

CHAPTER 10: THE RESOURCE POOL

In this Chapter you will learn how to support your team with all things not-Supreme: from experimental ray-guns to crazy cultists – Resources.

RESOURCE POOL

Now that you have recruited your Supremes, it's time to choose their toys.

Even the most powerful heroes will have to resort to the various goods and contacts Pulp City has to offer.

The Resource Pool is equal to the Encounter's Level. It is separate from the Supreme Levels Pool, so treat choosing Resources as a little extra once you've hand-picked your Supreme team.

While some of the Resources are specifically assigned to a particular Supreme (Ace of Wraith's Hellstromm gun or Hoodoo's Zombie Wolf), many of them are bought as an upgrade to whole Team's performance.

A Supreme may have as many Resource Levels as it has Levels. The cost of each Resource is subtracted from the Resource Pool of the team. Some resources are character specific and may be used only by the model that they come with. As a rule of thumb, a Resource that mentions only named users is considered an Exclusive Resource.

Hellsmith's Hell Hammer is considered an Exclusive Resource as only he may bear it, same with Glove (Dr. Red & Virus only), while A.R.C. only Weapon Crate is not Exclusive as many Supremes may benefit from it.

Just like with Supreme cards, there may be only one copy of a Resource in each team.

Resources come in several forms, some of them may belong to more than one category: Weapons, Devices, Artifacts, Minions and Misc.

WEAPONS, DEVICES, ARTIFACTS, & MISC.

Resources belonging to these categories follow similar rules.

They will usually influence your Team's performance in one of two ways:

- By granting modifiers to Traits, bonus Skills etc.
- By granting access to the Exclusive Actions printed on the back of the card.

While usually the bonus or the access to new Actions is granted only to the bearer, in some cases it may be called upon other Supremes.

The usual limitations apply, all Resource granted bonuses that require activation by either announcing the use of an Action or by just spending Action Points may not be used by Knocked Down or Incapacitated models.

If a game effect destroys or temporarily disables access to the Resource (like Twilight's Shadow Theft Action), all bonuses instantly cease to function.

Personal Resources may be never traded during the Encounter.

Weapons: Only Supremes with Weapon Master skill may use universal Weapons. They represent the arsenal that is carried to the battle. Weapon Master is not required to use Exclusive Weapons (for instance Ace of Wraiths may use Hellstromm even though he doesn't have Weapon Master).

Device: Only Supremes of ☹ Origin may use Devices. They may carry Personal Devices and use Actions on both personal and Team's Devices.

Artifact: Magical talismans, intelligent swords and demonic familiars support certain Supremes. Most of them are character specific and unique. Only Supremes of ☹ and ☺ Origins may use Artifacts.

Misc: This category and may be used by all Supremes and gathers things ranging from fire hydrants to climbing ropes. It also includes random events that may come to aid of any teams.

MINIONS

Generally they are living (or sometimes even dead or mechanical!) creatures that come to the aid of the Supremes. They are recruited by paying the printed value with Resource points.

EXCLUSIVE MINIONS

Exclusive Minions are Minion Resources that must be assigned to specific Supremes. The Minion's card will state whether it may be used only by a particular Supreme.

The card for Zombie Wolf has the text "Exclusive/Red Riding Hoodoo". Zombie Wolf may therefore be purchased only if Red Riding Hoodoo is in your Supreme team and it must be assigned to her.

Being assigned to a particular Supreme has two implications for Exclusive Minions: The Supreme to which they are assigned becomes the Minion's Commanding Supreme (see below) and if the Commanding Supreme is Eliminated the Exclusive Minion is also Eliminated.

NON-EXCLUSIVE MINIONS

Non-Exclusive Minions are Minion Resources that are not assigned to any particular Supreme. If the Minion's card does not have the Exclusive wording on it then the Minions it describes are Non-Exclusive Minions. Like Exclusive Minions they have Commanding Supremes (see below).

The card for Sentry Bots does not contain any Exclusive wording. They are not assigned to a particular Supreme.

Not being assigned to a particular Supreme has one major implication for Non-Exclusive Minions: every Supreme in the Minion's team is considered a Commanding Supreme (see below) for the Minion.

MINIONS & OPPOSED ROLLS

Minions may be targeted by any attacks and have Traits to use in Opposed Rolls. However, Minions typically have fewer Traits than a Supreme. A Minion's ♥ is used to defend against ♣, ✖, and all other Opposed Rolls. Minions also have damage boxes like a Supreme, although most Minions may be Eliminated after taking a single point of damage. If a Minion ties a Supreme in an Opposed Roll, the Supreme is considered

to have won the roll by one point. If a Minion ties with another Minion, the defender is considered to have won the roll by one point.

Minions may never take Objectives, or voluntarily become Burdened with the objectives.

