



# PULP CITY

# MONSTERS



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## It Begins

The fog was thick and getting thicker by the minute. The sweltering heat of the day fading quickly to the cool of a midnight brought the fog in from the ocean as it always did during the Pulp City summer. Chimp Chi knew this; he was trained to observe all things that might aid him in a mission of stealth, or violence. Chimp Chi hoped it wouldn't come to violence tonight.

The Jade Pool Chinese restaurant had been closed for hours now but the kitchen staff was just leaving for the night. The guards however remained. The one dressed as a bum was conspicuous for his cologne and the fact that no other vagrants loitered within three blocks of the Jade Pool. A sign as bright as neon for one as trained he, though the average citizen would never notice. The other guard was electronic and scanned the alley with its cold electronic eye. But neither guard looked up, they never look up.

With a whisper he dropped from the roof falling through the thick shadows and fog. With a causal underhand flick of his arm the camera was blinded, a small metal spike driven straight through its electronic eye. Seeming to fold the fog and shadows around him he landed lightly on hands and feet and was across the alley before the guard dressed as a bum could notice. Leaping lightly up the opposite wall and through the narrow window left open above the kitchen sink he was inside. The



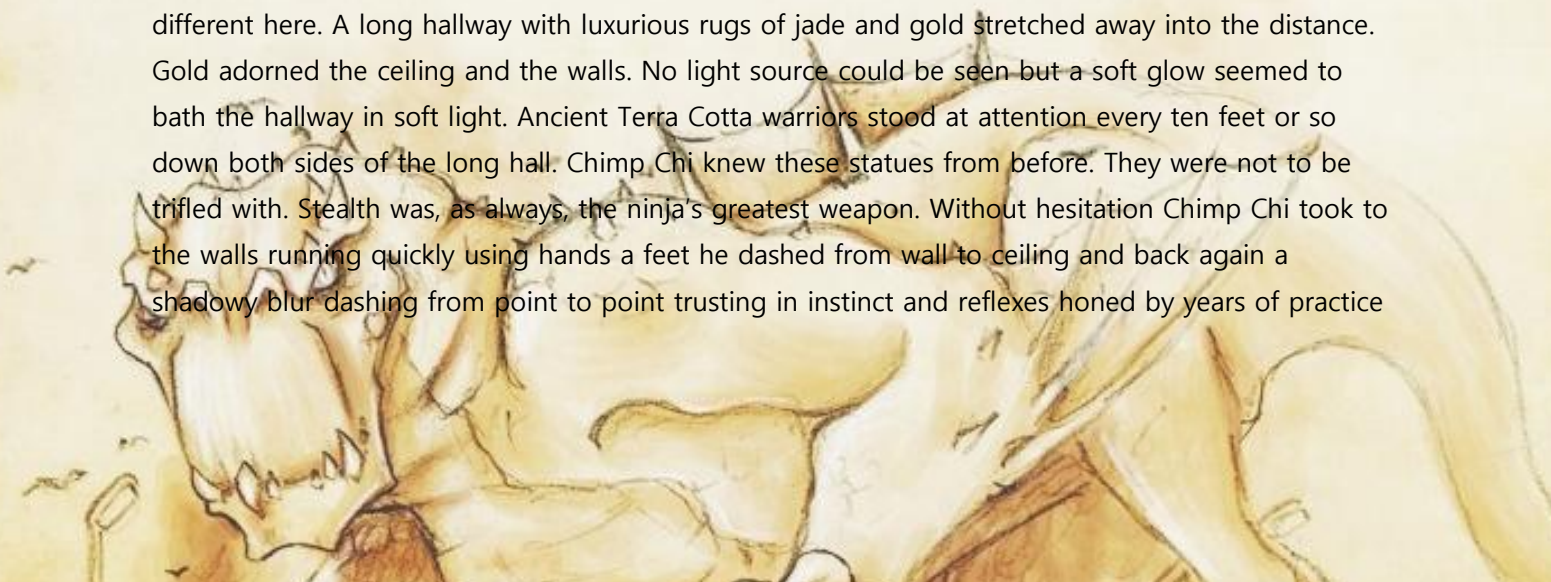
kitchen was empty and smelled of bleach. He heard low voices from the restaurant lounge beyond. Without a sound and never once leaving the shadows he approached the swinging door leading from the kitchen to the lounge beyond. Two men in suits talked quietly in front of a wood paneled wall. They weren't the threat though. Chimp Chi knew they were the bait, he could sense the trap. Looking up he examined the cheap suspended ceiling. That was where the threat truly lay.

With a final deep cleansing breath through his large nostrils he charged through the kitchen. His attack caught the guards totally unprepared. A superhuman leap sent his feet into the first guard's face, and the guard to the floor. Chimp Chi was upon the other guard before the first hit the floor his small frame belaying his incredible strength. In no time he had two feet planted on the guards back was choking him into unconsciousness. As the second guard began to topple the ceiling fell away and two shadowy figures in jade green dropped lightly to floor.

Chimp Chi bared his teeth in welcome and folded out of sight. It was a trick few ever saw, and then only once. Chimp Chi unfolded behind the first assassin and his Ninja-To made no noise as it left its sheath, and entered the unfortunate assassin just below his ribs. The second assassin was fast and dodged his follow up strike with a quick roll coming to his feet with a fearsome Kama in either hand. Too bad the sword strike had been a feint; the shuriken thrown with a prehensile foot found the assassins neck as he rose into his fighting stance. "You...are..."gurgled the assassin in a whisper barely audible from a few feet away.

"Chimp Chi I am called. I must speak with your master, human." replied the simian with a small bow. As the assassin hit the floor Chimp Chi opened the door concealed in cheap wood panels and disappeared into the darkness bellow. The small winding stairs descended deep into the earth past the sewers and further still. Twice more during the descent Chimp Chi was attacked by Jade Cult assassins but he reached the bottom unharmed. Passing through the simple door at the bottom he emerged at last into Supplicants Chamber. Mirrors were everywhere. As the door closed behind him he could see it was also a mirror. Chimp Chi chuckled to himself this paltry trick might confuse mere humans but he had more sense than most mere humans. Chimp Chi closed his eyes and let his noise guide him. The smell of human, weapon oil and fear led him through this chamber with no incident. At last he pushed open a mirrored wall and entered the Hall.

