

Chapter XX: Pulp City Optional Rules

This chapter introduces a selection of Optional Rules which players may wish to introduce to their own Encounters. Each of these rules is offered to improve the play experience where players agree to their use; the rules are intended to add an extra element of fun, but if it appears they are prone to exploitation, players may wish to omit them.

In casual play, players should agree which, if any, optional rules are to be used before carrying out the Set-Up sequence. In organized play, the tournament organizer will make players aware of which Optional Rules are to be used, if any.

Last Supreme Standing

When a Team is reduced to only one Supreme not KO'ed, it adds +1 AP to its Pool during the AP Calculation Phase. This does not apply if the single Supreme is a Monster, and it does not apply if the Team has one Supreme on the Battlefield and other Supremes off the Battlefield due to Climb High or similar rules who are not KO'ed.

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Behind the Mask

The Last Supreme Standing AP Pool bonus is intended to reflect the resolve of a protagonist in action movies and comics whose team-mates are all down, and who must give everything they have left against superior numbers. Opposing teams can benefit from this rule if they have only one Supreme not KO'ed.

Power Conversion

After all AP+ are added to Team Pools during the AP Calculation Phase, and after any relevant Powers and/or Actions are resolved, but before moving to the Effects Phase, each Team may discard up to 3 Power Up dice from its Supremes (but not Minions or Monsters), adding +1 AP to the AP Pool per discarded die.

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Behind the Mask

The Power Conversion rule adds greater tactical flexibility to Supremes, especially Powerhouses. To balance that, the limit of 3 dice being converted per Team each Round is intended to avoid Teams 'banking' too many Power Up dice for later AP when there are Actions to be used boldly!

Fast Start

Supreme Activations: In Fast Start, **Supremes** (but not Monsters) can only be Activated during the first Round if they use at least two Actions in their Activation.

Minion Activations: Minions Activations are unchanged.

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Behind the Mask

The purpose of this rule is to encourage more proactive moves and Action choices in the first Round.

Master Plans Redux

This Optional Rule introduces two new Master Plans and revises the Act Fast and Domination Master Plans; Starting Rolls and how Master Plans are achieved remains the same, however each Master Plan can now only be chosen once per Round.

If using Master Plans Redux, all Master Plans should be used as described below. Each benefit applies only once per choice!

Act Fast: Immediately make a Movement Action with one of your Supremes using the usual movement rules; the chosen model is not Fatigued for the Movement Action.

Domination: Add +1 AP to your Team's Pool during the AP Calculation Phase.

First Strike: After completing your Team's first Supreme Activation in the Round, another Friendly Supreme may immediately be Activated in the same Turn.

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

Shake It Off: Select one of your Supremes; this model immediately benefits from **Heal 1**.

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Behind the Mask

Act Fast is changed to bring it more in line with Domination and Power Up. The wording on Domination is changed to make sequencing clearer through the Round. First Strike and Shake It Off are added to add more tactical flexibility for Master Plans.