.


Blink : May be moved within X inches; may move through other models; Immune/Fall and Immune/Dangerous and Impassible Terrain if enough movement to pass through.

Bounding : May be moved to within X inches; Immune/Fall and Immune/Dangerous Terrain if their total movement is enough to pass through it.

Bounding adds an extra +1 die when benefitting from Momentum.

Flight : May be moved to within X inches horizontally, and any distance vertically; Immune/Fall and Immune/Dangerous Terrain; they are Immune/Impassible Terrain if their total movement is sufficient enough to pass through it.

Models with Flight are Sprint Movement Type in Enclosed Structures. Models with Flight are always considered to benefit from High Ground.

Wall Crawling : May be moved within X inches; Immune/Fall and Immune Dangerous/Terrain if the distance of a single Movement Action completely clears the Dangerous Terrain.

Wall Crawling Models in BtB with a Terrain Feature get High Ground against any model.

Characters

Movement is up to the value listed in inches; listed value varies by Movement Type.







Stealth: Immune to Combat Actions from more than 4 inches range except Pulses.

HP is the number of Damage that a model can take before being KO'ed (removed from the game board).

AP Limit: The maximum number of AP the model can spend per Round.







AP+: The number of AP the model adds to the Team AP Pool in each AP Calculation Phase.




Dice: The number of Power Up dice a Powerhouse gains for free in each AP Pool Calculation Phase.

Elements: Air ; Water ; Fire ; Earth ; Light ; Darkness .

- Air: Strong/Water & Flight.
- Water: Strong/Fire & Mechanical.
- Fire: Strong/Earth & Nonliving.
- Earth: Strong/Air & Objects and Structures.
- Light: Strong/Darkness & Outsiders.
- Darkness: Strong/Light & Living.

Type: Living; Mechanical; Nonliving; and/or Outsider.

Traits:  Strength;  Defense;  Agility;  Energy;  Mind;  Spirit. Traits in red are Trump Traits.

Origins: Mystery ; Nature ; and Science .

Origin is used to break Action Rolls ties:

- Mystery beats Nature
- Nature beats Science
- Science beats Mystery

Supremes and Minions have Exclusive Actions (needs a die roll to work) and Powers (situational bonuses).

Exclusive Actions

The cost(s) to use these Actions are listed after the Action name, and affect the model using the Action:

- **AP X:** spend X AP from the AP Pool, subject to the model's AP.
- **Damage X:** Remove X HP.
- **Fatigue:** Fatigue the model.
- **Stun:** Stun the model.
- **Activation:** Can only be used as part of Activation (Minions only).

See Action Types for more detail.

Action Rolls

The Attacker is the model using an Action; a Defender is another model that could be affected.

Combat Actions: Each player rolls 1 die plus Bonuses, choosing the best result and adding the listed Trait (Attacker Trait is listed vs. Defender Trait in the Action description). If the Attacker wins, the Action succeeds – apply the listed FX. If successful, Trump Traits add EFX (Attacker) or remove EFX (Defenders) for each roll of 5 or 6; non-Trump Traits add/remove EFX on a 6.

Dynamic Actions: The Attacker rolls 1 die; add the result to the listed Trait, if the total equals or exceeds the Target Number (T#) then it succeeds; apply FX. EFX as above.

Combat Bonuses

Bonuses add dice to Action Rolls. Attackers declare Bonuses first. Bonuses are each applied once per Roll. Combat Bonuses apply only to Combat Actions, not Dynamic Actions.

Easy Target: When Attacking an Easy Target, add +1 die.

High Ground: If the base of your model is at least 1 inch above the base of the opposing model, add +1 die.

Cover: A Defending model must be behind intervening Terrain; other Supremes, Monsters and Minions do not count. Monsters, models on 80mm bases or larger, Objects, and Structures do not benefit. Cover provides a bonus only outside of BtB.

- Typical Cover – add +1 die (Flimsy or Sold Terrain).
- Reinforced Cover – add +2 dice.

