CHAPTER XX: Pulp City Solo Play

Teams of Supremes facing off as two opponents engage in in epic, tactical battle is a staple of Pulp City gaming, but there are times that a plyer may be itching to get their Supremes onto the Battlefield even when they don't have an opponent available.

To help players without an opponent to play against, this chapter outlines three modes for playing solo Encounters of Pulp City:

1. **Team Vs. Team:** Two teams face-off.

2. **Invasion!:** The Player's Supreme Team faces off against a growing marauding horde.

3. **Monster – Solo Rampage:** The Player's Supreme Team fights a rampaging titan.

Core Solo Play Rules

The rules in this Chapter are written assuming that a single player wishes to play against an algorithm motivated opposing Team, Invasion Force or Monster. The Player-controlled Team is the Player Team, while a Team controlled by these rules is called Threat Team; naturally a Player team Supreme or Minion is a Player Supreme or Player Minion, while a Threat Team Supreme or Minion is a Threat Supreme or Threat Minion.

As Pulp City numbers hundreds of characters with their own discrete profiles, with several hundred Actions and Powers available, where Activation Priority or choice of movement or Action(s) doesn't make sense, solo players should adjust decisions accordingly.

Players wishing to play both sides tactically should just use the usual rules as written.

Team Vs. Team

Supreme Alliance facing down their nemeses the red Republik. Blood Watch repelling another Necroplane incursion. The Coven and the Jade Cult fighting a turf war. Heavy Metal hunting Dead Eye's vigilantes after another city-wide crackdown on Supremes operating without jurisdiction.

There will be times a Player wants to enact these conflicts, but lacks a ready opponent, and this chapter is designed to help create those battles.

Team Vs. Team Plots & Set-Up

To keep things as simple as possible, it is recommended that solo Team Vs. Team Encounters are played only using Plots and not Agendas.

Instead of making the usual Tactics and Terrain roll, Terrain should be distributed as evenly as possible, and opposing Deployment Zones randomized between Teams.

Threat Team Recruitment

The Threat Team should be Recruited by the following criteria applied in the following order:

1. If the Player Team is Alignment-based, then the Threat Team should be Alignment-based, or Faction-based if the Player Team is Faction-based;

2. Each Player Supreme should be matched by a Threat Supreme of the same Role and Level in the Threat Team;

3. Where a Supreme isn't available of the same Role and Level to the Threat Team, lower-Level Supremes adding up to the same Level value as the Player Supreme and of the same Role may be substituted (see 4 below), at least one of those Supremes should be of the same role as the Player Team Supreme;

4. Where a Supreme Role is substituted:

   - Brawler, Blaster or Tank may be substituted by any of these Roles;

   - Infiltrator, Speeder or Support Supremes may be substituted by any of these Roles;

   - Powerhouses may be substituted by Powerhouses, Brawlers or Blasters;

   - Mascots may only be substituted by Mascots;

   - Leaders may be substituted by a Brawler, Blaster or Support;

5. Non-Exclusive Threat Minion choices are left to the judgement of the Player.

Leaders, Field Commanders & Leader Cards

Threat Team Leader cards choices should mirror the Player team choices as far as possible. Recruitment cards should be used to mirror Recruitment choices where possible.

Before the first Activation of the Encounter, Action and faction Cards should be shuffled, and placed into a deck. During the first Leader Activation of each Round flip the top card, and if it makes sense to play the card it is played, otherwise put it back into the deck and shuffled again, drawing a new card, repeating until a card is played. In the 4th Round, all remaining cards are played (if it is possible to gain a benefit).

Supremes with the Field Commander Power or a similar Power follow the same principles as Leaders with their own cards.

Objective, Threat and Buff Ranges

Objective Range, Threat Range and Buff Range are two keywords which will determine Activation of Threat Supremes.

Objective Range: This is the distance of available Movement Actions (and/or Exclusive Actions with Self/Shift as FX – disregard EFX for this calculation) to the nearest Objective which is not yet claimed or not yet Tagged/Destroyed.