Chimp Chi had seen this hall before. The last time was years ago in China. It looked no different here. A long hallway with luxurious rugs of jade and gold stretched away into the distance. Gold adorned the ceiling and the walls. No light source could be seen but a soft glow seemed to bath the hallway in soft light. Ancient Terra Cotta warriors stood at attention every ten feet or so down both sides of the long hall. Chimp Chi knew these statues from before. They were not to be trifled with. Stealth was, as always, the ninja's greatest weapon. Without hesitation Chimp Chi took to the walls running quickly using hands and feet he dashed from wall to ceiling and back again a shadowy blur dashing from point to point trusting in instinct and reflexes honed by years of practice



to guide him at last to his destination. The great double doors of carved jade swung open at his touch and he sprang at last into the throne room of the Green Emperor.



With a final dash Chimp Chi dodged the gathered group of Jade Assassins and threw himself onto the carpet at the foot of the throne. His head bowed in supplication but his simian frame held ready. Chimp Chi could sense the surprise and alarm from the guards. Some drew blades others fell to their knees knowing they had failed. Chimp Chi moved not a muscle but stayed head to the floor waiting. A high cold chuckle finally echoed about the room. "Rise honorable monkey! I have been expecting your presence."

Chimp Chi rose to his knees and looked up to the throne. The man that sat there looked exactly as he did years ago. It is said the Green Emperor is immortal and seeing him again Chimp Chi knew that there was some truth to these tales. Tall and imperial in robes of deepest

green and armor that shone like polished jade. His long fingers stroked the inlays of his mighty throne and the when he spoke a chill seemed to pass through the room. "It has been many years since I have seen you last, young one. I still disprove of your fascination with that miserable island! It insults me you choose to wear that filthy rag in my presence."

Chimp Chi looked down at his black Gi and shrugged. "Lord of the Jade, do forgive my poor dress. I had urgent need to speak with you. Speed was more important than decorum. I knew you would respect skill and expediency over dress as long as proper respect was given"

"What of my loyal guards? Were they as easily done away with as your manors little monkey?"

"It would seem so my Emperor. They were only human" Snarled Chimp Chi.

"Yet I am not?" Chimp Chi's head whipped around at the new voice. It was high and cold and utterly without remorse. The woman was stunningly beautiful and moved like smoke through the room. She flowed into the grand chamber and slid next to the still kneeling Chimp Chi. "Four have



paid their final service. Three more were unworthy to serve and have been... dismissed." She smiled a cold and ruthless little smile at Chimp Chi.

"Well done my Green Serpent. How has our little friend improved?" asked the Emperor in an amused tone.

"The monkey moves well and sees more than most. But still it thinks itself a master in the house of his betters. It uses its senses well, but is arrogant." She replied coldly and without interest. Then leaning close to Chimp Chi she whispered "And it doesn't look up."

"So little animal, you have come uninvited into my house to speak. And because you have done me service in the past I will hear what you have to say. You have amused me; this alone is worth a moment of my time." With that he reached out his long jade green fingernails and plucked a shiny scale from a golden vessel on his left. Lifting the glittering wafer to his lips he popped it into his mouth and closed his eyes briefly in apparent ecstasy. When at last he exhaled Chimp Chi saw thin streams of smoke wafting from his nostrils and mouth.

Chimp Chi rose slowly from his position on the carpet. He struggled with his rage at the comments of the Green Serpent. That ignorant human would have to wait. Larger concerns threatened the future of all Apes in Pulp City. "Mighty Green Emperor I have come to ask you to honor our agreement made these many years ago. I have seen the signs; I hear the spirits wailing in the night. I have spoken with ancients and consulted with mystics. I know why you have come to Pulp City."

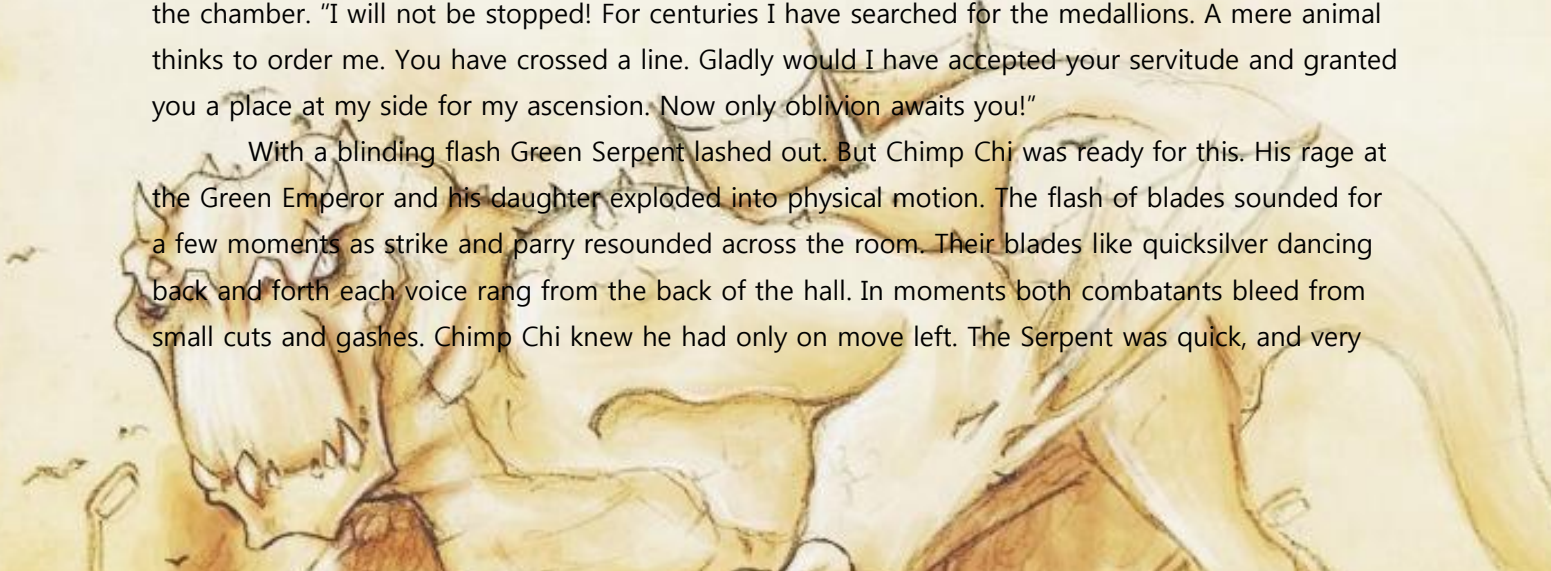
"As I knew you must. You were never so blind to the call of the Dragon Lines as you wished us to believe. So you know of what I seek and what I have found. Yes?" The Emperor smiled slightly and steepled his great fingers in contemplation. His piercing gaze such that Chimp Chi was forced at last to lower his eyes for that gaze. "So at last you have come to join me? I will accept, in honor of our bargain."