Mobbing: If the Attacker and Defender are in BtB and one or both are in BtB with an Enemy, the model which has the fewest Enemy models in BtB adds +1 die.

Momentum: Add +1 die when using a Combat Action in the same Activation with a Movement Action to Attack a model in BtB, but not if your model began the Activation in BtB with any Enemy. Momentum does not apply to subsequent Combat Actions following the initial roll.

Size Matters: If the base of your model is larger, add +1 die.

Smash It Up: Models with Smash/Power Smash or Take-down/Power Takedown Actions may use Objects to add +1 die. The Attacker must also be in BtB with an Object or must have contacted an Object during its own Movement Action within the same Activation. After the Action the Object suffers Damage 1 and if not destroyed is placed in BtB with both models or as near as possible.

Strong: The Attacker rolls an extra +1 die against X Targets. Different Strong bonuses may apply.

Weakness: If a Defender is Weak to your X, as Attacker you add +1 die.

Battlefield Conditions

Base to Base (BtB): A model whose base is touching terrain or the base of another model is in BtB.

Falling: A falling model suffers Damage 1 and Stun for each full 3 inches of height they Fall. Falls from less than 3 inches have no Effect. Place the Falling model in BtB with the Terrain they have fallen from. If the Fallen Model's Base touches any other Model's base that Model is subject to Crash. Crash inflicts Damage 1 and Stun for each full 3 inches of height of the triggering Fall.

A Supreme may voluntarily Fall from any height by using a Movement Action. Sprinting and Bounding Movement that ends in a Fall may not be Combined with any other Actions, and ends the Movement at the edge of the terrain the Supreme Fell from. Wall Crawling, Blink or Flight Movement Types land safely and may continue Movement and Activation.

Displacements Effects that result in a Fall first move the Target; then resolve the Fall and any Crash; then move the Target any remaining distance of the Displacement Effect.

Stunned: Stunned models are Easy Targets and replace their Movement Type with Sprint; Stunned is removed in the following Effects Phase.

Measuring Ranges

If a Target is within both the vertical and the horizontal distance for range (do not add them together), it is in range. Models touching each other are in Base to Base (BtB).

Terrain

Inanimate: all Terrain is considered Inanimate and is Immune/Damage from Exclusive Actions using ☹ or ✖ Attacker Traits.

The ♣ Trait for Structures and Objects is a T#.

Structures Defense and HP

Buildings etc. are Structures; they are Immune/Displacement Effects.

- Flimsy: ♣ 5
- Solid: ♣ 7
- Reinforced: ♣ 9

Structure HP: Small 4 HP; Medium 8 HP; Large 12 HP.