Threat Range: This is the distance of a single Movement Action and the longest-range Attack of that model.

Buff Range: This is the distance of a single Movement Action and the longest-range non-Attack, non-IST Action of that model (excluding IST Actions which apply Effects to other models as a Special Effect).

Threat Activations

To Activate models in a Threat Team you will need a Threat Deck. The Threat Deck is a set of cards which is used to determine order of Activations among the Threat Team; each card indicates one Role. Therefore, a Threat Deck is made up of 1 card per Supreme Role in the Team (up to cards 2 per Role); this may mean fewer cards than Supremes.

To use the Threat Deck, draw a card; a Supreme with the identified Role is Activated according the criteria below; if there is no suitable Supreme to Activate draw another card, and shuffle discarded cards when the deck is exhausted.

Threat Supreme Activations

Follow the requirements below then follow the Role-specific Activation Priority Sequences which follow.

1. **Closest First:** Activate a Threat Team Supreme with the designated Role that is closest to a player Team Supreme. If you cannot determine which one is closest, select one at random. Follow the Role-specific Activation sequence below.

2. **Exclusive Minion Command:** Exclusive Minions are always Commanded to Activate and should follow their Role sequence.

3. **Minion Command:** If an Exclusive Minion has not been Commanded, Threat Minions which are in Threat Range

4. **Chain Activation:** If a Supreme can be Chain Activated it will be Chain Activated; if this Supreme must be determined randomly, draw again from the Threat Deck. For the chosen Supreme Follow the Role-specific Activation sequence below.

Supreme Defense: Threat Team Supremes will always use Reaction Actions (regardless of the Threat Deck) if they can meet the costs.

Activation Priority Sequences

Role-based Activation Priority Sequences follow; work through each Step, skipping Steps which do not apply.

The following descriptions apply for the Priority Sequences, and each Priority Sequence comprises 4 of these Steps in a specified order (5 for Leaders).

Where Movement Actions are specified, Actions with Self/Shift as FX may be considered Movement Actions when deciding what Actions to use.

- **Buff Priority:** If the Activating Supreme is in Buff Range it will use a Movement Action if required to then use the Action which will benefit the most Threat Team models.

- **Objective Priority:** If the Activating Supreme is Contesting an Objective it remains where it is and will not move; therefore, in subsequent Steps, Threat Range is reduced to the range of its Actions. If the Threat Supreme is within Objective Range of an Objective, it will move towards the Objective.

- **In Threat Range:** If the Activating Supreme is in Threat Range, it will use a Movement Action if needed and make an Attack if it can, using whichever Attack will generate the most dice and using a Combinable Action with either Power Up or Attack as its FX if it can afford to do so; the Supreme will use a Move Action to move the minimum necessary distance to be able to Attack.

- **Movement:** If the Activating Supreme is Contesting an Objective it remains where it is; otherwise, it will then make a Move if it can, moving towards the nearest Objective or Support.

- **Not In Threat Range:** The Activating Supreme will use a non-Attack Action if it can afford to do so.

Blaster, Brawler, Infiltrator, and Tank Activation Priority Sequence

1. **Objective Priority**
2. **In Threat Range**
3. **Not In Threat Range**
4. **Movement**

Leader Activation Priority Sequence

1. **Buff Priority**
1. **Objective Priority**
2. **In Threat Range**
3. **Not In Threat Range**
4. **Movement**

Mascot and Support Activation Priority Sequence

1. **Buff Priority**
2. **Objective Priority**
3. **In Threat Range**
4. **Movement**

Powerhouse Activation Priority Sequence

1. **In Threat Range**
2. **Objective Priority**
3. **Not In Threat Range**
4. **Movement**

Threat Supreme Power Up Dice and Smash It Up

Threat Supremes will always use an Object to gain a Smash It Up bonus for an Attack if possible; this may modify movement trajectory as set out above.

Threat Supremes will use 3 Power Up dice (if they have any) per Combat Action Roll as Attacker or Defender until they have 4 or fewer dice, at which point they will use 2 dice for each Attack, or 1 die if they only have 1 die remaining.