"No" Screamed Chimp Chi, his voice rising to a simian howl. "I come to make you to stop."

"What arrogance is this?" hissed the Emperor. The guards around the room drew steel as one. And the woman to Chimp Chi's right threw back her head and laughed. It was a cold and menacing sound. Heartless and cruel her laugh silenced the chamber for a moment.

"You dare think to order me!" The Green Emperor rose from his throne towering about all in the chamber. "I will not be stopped! For centuries I have searched for the medallions. A mere animal thinks to order me. You have crossed a line. Gladly would I have accepted your servitude and granted you a place at my side for my ascension. Now only oblivion awaits you!"

With a blinding flash Green Serpent lashed out. But Chimp Chi was ready for this. His rage at the Green Emperor and his daughter exploded into physical motion. The flash of blades sounded for a few moments as strike and parry resounded across the room. Their blades like quicksilver dancing back and forth each voice rang from the back of the hall. In moments both combatants bleed from small cuts and gashes. Chimp Chi knew he had only one move left. The Serpent was quick, and very



skilled. He gathered his hate of this hairless abomination and prepared mind and body for the Ape Ki strike.

"No father this must not be." The voice that spoke was strong and full of authority. The Green Serpent hissed and spun to watch the newcomer stride into the hall. The speaker was dressed in red and had the look of a fighter to him. Where his father was tall and imposing, he was lean and quick. He waved his sister away from Chimp Chi and she obeyed.

"You owe him a favor. Do you wish to curse your fate by slaying him before it is paid?"

"Crimson Oni you join us at last. I will heed your council. Monkey you are owed a boon and so I will repay it. Take now your life and leave this place." The Emperor waved and the sea of Green uniforms parted to lead into the hall from which Chimp Chi had arrived.

"Father is my life worth just this? One lowly chimp is all the value you place upon your son?" The Crimson Oni glared at his father unflinching. He was calm and at ease but Chimp Chi could sense the dangerous potential in the boy he had once saved. Shame he had grown into another stinking human drone fit only to serve this demented madman.

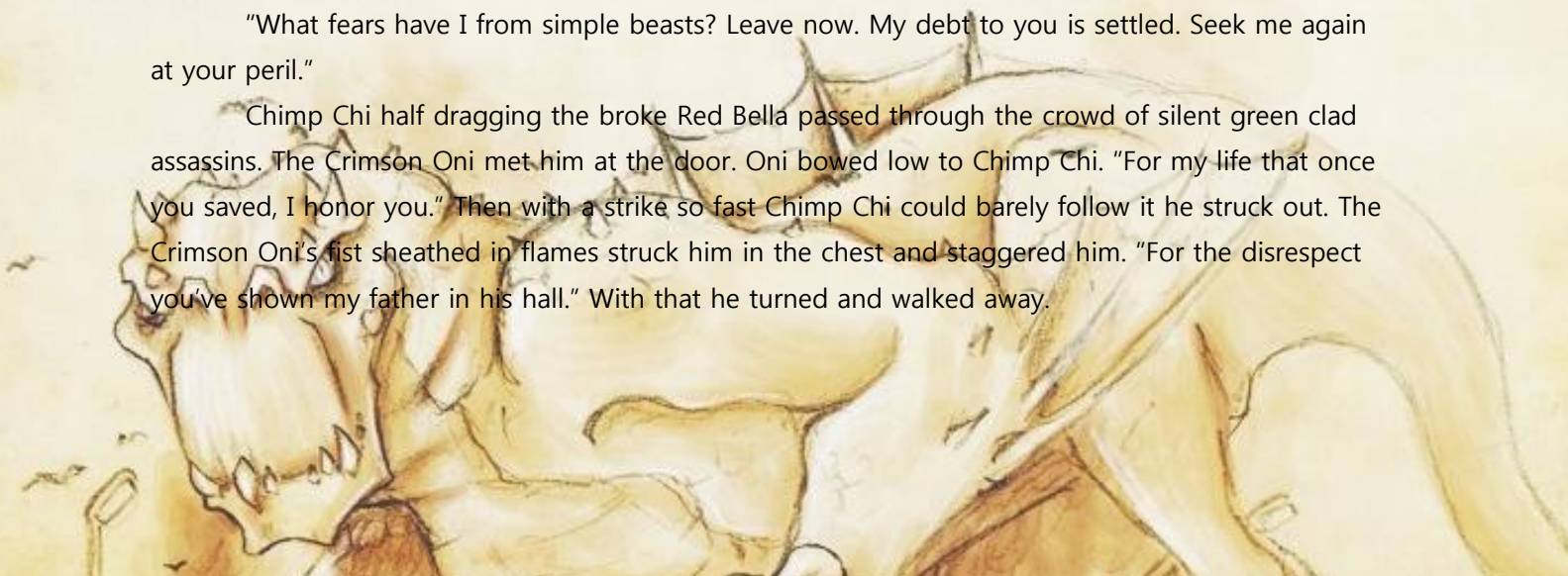
"You ask much child." The Emperor resumed his seat on the throne and stared at the little Chimpanzee that stood bleeding on his priceless carpets. At last he nodded in seeming assent and with the smallest of gestures sent several servants rushing from the chamber. Moments later the servants returned bearing a large cage between them.

"Very well take with you this dreadful thing. I have had it many months and it has no secrets left that interest me." With a miniscule wave of his hand a cage was lowered to the floor. The servants bowed deeply and backed away to resume their places. Chimp Chi took a tentative step forward to peer into the cages darkened recesses. Inside a slumped simian form huddled in pathetic ball. She had clearly been tortured and abused cruelly. Her reddish gold fur has matted with dried blood and one eye was swollen shut. Still Chimp Chi knew her instantly.

"BELLA!" cried Chimp Chi. Chimp Chi ran to her cage and with a crack he sliced the lock from her cage. She fell into his arms and made a pathetic animal noise. Chimp Chi draped her broken form over his shoulders. Rage burned in his eyes as he turned at last to face the Emperor in his Jade throne. "This is how you repay me? I will never accept this. The Apes will be told. It will be a war. You must know this."

"What fears have I from simple beasts? Leave now. My debt to you is settled. Seek me again at your peril."