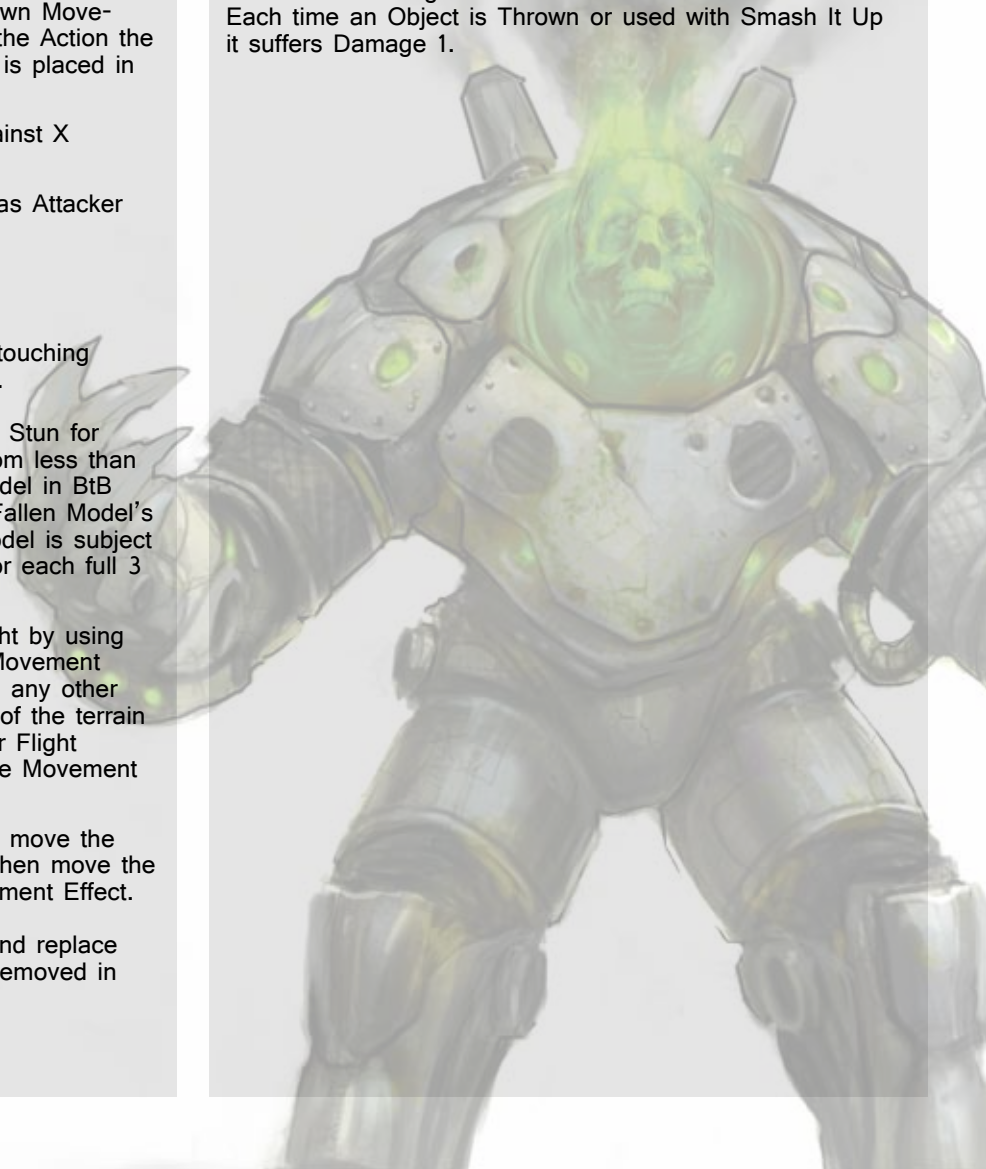
Objects

Objects are things to pick up and have ♣ 5; rank indicates relative size.

☹ listed is to use the Object for Smash It Up! or Throw.

- Rank 1 - Small: 1 HP ☹ 1-4.
- Rank 2 - Medium: 2 HP ☹ 5-7.
- Rank 3 - Large: 3 HP ☹ 7-10.

Each time an Object is Thrown or used with Smash It Up it suffers Damage 1.



PULP CITY SUPREME EDITION ACTIONS REFERENCE SHEET

Actions/Action Types

AUR X (Aura)

LOS required: No.
Affects: Models within X inches of the Attacker until the following Effects Phase.

CCM (Close Combat)

LOS required: Yes
Affects: 1 model in BtB; immediate.

IND X (Indirect)

LOS required: No.
Affects: 1 model within X inches of the Attacker; immediate.

IST (Instant)

LOS required: No.
Affects: Model using the Action or as described.

OVR X (Overrun)

LOS required: Yes
Affects: Models in an area X inches from the Attacker's base X and as wide as the Attacker's base; after resolving, place the Attacker at the end of the area; immediate.

PRJ X (Projectile)

LOS required: Yes
Affects: 1 model within X inches of the Attacker; immediate.

PLS X (Pulse)

LOS required: No.
Affects: Models within X inches of the Attacker; immediate.