Threat Supremes will use 1 Power Up die with Dynamic Actions if they have 2 or more Power Up dice available.

Invasion!

Not every battle to be fought is Supreme on Supreme. On occasion the Supremes of Pulp City must defend it from overwhelming invading armies.

Sometimes Mysterious Man opens his cages and releases an army of mutants on the city. At other times Dr. Tenebrous has raised an army of the dead to ravage the city as a precursor to yet another Necroplane attack. Other invasions could be rogue rampaging robots or even a quantum portal letting in a horde of bloodthirsty barbarians.

Whatever the dire situation that threatens, the Supremes of Pulp City stand ready to defend the gleaming metropolis.

The Invasion Plot is a special asymmetric Plot, pitting a Player Team against an Invasion Force.

Invasion Plot

Goal: Defend the city and show your supremacy.

Ends: After the 4th Round or when all Invasion Points are Destroyed.

Extra Rules: See sections below – Invasion Force, Invasion Encounter, Activating Invaders

Agenda Points: The Player Team gains 2 AGP for each Invasion Point Destroyed. The Invasion Force gains 2 AGP for each Invasion Point not Destroyed, and 1 AGP per Level for each Player Team Supreme which is KO'ed.

Invasion Force

Before playing the Encounter choose a specific Invader Type or roll 1D6 and consult the chart to see what will be threatening the city. Each Invader Type has a Standard Invader then Champion Invader listed (see Invasion Encounter below).

Invader Type (roll 1D6)

1. Zombies (Zombie/Super-Zombie)
2. Zombies (Zombie/Super-Zombie)
3. Robots (Warbot/Heavy Warbot)
4. Robots (Warbot/Heavy Warbot)
5. Soldiers (Soldier/Special Ops)
6. Soldiers (Soldier/Special Ops)

Invader models are considered the equivalent of Minions for rules interactions; Standard Invaders are equivalent to Level 1 Minions, and Champion Invaders are equivalent to Level 2 Minions.

Invasion Encounter

The Invasion Encounter uses a modified Game Set-Up and Deployment Zone for the Player Team.

The Player team DZ is at the center of the Battlefield and is a 6-inch diameter circle.

To play an Invasion, proceed with modified Game Set-Up in the order below:

1. Decide the Encounter Level.

2. Choose your Team - Supremes and Minions.

3. Set up Table:

    a. Deploy 1 Invasion Point per 2 Player Team Levels or part thereof; each Invader Point is set up 2D6+3 inches from the Player Team DZ and at least 7 inches from other Invader Points – try to spread the Invader Points across all Battlefield quarters.

    b. Set up Terrain.

4. Deploy Supremes and Minions other than Infiltrators.

5. Roll for Invader Spawning for each Invasion Point.

6. Deploy Infiltrators.

7. Proceed with the first Round's Starting Roll.

Starting Rolls: The Player Team always makes a starting Roll but automatically wins; this is to determine any Master Plans. However, the entire Invader Force always Activates first.

Invader Spawning

Invaders 'spawn' from Invasion Points. Each Invasion Point is represented by a 30mm Token.

> **Invasion Point: ⛉ 8; 30mm; HP 5**

During Set-Up, then during the Effects Phase of each Round, roll 1D6 for each Invasion Point and consult the table below:

1. Deploy 1 Standard Invader within 3 inches of the Invasion Point Marker, as close as possible to the nearest Player Supreme.

2. Deploy 2 Standard Invaders within 3 inches of the Invasion Point Marker, as close as possible to the nearest Player Supreme.

3. Deploy 3 Standard Invaders within 3 inches of the Invasion Point Marker, as close as possible to the nearest Player Supreme.

4. Deploy 2 Champion Invaders within 3 inches of the Invasion Point Marker, as close as possible to the nearest Player Supreme.

5. Deploy 1 Champion Invader within 3 inches of the Invasion Point Marker, as close as possible to the nearest Player Supreme.