Chimp Chi half dragging the broke Red Bella passed through the crowd of silent green clad assassins. The Crimson Oni met him at the door. Oni bowed low to Chimp Chi. "For my life that once you saved, I honor you." Then with a strike so fast Chimp Chi could barely follow it he struck out. The Crimson Oni's fist sheathed in flames struck him in the chest and staggered him. "For the disrespect you've shown my father in his hall." With that he turned and walked away.





One assassin laughed as Chimp Chi recovered from the blow; and died laughing as Chimp Chi's blade found him. Chimp Chi hurried down the hall. The silent Terra Cotta Statues stepped down from their plinths as Chimp Chi passed. The Statues split along hidden seams and revealed fearsome weapons of modern science. Chimp Chi noted this but kept moving. At last they reached the alley. Bella straightened and looked up when the salt air at last seemed to reach her. "Thank you Chimp Chi."

"We must hurry. Doc Red will get you on your feet in no time. We will need friends to stop what is coming. We have no time."

Bella chuckled quietly. "We have one more than you think." She pointed to his chest. Their burned into his tunic were four little words that might change the balance. "You are not alone".

Chimp Chi gave Bella a very human smile. "That will help. But we must hurry The Emperor is calling them here."

"Calling what?" asked Bella.

"He's calling the Monsters. All the Monsters of heaven and earth will be here. The Emperor thinks he can bend them to his will. He's wrong."



## Chapter 1: Monster Rules

Adding Pulp Monsters to a game of Pulp City allows a whole new level of variety and customization options. The rules included in this book will allow you to customize a Monster to ravage Pulp City, or perhaps save it. Whatever you choose to do with your Monster we think you'll find the experience unique and unforgettable.



Monsters operate much like a Team of Supremes that you may be used to. They have the same Traits, Skills, and Exclusive Actions in a similar way that a Supreme has. They use an Action Pool and take Damage like a Supreme would.

In Pulp City there are three different Origins available for Monsters, just as there are for Supreme. The Origin of a Monster determines unique capabilities common to that Origin type.

However, each Monster has its own unique properties that help it stand out from the others, and from the lesser powered Supremes they face. Despite this, there are some common properties that all Pulp Monsters share. The following rules always apply to Pulp Monsters, however some Monsters will have specific rules that conflict with general Monster rules; in this case, the specific rules always override the general rules.

**Rank** – Unlike Supremes which are rated in Levels, Pulp Monsters have Ranks. The Rank of a Monster determines how many Supreme Levels it is equivalent to in an Encounter. Be aware that a Monster does not Team with Supremes, but may lead Minions. In addition, for other purposes such as the application of Actions and Effects, consider a Monster as being equal or equivalent to a Level 3



Supreme. Monsters have a Power-Up Pool equal to the Encounter Level.

**Action Points** – Monsters use Action Points just as Supremes do. Unlike Supremes a Monster's AP Allowance and its AP Pool are identical. As a Monster suffers Damage it may lose AP – affecting both Allowance and AP Pool; the different Monster Origins each have rules for this. At no point in the Round can the AP Pool be bigger than the Monster's AP Allowance. If this happens any excess AP are taken immediately from the Monster's unspent AP until the two are equal.

**Activation** – A Monster Activates much as a Supreme does, and may combine permitted Actions as normal.

**Strike Actions** – Monsters may perform up to 3 **Strike** Actions in a Game Round regardless of Rank. This can be increased with **Fury** or other abilities as normal.

**Universal Actions** - The Monster has no access to Universal Actions except for **Strike**, **Smash** and **Throw** (Monsters may always use Scenery Manipulation Actions regardless of whether or not they have Strength as a Trump Trait). Monsters may also use the **Pass** Action, however unlike the usual rules for Pass; the AP cost for this Action is assigned to the Monster. In addition Monsters

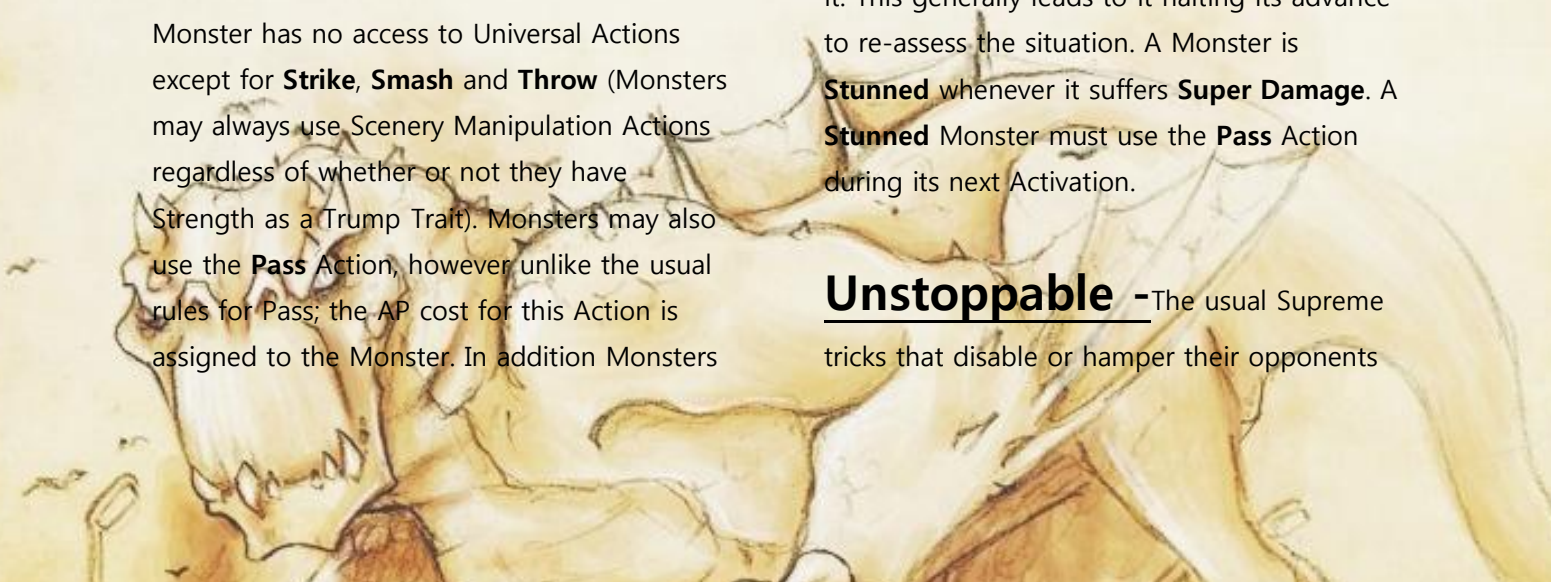
may use **Power-Up** dice according to the usual rules.