COMMANDING SUPREMES

Minions are foot soldiers in battles between Supremes and they require those Supremes to lead them into the fray. In order for a Minion to perform Actions, it must be within twice a Commanding Supreme's Command Range.

Box: Command Range: A Supreme has a Command Range equal to twice its ♣.

For Exclusive Minions, the Commanding Supreme is the Supreme to which the Minion is assigned. For Non-Exclusive Minions, each Supreme on the Minion's team is considered a Commanding Supreme.

Non-Exclusive Mechanical Minions are always considered to be in the Command Range of any Science Supreme with the **Cyberhead** skill that is included in the Minion's team.

ACTIVATING MINIONS & PERFORMING ACTIONS

Like the Supremes that lead them, Minions must Activate during a game round in order to perform Actions. When a Commanding Supreme on your team is Activated you may choose to also declare the activation of Minions in addition to all other Actions the Supreme will perform. During this activation, the activating Commanding Supreme becomes the Minion(s) only Commanding Supreme. The Commanding Supreme doesn't have to use any of his Actions and activate only to command the Minions. The following rules hold for all Minions:

*Minions may not Activate unless a Commanding Supreme for that Minion Activates. *Minions Activate along with every other Minion that appears on its card. Determine which Minions may take Actions by measuring the Commanding Supreme's Command Range.

*An activating Commanding Supreme may activate Minions from only one card.

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*All Minions on a card must complete their activations consecutively.

*All Minions on a card must complete their activations before or after the Commanding Supreme completes its activation.

*Action Points spent for Minion Actions are not placed on a Supreme's card. They are simply removed from the pool and set aside.


*Minions may normally combine several Actions in one activation following the basic rules and restrictions.

Sentry Bots on a team with Androida are always considered to be within her Command Range.

Gentleman activates along with some Hired Guns. The Hired Guns card represents three Hired Guns models so each Minion must activate. Gentleman's player announces that he will Activate the Minions first. Gentleman measures his Command Range to determine which models may take Actions. It turns out that Hired Gun #3 is out of range and therefore it cannot perform Actions during its activation. The player could have decided to Activate Gentleman first and use Move to potentially have the third Minion in range.*

PERFORMING ACTIONS

At the end of the previous example, the player was about to Activate his Hired Guns. But what Actions can a Minion perform and how do its Actions affect the Action Pool?

Minions have access to a number of Actions including a few Universal Actions and any Exclusive Actions listed on their card. All Universal Movement and Combat Actions are granted to Minions. Note that in order to perform a Strike, the Minion must possess the  trait.

When a Minion (and all the other Minions on its card) is activated the player declares all Actions the Minions will perform, pays the AP cost of all declared Actions, and then proceeds with performing those Actions. Actions need to be paid for only once for all Minions on a card, unless the card specifies otherwise.

Continuing the previous example, the player wants each Hired Gun to combine Move with the Gun Shots Action printed on the card. The player pays 1 AP for the Move* Action. This will*

allow both Hired Guns 1 and 2 to perform Move. The Gun Shots Action on the Minion's card reads as follows:*

Gun Shots (PR  vs.  / RNG 6 / AP 1 for each gun)

The Action's description specifies that each Gun Shot costs 1 AP so the player pays 2 more AP since he declared each Hired Gun would perform the Action.

The player now must Move* Hired Gun #1 and take a Gun Shot. The player must then Move* Hired Gun #2 and take a Gun Shot with that model. Hired Gun #3 is still out of Gentleman's Command Range and cannot perform any Actions. Once the Hired Guns have completed their activations, the player Activates Gentleman.

CREATING YOUR OWN MINIONS

Minions play an important part in the game of Pulp City. There is a great deal of interesting Minions to support your Supremes but there will be times when you will feel like adding some variety to surprise your opponent with ninja monkey squads or take on a hobby project of building the unstoppable army of Mysterious Man's dinomutants.

Following rules will help you in fleshing out your force in few minutes.

To create a minion, follow these steps.

- STEP 1: Choose the Level and Type of the Minion: Brawler, Blaster, and Support
- STEP 2: Choose any Type-Specific upgrades and Generic upgrades

MINION TYPES

The Type of minion defines its role on the battlefield. Brawlers rely on strength or martial skill to pummel opponents in close combat. Some prefer brute force; others act with stealth and trickery. But all want just one thing, the up-close kill. Blasters use long ranged attacks to damage the foe at a distance. Often slower than the Brawler they make up for it with devastating firepower. Support minions aid their teams with healing or defensive powers or operate as spies and assassins. While they themselves don't deal much damage they will often sacrifice themselves for the good of the team. Each Type of minion starts with a basic power, and the choice of various skills at no cost. Each Type of minion can purchase additional powers from a list of powers.