6. Roll twice again on the table, ignoring further results of '6' (do not reroll further results of '6').

Activating the Invaders

Invaders Activate at the beginning of the Turns Phase before any Player Supremes are Activated. Each Invader is Activated separately. Invaders move in the most direct route possible but will always avoid Dangerous Terrain. Invaders always use a Movement Action then Attack.

- **Blaster Invaders** will make a Movement Action towards the nearest Supreme stopping when within 3 inches, or their maximum range, whichever is less. They then use non-CCM Actions against the closest non-Invader model (that means Citizens as well), unless they are in BTB with a Player Team Supreme, in which case they will use a CCM if they have one.

- **Brawler Invaders** will make a Movement Action towards the nearest Player Team Supreme or Minion, stopping when in BtB with a Supreme or Minion or when they have moved their maximum movement distance. They then use a CCM Action against the Player Team model in BtB with fewest HP; roll randomly if there is more than one possible Target.

Robots

Robots hacked by a mysterious entity, or an artificial intelligence network run amok, this rise of the robots brings only danger!

Warbot

Level 1 Blaster Standard Invader			🛡️⚡ 🛡️		Mechanical	
👊	🛡️	🎯	🏃	⚓	🦿
4	4	4	2	1	1
30 mm base		MOVE: Sprint 5		HP: 1		

ACTIONS
Laser Beam [Activation]
PRJ 6, 🎯 VS 🏃 FX: Damage 1
EFX: None

Strike [Activation]
CCM, 👊 VS 🛡️ FX: Damage 1
EFX: Damage 1

POWERS
Blaster: Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

Heavy Warbot

Level 2 Blaster Champion Invader			🛡️⚡ 🛡️		Mechanical	
👊	🛡️	🎯	🏃	⚓	🦿
5	4	5	2	1	1
40 mm base		MOVE: Sprint 5		HP: 3		

ACTIONS
Heavy Laser Beam [Activation]
PRJ 6, 🎯 VS 🏃 FX: Damage 1
EFX: Damage 1

Strike [Activation]
CCM, 👊 VS 🛡️ FX: Damage 1
EFX: Damage 1

POWERS
Blaster: Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

Champion: This Invader is not KO'ed unless it suffers loss of all its HP from a single source (a single Attack, Crash, Fall or Dangerous Terrain); an lost HP are recovered immediately after the Damage is resolved if this Invader is not KO'ed.

Soldiers

Highly trained national forces, terrorists, or mercenaries for hire.

Soldier

Level 1 Blaster Standard Invader			🛡️🔰	Living	
👊	🛡️	🎯	🏃	⊕	⚡
3	3	4	3	2	2
30 mm base		MOVE: Sprint 5		HP: 1	

ACTIONS
Automatic Fire [Activation]
PRJ 6, 🎯 VS 🏃 (Strong/All) FX: Damage 1
EFX: Damage 1

Strike [Activation]
CCM, 👊 VS 🛡️ FX: Damage 1
EFX: Damage 1

POWERS
Blaster: Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

Special Ops

Level 2 Blaster Champion Invader			🛡️🔰	Living	
👊	🛡️	🎯	🏃	⊕	⚡
4	4	5	4	3	3
30 mm base		MOVE: Sprint 5		HP: 2	

ACTIONS
Automatic Fire [Activation]
PRJ 6, 🎯 VS 🏃 (Strong/All) FX: Damage 1
EFX: Damage 1

Strike [Activation]
CCM, 👊 VS 🛡️ FX: Damage 1
EFX: Damage 1

POWERS
Blaster: Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

Champion: This Invader is not KO'ed unless it suffers loss of all its HP from a single source (a single Attack, Crash, Fall or Dangerous Terrain); an lost HP are recovered immediately after the Damage is resolved if this Invader is not KO'ed.

Zombies

The dead rise in a rising tide of the NonLiving.