**Trump Traits** – Pulp Monsters can have a varied number of Trump Traits based on which Upgrades are chosen for it. Monster Trump Traits are similar to Supreme Trump Traits except that Pulp Monsters **ALWAYS** benefit from a Trump Roll during Opposed Rolls using one of their Trump Traits, and there is no limit to the number of times a Monster is allowed to use Trump Rolls in any given Round. Monsters may **Power-Up** an Opposed Roll made with a Trump Trait. Monsters have no access to other Trump Trait Benefits except **Scenery Manipulation** (see below).

**Skills** – All Pulp Monsters have **Reach 2**, and **Super Damage 6** to reflect their large size. They also have **Blitzer 0**, **Ram 0** and **Regeneration 0** which have no effect unless increased through Upgrades.

**Stunned**– Occasionally a Monster will suffer enough Damage to confuse and surprise it. This generally leads to it halting its advance to re-assess the situation. A Monster is **Stunned** whenever it suffers **Super Damage**. A **Stunned** Monster must use the **Pass** Action during its next Activation.

**Unstoppable** -The usual Supreme tricks that disable or hamper their opponents



may not be enough to stop a Monster. If a Monster fails an Opposed Roll which results in a continuous effect (affecting the Monster until the end of the Round or beyond, for example), the Monster may remove the effect by Damaging itself for a number of points equal to the original Action AP cost (not including Power Up AP cost if any is used). This must be declared immediately after the Opposed Roll is resolved.

## Scenery Manipulation –

While the ability to throw a car is usually reserved for the mightiest of humans, such feats of strength are relatively unimpressive in a being that stands six stories tall. All Monsters may use Scenery Manipulation Actions (**Smash** and **Throw**) even if they do not have Strength Trump Trait. Range for Thrown Objects is Strength + 4 inches. Additionally, if a Monster has Strength as a Trump Trait it may Throw Rank 3 Objects at a range of Strength +2 inches regardless of Strength requirements.

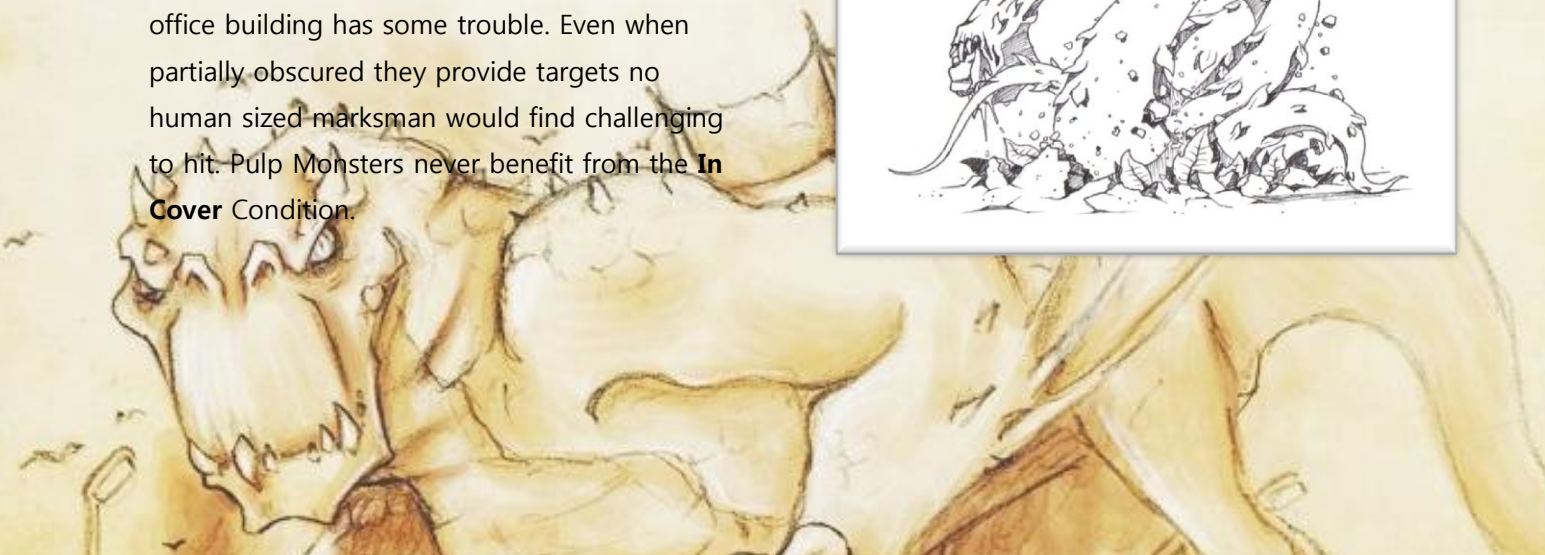
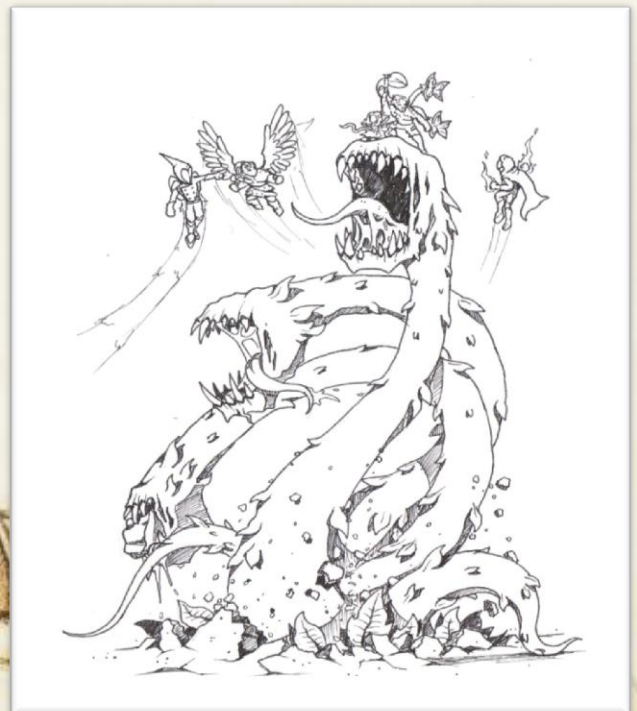
**In Cover –** While a human-sized target finds it relatively easy to seek the protection of cover, a Monster the size of an office building has some trouble. Even when partially obscured they provide targets no human sized marksman would find challenging to hit. Pulp Monsters never benefit from the **In Cover** Condition.