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You may use the blank Minion card to create your own unique models.

All Minion Resources begin with ♥ of 2, Brawlers with ♣ of 2, while Blasters and Support with ✖ of 2. In addition each Minion card is assumed to have two models.

- Level 1 Minions begin with a total of 3 additional Minion Power Points, and each minion has 1 Damage.
- Level 2 Minions begin play with 6 Minion Power Points, and 3 Damage each.

Minion Power Points are spent to purchase additional Exclusive Actions, or/and to increase the Traits. Some powers replace other powers in these case you must purchase BOTH actions. Any remaining Power Points can be spent to increase the Traits (one Minion Power Point for one Trait point) in any way the player chooses.

All minions can benefit from Generic Upgrade options. The Power Point Cost is listed in parenthesis. If the cost listed is negative it adds a Power Point to the total you have to spend. All upgrades affect all models on the card and the cost is paid for the card, not a single model. Thus all models on the card share the same profile.

Type: Brawler

Bonus: Deadly Rush

Brawlers are in a hurry to close with the enemy. During the Effects round all Brawler minions must be moved 2" directly towards the nearest enemy model. If multiple models are equally close Commanding Supreme may choose which model the Minion rushes.

Choose One Free Upgrade:

- Blitzer 1
- Deflect 1
- Wall Crawler
- Levitate
- Fury 1
- Blend 2

Brawler Specific Actions and Upgrades (1 Minion Power Point to purchase each)

Martial Arts Display (♣/AP 1 per Model): Citizens and/or Non-Exclusive Minions in base to base may not be activated or moved until the next game round.

Tackle (♣ vs. ♥/AP 2 per Model): Movement Action. The model moves up to 4 inches and then makes the Opposed Roll. If the target suffers Damage higher than its ♣ value, it is Knocked Down.

Hurl Weapon (Pr ♣ vs. ✖ /Rng 4/AP 1 per Model)

Surprise Stab (♣ vs. ♥ /AP 1 per Model): If Surprise Stab is announced as a part of a Charge and the target cannot trace a clear LoS to the attacking Minion (the target would either have no LoS to the Minion or the Minion would benefit from In Cover when defending against the target's Ranged Combat Actions), add +3 to the Opposed Roll.

Strong Creature: The minion is possessed of incredible strength. As such these minions are capable of being Burdened by objectives or other moveable items.

Pack Tactics: Minions with this power are pack hunters expert at working together to bring down tough opponents. Whenever making a Close Combat attack against the enemy model, add +1 to the Opposed Roll for each extra Minion of the same type.

Solo: Some Minions are trained to operate independently and without supervision. These Minions do NOT need the Commanding Supreme and may activate just like Supremes.

Type: Blaster

Bonus: Firepower

Blaster start with the Blast power listed below.

Firepower (Pr ✖ vs. ✖ /Rng 6/AP 1 per Model)

Choose One Upgrade:

- Fire
- Water
- Earth
- Air
- Levitate
- Deflect 1

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Blaster Specific Actions and Upgrades (1 Minion Power Point to purchase each)

Ray (R ✖ vs. ⚡ / Rng 4/ AP 1 per Model): Replaces the Firepower.

Blast (Bl2 ✖ vs. ⚡ / Rng 4/AP 1 per Model): Replaces the Firepower.

Target Acquired (Pr ✖ vs. ⚡ / Rng 6 /AP 1): The Minions single out a target for extermination. All friendly models add +1 to all Ranged Combat Opposed Rolls against the target until the end of the Game Round for each Minion that wins the Target Acquired Opposed Roll. This Action causes no Damage.

Smoke Cloud (Au1 ✖ /AP 1 per Model): Minions deploy a Smoke Cloud that blocks all LOS until the end of the Game Round.

Long Shot: Increase the range of the Firepower by 2. You CAN combine this power with Ray, Blast and Target Acquired.

Flight: Replace the Levitate skill with the Flight 2 skill.

Type: Support

Bonus: Protectors (Hero Minions): When a Minion or Citizen in Base to Base with this Minion model would be Eliminated, you may Eliminate the Support Minion instead.

Bonus: Anarchists (Villain Minions): Support Minions grant a cumulative +1 bonus to the Opposed Roll of any friendly model in Base to Base with them and initiating a Combat Action against a scenery piece.

Support Specific Actions and Upgrades (1 Minion Power Point to purchase each)

Body Guard (Au 1♥/AP 2 per Minion): Whenever a friendly Supreme in the Aura would be Incapacitated, Eliminate the Support minion instead. The Supreme remains on the table with 1 Damage left. Any Supreme may only benefit from Body Guard once in a Round. Body Guard lasts until the end of the Round.