RAY X (Ray)

LOS required: Yes
Affects: Models in an area from the Attacker's base X inches long as wide as the Attacker's base; immediate

RCT/ X (Reaction)

LOS required: Yes
Affects: Triggered by

- Enemy moving into BtB (RCT/BTB)
- Suffering Damage (RCT/DMG)
- Suffering Displacement (RCT/DSP)
- or Being Targeted (RCT/TGT)

If listed with a number, that is the maximum range.

THR X (Throw)

LOS required: Yes
Affects: 1 model within X inches of the Attacker; immediate. Throw requires an Object. Models Thrown suffer Damage 1.

Modifiers

Excluded/X

Does not affect listed X.

Immune/X

Unaffected by X.

Limited/X

Only affects the listed X.

Strong/X

Roll an extra +1d6 against X.

Effects: FX & EFX

FX must be applied; the controlling player may choose to not apply EFX. Effects marked (E) last until the following Effects Phase.

Attack X

The Target adds X dice to their Attacker Action Rolls. (E)

Blast X

Place a radius X template with the center over the Target's base; after the initial Action Roll, other models at least partially within the template are also affected with separate Action Rolls, but no further Blast X FX/EFX are applied. If the first Action Roll fails, the opposing player may move the center of the Blast up to 2 inches.

A Blast is not repositioned if further Action Rolls are failed. Attackers using a Blast with their ☹ are Immune to their Action.

Damage X

Defender loses X HP.

Defend X

The Target adds dice equal to X to Defender Action Rolls. (E)

Displacement Effects

These cannot move Targets through other models, Objects or Structures, and stop if they contact Terrain or another model.

If Self/X, treat Attacker as Target and Target as Attacker in the description except for Self/Shift which allows the Attacker to move.

Grab & Throw

Defenders on 30/40 mm base suffer the Action's other FX and EFX. The Attacker may immediately use Throw, Throwing the Defender as an Object. Then any EFX from the Throw may be divided as desired by the Attacker between Defender and Thrown model.

Knockback X

The Defender is moved X inches directly away from the Attacker, or the center of a Blast.

Pull X

The Defender is moved X inches towards the Attacker or center of a Blast (lead edge of their base no further than the center of the Blast).

Shift X

Move Defender X inches; direction chosen by the Attacker.

Extra Target X

Apply FX (not EFX) to a model within X inches of the original Defender.

Models can only be affected by Extra Target once per Action Roll.

Fatigue

A model can be Fatigued twice before it can no longer use Movement Actions in the current Round; remove all Fatigue in the next Effects Phase.

A model choosing to be Fatigued from using an Action or Power can only do so if it has enough capacity to suffer Fatigue. If a model has already been Fatigued twice in the current Round it cannot use any Actions that cost Fatigue or include Self/Fatigue.

Follow Up

Resolve Action then the Attacker may immediately use one available Exclusive Action at the usual costs.

Heal X

Defender regains X lost HP.

Mind Control

The Defender may immediately be forced to perform a single eligible Action, if they have enough AP Limit and can meet costs. The AP cost is paid from the Attacking Team's Pool and counts against the Defender's AP Limit.

Power Down X

Remove X Power Up dice from the Defender.

Power Up X

The Target gains X Power Up dice; discard dice to add to an Action Roll.

Self/X

This listed Effect (X) is applied to the Attacking model.

Special/X

Described on the card.

Spectral

The Defender becomes Spectral. Spectral models are Immune/☹, ☹, ✖, and ☹ Exclusive Actions and cannot use ☹, ☹, ✖, and ☹ Exclusive Actions; the model's Movement Type changes to Blink.

Spectral models do not count as being in BtB, may not be Burdened, and do not count for Mobbing. (E)

Summon/X

Summon model X.

Suppress X

The Defender reduces its dice for Action Rolls by the total of Suppress X; minimum of 1 die. (E)

Stun

The Defender moves as though it had Sprint Movement Type and is an Easy Target. (E)

Weak/X

The Defender is Weak against X. If already Weak to X, no extra benefit is gained. (E)