**Blast Attacks –** Due to the size of a Monster's base, some **Blast** attacks are simply not able to cover the entire base. Thus if a Blast falls fully within the Monster's base it can be resolved using full Trait for the Opposed Roll, instead of half Trait as normal.

## Commanding Minions –

Pulp Monsters are able to **Command** Minions just like a Supreme. In fact Monsters are particularly adept at this; therefore Monsters have unlimited Command Range.

**Resources –** Monsters do not have or use a Resource Pool, although they can purchase Minions through Upgrades (see Chapter 3).

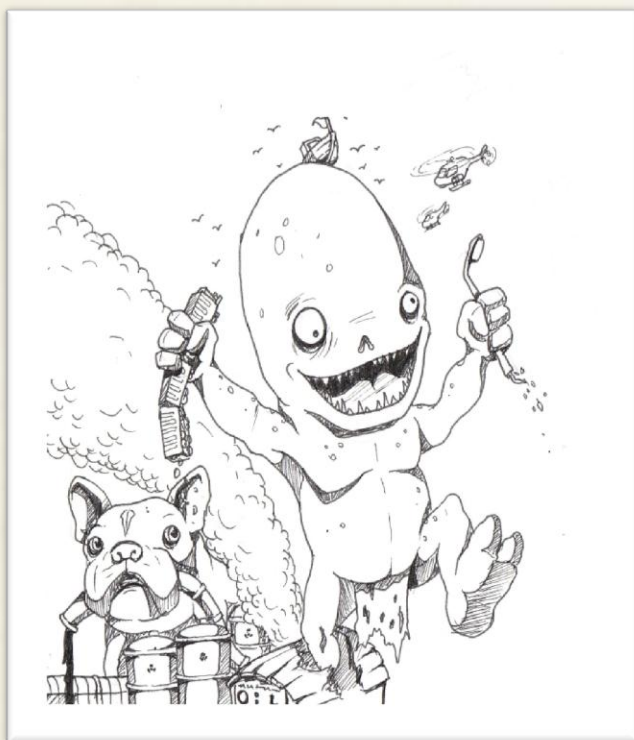




## Chapter 2: Monster Movement

Monsters are gigantic and almost unstoppable juggernauts. Therefore these huge creatures move very differently to the tiny Supremes and Minions who so often attempt to thwart them.

To reflect the difference for Monsters from the usual movement rules, they use a selection of special rules which are detailed below, instead of the usual Universal Movement Actions.



### Relentless — Before taking any

Action during its Activation, the Monster may make a Relentless move of up to 2 inches, plus it's **Blitzer** Skill if any, at no cost. If you want to move the Monster further, pay 1 AP for each extra inch, up to a maximum of 4 extra inches per Activation. The Monster may

not use Relentless if it doesn't spend any AP during its

Activation on Exclusive Actions or extra movement through Relentless. Extra movement can be used before or after any declared Actions. This is a Monster's only form of movement. Monsters **cannot** use **Move\***, **Run\*** or **Charge\*** Actions.

### Giant — Monsters are **Immune/Difficult**

**Terrain.** In fact a Monster may move through any Terrain up to 3 inches tall as long as it has sufficient movement to get its base clear of the terrain. Individual Monsters are always mounted on an 80 mm base, and they may

also move through any model on a smaller base than their own. If the Monster has insufficient Movement to clear a smaller-based model, after completing the movement move the smaller-based model by the shortest distance into Base to Base contact with the Monster. Additionally, any model or obstacle the Monster passes through, or is in Base to Base with following a Relentless move, suffers from Crushing as soon as it is eligible:

### **Crushing** (♣ vs. ♣ or ♠ - the Defenders

**chooses which):** The Monster adds +1 to the Opposed Roll for each extra AP spent on Relentless during the current Activation (with the standard Pulp City Math cap of +3). Models may only be affected by Crushing once in a given round.

## Juggernaut - Monsters are

**Immune/Knockdown.** Monsters also cannot be moved against their will by Strength or Agility based Actions. Mind based Actions may still affect them, if the Action affects Monsters or models (not Supremes only). Monsters can always choose to leave Base to Base contact with models that have a smaller base size, even if **Charged\*** in the current Round, but they will still suffer a **Free Strike** as normal.

## Flying Monsters – Not all

Monsters can fly of course, however any

Monster which gains **Flight** largely uses the normal rules for Flight. Monsters with Flight may use Up, up and away! A Monster subject to the **Shot Down** Condition suffers the Opposed Roll and discards all current Flight Counters, but is not Knocked Down. A **Shot Down** Monster suffers from **Stunned** instead. Monsters follow the usual rules for Targeting Flight Models; Flight & Close Combat against Models on the Ground; and Close Combat between Flying Models. Finally, Monsters may never use or benefit from the Flight Indoors rule.





## Chapter 3: Monster Creation

The Pulp Monster rules are designed to allow you to fully customize and build your own giant Monster. A series of simple choices will allow you to create a custom Pulp Monster in just a few minutes. Here is a brief summary of the steps you will take in creating your Pulp Monster.

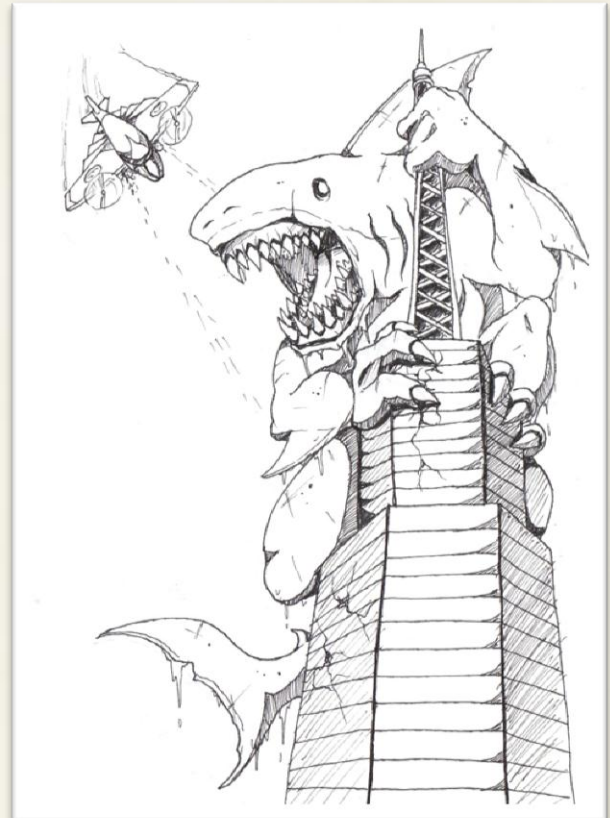
1. Choose the Rank of the Monster.
2. Choose the Origin of your Monster.
3. Upgrade your Monster.