Shield Generator (Au 1♥/AP 2 per Model): Friendly models in the Aura benefit from Deflect 1. Shield Generator lasts until the end of the Round.

Target Acquired (Pr ✖ vs. ⚡ / Rng 6 /AP 1): The Minions single out a target for extermination. All friendly models add +1 to all Ranged Combat Opposed Rolls against the target until the end of the Game Round for each Minion that wins the Target Acquired Opposed Roll. This Action causes no Damage.

Sacrifice (✖/AP 0): Eliminate any number of Minions on that card. Add 1 AP to the Action Pool for each Minion Eliminated this way. Hero Commanding Supremes may only command this Action to Mechanical Minions.

Smoke Cloud (Au1 ✖ /AP 1 per Model): Minions deploy a Smoke Cloud that blocks all LOS until the end of the Game Round.

More than punch bags: For every 2 friendly Minions with More than punch bags, add 1 AP to your Action Pool during the calculation.

Generic Upgrades (Minion Power Points to purchase each in parenthesis):

Hard to Kill (2): Any time a Minion with Hard to Kill is Eliminated roll a d6. On a 5 or 6, the Minion remains in play with 1 Damage point remaining.

Infection (2): Any Non-Exclusive Minions or Citizens Eliminated by this Minion in Base to Base become a Minion identical to this one. It is added to the card and activates with the rest of the Minions on the card.

Suicidal (2): When the Suicidal Minion is Eliminated by receiving Damage from the enemy model, it explodes with a SBL2. The ✖ value of the SBI equals the models ✖ or ⚡.

Reinforced (2): The Minion card will contain 1 additional model.

Under Strength (-2): The minion card includes 1 less model than normal.

Big (1): The minions on this card are large models and should be mounted on 40mm base. In addition they gain an additional point of Damage.

Mechanical (0): Minions gain the Mechanical skill.

Non-Living (0): Minions gain the Non-Living skill.

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E.T. (0): Minions gain the E.T. skill.

Survival (1 per Minion on the card, may be taken up to 3 times): Each Minion on the card benefits from 2 extra Damage points.

Advanced Scout (1): Minion models with this skill may begin the game up to 4" beyond the normal deployment zone.

Skilled (1 per Minion on the card): Each Minion may perform Strikes and Firepower (or any Action that replaced it) as many times as the Minion's card Level.

It's another busy day in Mysterious Man's secret lab. The fiendish crimelord works on a couple of new projects that will catch his enemies by surprise.

In the Cloning Vat #1, a pack of ferocious mutant hounds is being stuffed with steroids.

Mysterious Man decides to go with the basic Minions (Level 1, 1 point of Damage each, 3 Minion Power Points for upgrades), that fight rather than think (Brawler). The obvious free Brawler upgrade is Blitzer 1 for speed that will go nicely with free Brawler's Deadly Rush. Now it's time to spend 3 Minion Power Points. 2 Points will go to Reinforce the card with one extra Dog, while the last Point will support Pack Tactics. Mutant Dogs will have to rely solely on the Universal Strike to Damage their enemies.

Pack of Mutant Dogs Level 1

👤 2

♥ 2

Damage

Dog 1() Dog 2 () Dog 3 ()

Deadly Rush, Pack Tactics, Blitzer 1

We are moving to a Cloning Vat #2, where horrible hybrid of man and dinosaur, Ninja Raptors are being fed bloody flesh. These powerful Brawlers (Level 2, 6 Minion Power Points to spend and 3 Damage Each) will use their natural camo skin to Blend 2 with the environment (free upgrade). Planning to deploy them far from Supremes, Mysterious Man enhances ninjas with Solo and Advanced Scout upgrades (1 MPP + 1

MPP) and backs up the free Strike with powerful Surprise Stab (1 MPP). The remaining 3 MPP will go to 3 extra points of 🧟.

Ninja Raptors Level 2

👤 5

♥ 2

Damage

Ninja 1 () () () Ninja 2 ()()

Blend 2, Deadly Rush, Surprise Stab, Solo, Advanced Scout

Cloning Vat #3 is "save the best for last". Pterodon X is the devilish dinosaur bomber!

Starting out as a Under Strength Level 2 Blaster Card (3 points of Damage, 6+2 MPP!), the beast receives the free Blaster upgrade of Levitate that instantly gets traded for Flight 2 (1 MPP). Its basic Firepower is exchanged for Blast (1 MPP) and upgraded with Longshot (1 MPP) and Skilled (1 MPP). Remaining 5 MPP go to increasing the longevity (1 MPP for Big, 2 MPP for double Survival) and its pure power (2 MPP for ✨ boost).

Pterodon X Level 2

✨ 4

♥ 2

Damage

Pterodon X () () () () () () ()

Flight 2, Blast, Big, Under Strength, Skilled, 2 x Survival