Zombie

Level 1 Brawler Standard Invader			🔰	NonLiving	
👊	🛡	🎯	🏃	⚓	🕴
4	3	1	2	1	1
30 mm base		MOVE: Sprint 4		HP: 1	

ACTIONS
Strike [Activation]
CCM, 👊 VS 🛡 FX: Damage 1
EFX: Damage 1

POWERS
Brawler: Add +1 die to Combat Actions as Attacker against models in BtB.

Not Quite Dead Yet: Whenever this Invader would be KO'ed, roll 1d6; on a 5+ this Invader is not KO'ed and remains with 1 HP.

Super-Zombie

Level 2 Brawler Champion Invader			🔰	NonLiving	
👊	🛡	🎯	🏃	⚓	🕴
5	4	1	2	1	1
40 mm base		MOVE: Sprint 4		HP: 3	

ACTIONS
Strike [Activation]
CCM, 👊 VS 🛡 FX: Damage 1
EFX: Damage 1

POWERS
Brawler: Add +1 die to Combat Actions as Attacker against models in BtB.

Champion: This Invader is not KO'ed unless it suffers loss of all its HP from a single source (a single Attack, Crash, Fall or Dangerous Terrain); an lost HP are recovered immediately after the Damage is resolved if this Invader is not KO'ed.

Really Not Quite Dead Yet: Whenever this Invader would be KO'ed, roll 1d6; on a 5+ this Invader is not KO'ed and remains with full HP.

Monster – Solo Rampage

Use the Monster Deployment, Plots and Agenda rules as written. The Monster is Activated according to the rules set out below.

Monster Minions

Instead of using Minions, Monsters in Solo play trade Minion Levels for Power Up dice, starting with 1 extra Power Up die per Minion Level traded away.

Monster Power Up Dice

Monsters will use 3 Power Up dice (if they have any) per Attack they make until they have 4 or fewer dice, at which point they will use 2 dice for each Attack, or 1 die if they only have 1 die remaining.

The Monster does not use its Power Up dice to Defend.

The Monster will use 1 Power Up die with Dynamic Actions if it has 2 or more Power Up dice available.

Monster Activation

When Activating the Monster follow the criteria sequence below; Monsters will use two Activations if possible, in each Activation.

Objects & Monster Overrun (OVR)

Any Objects which would be in the area of the Monster's OVR Action affects are not Damaged, instead they are automatically picked up by the Monster and count against its Burden limit.

Objects which cannot be picked up due to the Monster's Burden limit are Destroyed as are Objects which need to be removed from the Monster to allow the Monster to be Burdened with an Objective.

Monsters will always use an Object with an Attack if possible, choosing the largest Rank Object available.

Step 1

BtB: If the Monster is in BtB and has a CCM it will use the CCM if it can meet the costs

If the Monster is in BtB and doesn't have a CCM or cannot meet the costs, but has a PLS Action, it will use that Action if it can meet the costs.

If the Monster is not in BtB and/or does not use either a CCM or PLS Action, or cannot meet the costs for those Actions, proceed to Step 2.

Step 2

Closest Objective First – OVR Movement: If it can meet the costs, the Monster will use its OVR Action to move towards the nearest Objective which is not yet claimed or not yet Tagged/Destroyed.

This movement will be directly towards the Objective and the end point of the OVR is the Intended Point. However, if any Player Team models are within 1 inch of the OVR area if measure to the Intended Point, the Monster will deviate up to 3 inches from the Intended Point to cover the greatest possible number of Targets; the Monster will not deviate from its Intended Point if the Intended Point is the nearest Objective which is not yet claimed or not yet Tagged/Destroyed

Once the OVR is resolved proceed to Step 3.

Step 3

Final Attack: If the Monster has not yet used an Action other than OVR, it will use an Action now if it can meet the costs, including OVR.

A. If its OVR Action will take it into BtB with the nearest Objective which is not yet claimed or not yet Tagged/Destroyed, it will use its OVR Action a second time as in Step 2 above, otherwise move to Step 3B;

B. Determine if any Player Team models are in range of any of the Monster Actions except its OVR; if there are models in range, the Monster will use 1 randomly determined Action from those that have range to Player Team models and for which it can meet the costs to use.