### Rank

To begin creating your Monster you must first decide what Rank the Monster will be. In game terms the Rank of a Monster will largely determine the size of the Encounter in which it will be used. A Monster represents one 'side' and is not supplemented by Supreme allies except in special Encounter scenarios. Each Monster Rank represents a specific number of Supreme Levels.

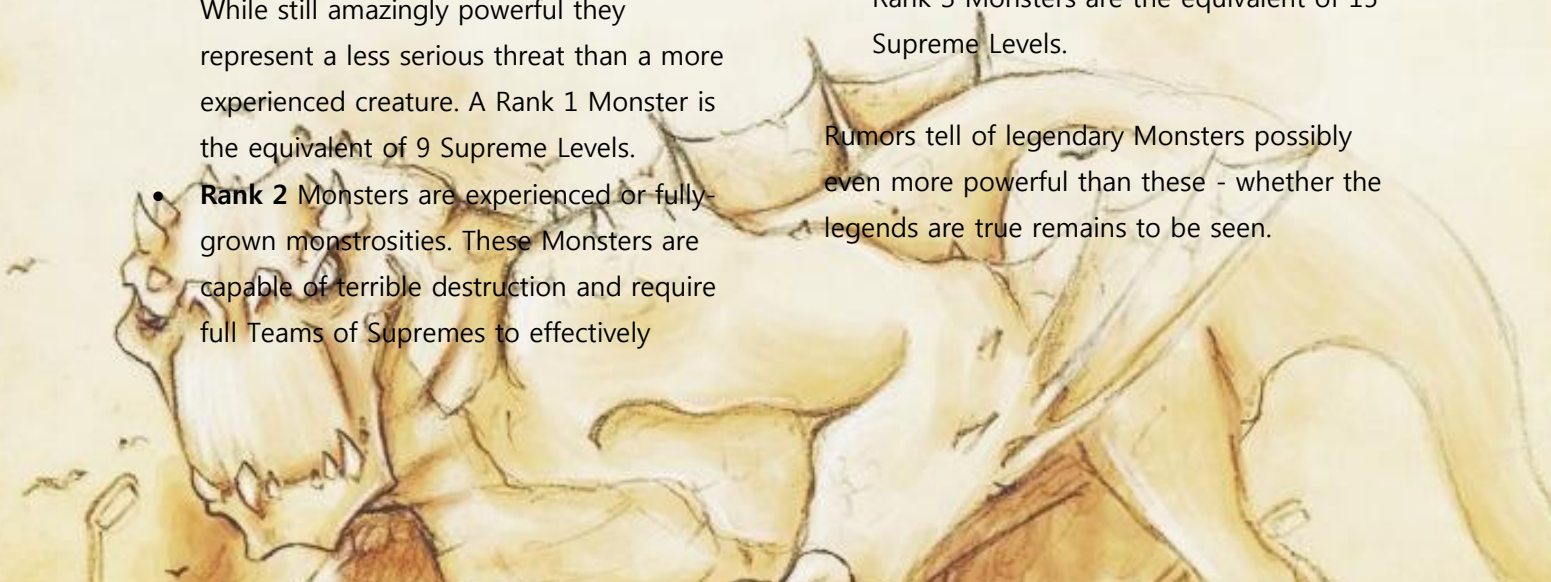
- **Rank 1** Monsters are hatchlings, young or inexperienced creatures, or simpler prototypes unleashed for the first time. While still amazingly powerful they represent a less serious threat than a more experienced creature. A Rank 1 Monster is the equivalent of 9 Supreme Levels.
- **Rank 2** Monsters are experienced or fully-grown monstrosities. These Monsters are capable of terrible destruction and require full Teams of Supremes to effectively

combat their threat. A Rank 2 Monster is the equivalent of 12 Supreme Levels.



- **Rank 3** Monsters are the Alphas of their kind. They are fearsome enough to require most Supreme Teams to look for additional help when confronting them. Rank 3 Monsters are the equivalent of 15 Supreme Levels.

Rumors tell of legendary Monsters possibly even more powerful than these - whether the legends are true remains to be seen.



## Origin

In the next step you will select the Origin of your Monster. Beast Monsters are creatures of Nature at its most primal. They can be slaving dinosaurs, titanic rabid animals, even rampaging alien insects. Elders are beings of occult power and represent the Mystery Origin. They range from cosmic wanderers, to evil dwellers of the Abyss; even colossal golems infused with dark magic are possible. Finally there are Robots, the war machines of Science. These could be man-made steel monstrosities, or intelligent spaceships, or even some form of nanite swarm.

In game terms each Origin will determine the starting Traits of the Monster you create. Each Origin has different powers and Skills available to it. Any Monster can be customized to meet your specific vision, but be aware that each Origin tends towards a particular play style. Origins also determine the ways in which a Monster can be defeated or its defenses overcome. It is important to understand how your Monster can be vanquished and have a plan to protect it.

- **Beasts:** Nature Origin. A Beast is the most physical and least complex form of Pulp Monster. A Beast's primary Traits are Strength and Agility. It can take damage just like any living creature and so the Damage the Beast takes is what lowers its AP.
- **Elders:** Mystery Origin. An Elder is a creature of vast psychic and arcane energies. An Elder's primary Traits are Mind and Spirit. Mystic Seals protect

Elders, each one grants the Elder extra Damage, and unique powers and vulnerabilities. As a Seal is destroyed the Elder will have its AP reduced.

