

PULP CITY **INFILTRATOR**
Green Serpent

AP 4
+1
+ Ninjas
30

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Green Serpent
Lvl 2 Jade Cult, The Way
Living

AP 4
AE 4

STEALTH 5
3
4
3
6
4
5

SERPENT LUNGE* [AP 2]
CCM, ♠ VS ♥ (STRONG/ALL) FX: DAMAGE 2
EFX: DAMAGE 1; FOLLOW UP

SHADOWY OPERATOR* [AP 1]
IST, ♠ VS T# 7 FX: SELF/BRUTAL 2
EFX: SELF/ATTACK 1; SELF/DEFEND 1; SELF/QUICKEN

POISONED SHURIKEN* [AP 1]
PRJ 4, ♠ VS ♠ (LIMITED/LIVING) FX: FATIGUE
EFX: DAMAGE 1; SLOW

INFILTRATOR: MAY BE DEPLOYED ANYWHERE OUTSIDE OF THE ENEMY DZ.

CHOSEN PREY: IN GREEN SERPENT'S FIRST ACTIVATION OF THE ENCOUNTER, CHOOSE AN ENEMY MODEL WHICH BECOMES THE CHOSEN PREY. GREEN SERPENT GAINS +1 DIE ON ALL ACTIONS TARGETING THE CHOSEN PREY WHICH LASTS UNTIL THE CHOSEN PREY MODEL IS KO'ED.

STEP THROUGH SHADOWS: ONCE PER ROUND GREEN SERPENT MAY MOVE AS THOUGH SHE HAD BLINK 8 BUT MAY NOT COMBINE THIS MOVEMENT ACTION WITH ANY OTHER ACTIONS AND HER ACTIVATION IMMEDIATELY ENDS AFTER THE MOVEMENT ACTION IS RESOLVED; SHE IS STILL FATIGUED FOR USING THIS MOVEMENT.

PULP CITY **SUPPORT**
Tanuki

AP 2
+1
30

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Tanuki
Lvl 1 Jade Cult, The Way
Outsider

AP 3
AE 2

STEALTH 4
2
3
2
4
5
5

THERE'S GOTTA BE A SPELL FOR THAT* [AP 1]
IST, ♠ VS T# 7 (STRONG/ALL) FX: SELF/POWER UP 1
EFX: SELF/EMPOWERED; SELF/HEAL 1; SELF/SHIFT 4

BAD LUCK [AP 1][FATIGUE][POWER DOWN 1]
IND 6, ♠ VS ♠ FX: SUPPRESS 1 AND SLOW AND STUN
EFX: DAMAGE 1; FATIGUE; POWER DOWN 1; SUPPRESS 1

ZEN FOCUS* [AP 1][POWER DOWN 1]
IST, ♠ VS T# 6 FX: SPECIAL/ZEN AND SELF/EMPOWERED
EFX: SELF/DEFEND 1; SELF/QUICKEN

ZEN: CHOOSE TANUKI OR A FRIENDLY LIVING MODEL WITHIN 4 INCHES TO BE THE TARGET; THEN CHOOSE ONE OF ♥, ♠ OR ♣: UNTIL THE FOLLOWING EFFECTS PHASE, OR TANUKI IS KO'ED, WHICHEVER OCCURS FIRST, THE TARGET INCREASES THE CHOSEN TRAIT TO 8, WHILE THE OTHER TWO TRAITS DROP TO 1.

SUPPORT: GENERATES 1 EXTRA AP PER FRIENDLY SUPREME WITHIN 6 INCHES DURING THE AP CALCULATION PHASE.

FORTUNE FAVORS THE RICH: IN HIS FIRST ACTIVATION OF EACH ROUND TANUKI GENERATES 1 POWER UP DIE PER HP HE HAS REMAINING TO A MAXIMUM OF 3 DICE; HE MAY GIVE UP TO 1 OF THESE POWER UP DICE PER SUPREME TO FRIENDLY SUPREMES WITHIN 3 INCHES.



Terror Cotta General
 Level 2 Jade Cult
 Mechanical

AP 4
 AE 4

4
 5
 5
 2
 4
 3

POWER STRIKE [AP 2]
 CCM, [] VS [] FX: DAMAGE 2
 EFX: DAMAGE 1

EXPERIMENTAL GUIDED ROCKET [AP 2][FATIGUE][STUN]
 IND 10, [] VS [] (STRONG/ALL) FX: DAMAGE 2
 EFX: DAMAGE 1; EXTRA TARGET 3

TERROR COTTA WARRIORS [AP 2]
 AUR 6, [] VS T# 6 (STRONG/ALL) FX: SPECIAL/JADE CULT ARMY
 EFX: SELF/POWER UP 1
JADE CULT ARMY: ALL FRIENDLY SUPREMES WITH THE JADE CULT FOOT SOLDIER POWER BENEFIT FROM QUICKEN WHILE IN THE AURA UNLESS THEY ARE STUNNED.

SUPPORT: GENERATES 1 EXTRA AP PER FRIENDLY SUPREME WITHIN 6 INCHES DURING THE AP CALCULATION PHASE.

JADE CULT GENERAL: WHENEVER TERROR COTTA GENERAL COMPLETES AN ACTIVATION WHEN HE HAS USED AN EXCLUSIVE ACTION, ONE FRIENDLY JADE CULT LEVEL 1 SUPREME MAY IMMEDIATELY BE ACTIVATED.

NETWORKED ARMY: TERROR COTTA GENERAL AND FRIENDLY MECHANICAL SUPREMES MAY DEFEND WITH [] INSTEAD OF [], UNLESS TERROR COTTA GENERAL IS STUNNED.



Terror Cotta Warrior (Rocket)
 Level 1 Jade Cult
 Mechanical

AP 3
 AE 1

4
 4
 4
 2
 1
 1

POWER STRIKE [AP 2]
 CCM, [] VS [] FX: DAMAGE 2
 EFX: DAMAGE 1

HOMING ROCKET [AP 3][STUN]
 IND 10, [] VS [] FX: DAMAGE 2
 EFX: DAMAGE 1; SUPPRESS 1

TARGET LOCK* [AP 0][FATIGUE]
 1ST, [] VS T# 7 FX: SELF/BRUTAL 2
 EFX: SELF/BRUTAL 1

BLASTER: ADD +2 DICE TO COMBAT ACTIONS AS ATTACKER WHEN NOT IN BTB WITH ANY ENEMY MODEL.

JADE CULT FOOT SOLDIER: A SUPREME TEAM COMPOSED OF ALL JADE CULT SUPREMES MAY RECRUIT UP TO 3 COPIES OF THIS SUPREME, SUBJECT TO ALL OTHER RECRUITMENT GUIDELINES, HOWEVER THE TEAM CANNOT INCLUDE MODELS WITH THE TROOPER POWER.