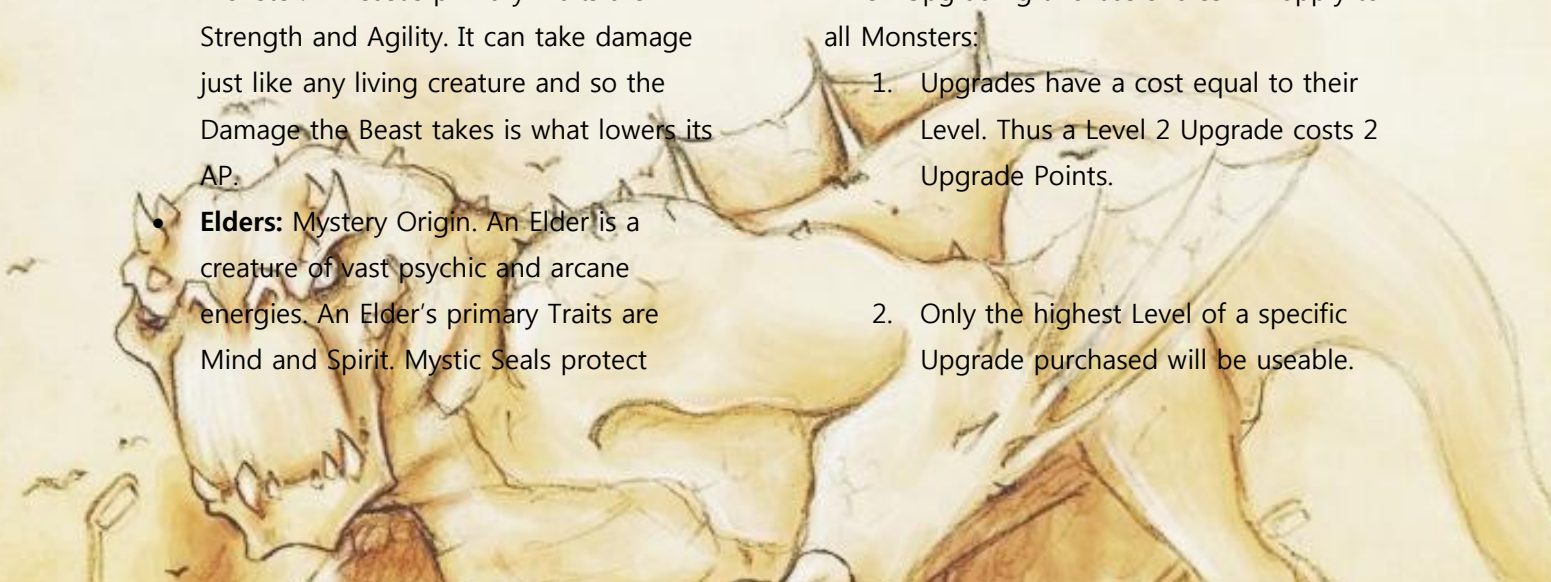
- **Robots:** Science Origin. Robots are mechanical constructs and rely on physical toughness and advanced weaponry. Robots have Defense and Energy as their primary Traits. Robots require vast sources of energy in order to function. As the game progresses they will begin to lose Fuel, thus draining them of AP. The more AP the Robot uses the more quickly its AP will begin to diminish.

## Upgrades

Each Monster has a number of Upgrades to allocate depending on its Rank. Upgrades are spent on a one-for-one basis to purchase Upgrade Levels for your Monster; thus cost equals Upgrade Level. Each Origin of Monster has access to four different categories of Upgrades. Depending on the Origin and Rank of the Monster you will have a variable number of Upgrades available in each category. Upgrade categories vary by the Origin of Monster, though a number of them and the options they include may be similar.

When Upgrading two basic rules will apply to all Monsters:







1. Upgrades have a cost equal to their Level. Thus a Level 2 Upgrade costs 2 Upgrade Points.
2. Only the highest Level of a specific Upgrade purchased will be useable.





## Chapter 4: Beasts



							Base Damage	AP
Beast	5	3	5	3	2	2	60 + 20 x Rank	14 + Rank x 4

Bestial Monsters represent the epitome of Nature's primal fury. Whether your Beast is an alien insect, a gigantic lizard, or some mammoth primate from a lost era, all Beasts share some common characteristics.

The above are the basic Traits for all Beast Monsters. These Traits may be modified and adjusted depending on the Upgrades chosen.

### Stopping the Beast

Beasts are powerful giants of pure destruction. They can level city blocks and cause more loss of life than a natural disaster. In fact *Pulp City Casualty Insurance* rates Beast attacks as natural disasters. Still, like any living creature they can be stopped if you hit them hard

enough or often enough. In order to stop the conflict the Supremes must cause enough Damage to Incapacitated the Beast.







Beasts are not immune to pain however and will slow down the more Damage they take. A Beast loses 1 AP for every full 10 points of Damage it suffers. Additional Damage a Beast purchased with Upgrades does not count towards AP loss...thus providing a buffer zone.

## Upgrades

Beasts have four categories of Upgrades they can purchase from:

- **Cranial Upgrades:** Options representing not only advanced mental faculties but also physical enhancements to the Beast's head. Beasts select Rank x 2 Cranial Upgrades.
- **Body Upgrades:** These are physical capabilities related to the bulk of the Beast. These primarily develop its resilience and physical attacks. Beasts select Rank x 3 Body Upgrades.
- **Appendages:** The Beast's enhanced limbs. These Upgrades augment the Beasts natural weapons and movement capabilities. Beasts select Rank x 2 Appendage Upgrades.
- **Extras:** These Upgrades add unique features to truly define each individual Beast. Beasts select Rank x 2 Extra Upgrades.

## Cranial Upgrades (Rank x 2):

- **Bloodline 1:** In the Effects Phase of each Round, choose 1 friendly Minion Card. All Actions performed by the Minions belonging to it cost 1 AP less, to a minimum of AP 0.
- **Bloodline 2:** In the Effects Phase of each Round, choose 2 friendly Minion Cards. All Actions performed by the Minions belonging to them cost 1 AP less, to a minimum of AP 0.
- **Bloodline 3:** In the Effects Phase of each Round, choose 3 friendly Minion Cards. All Actions performed by the Minions belonging to them cost 2 AP less, to a minimum of AP 0.
- **Mindful 1:** Increase the Beast's  by 1.
- **Mindful 2:** Increase the Beast's  by 2.
- **Mindful 3:** Increase the Beast's  by 3; Mind becomes a Trump Trait.
- **Spirited 1:** Increase the Beast's  by 1.
- **Spirited 2:** Increase the Beast's  by 2; Spirit becomes a Trump Trait.
- **Spirited 3:** Increase the Beast's  by 3; Spirit becomes a Trump Trait.
- **Raging /Multi-Headed 1:** The Beast gains Fury 1.
- **Raging /Multi-Headed 2:** The Beast gains Fury 2.
- **Raging /Multi-Headed 3:** The Beast gains Fury 3.

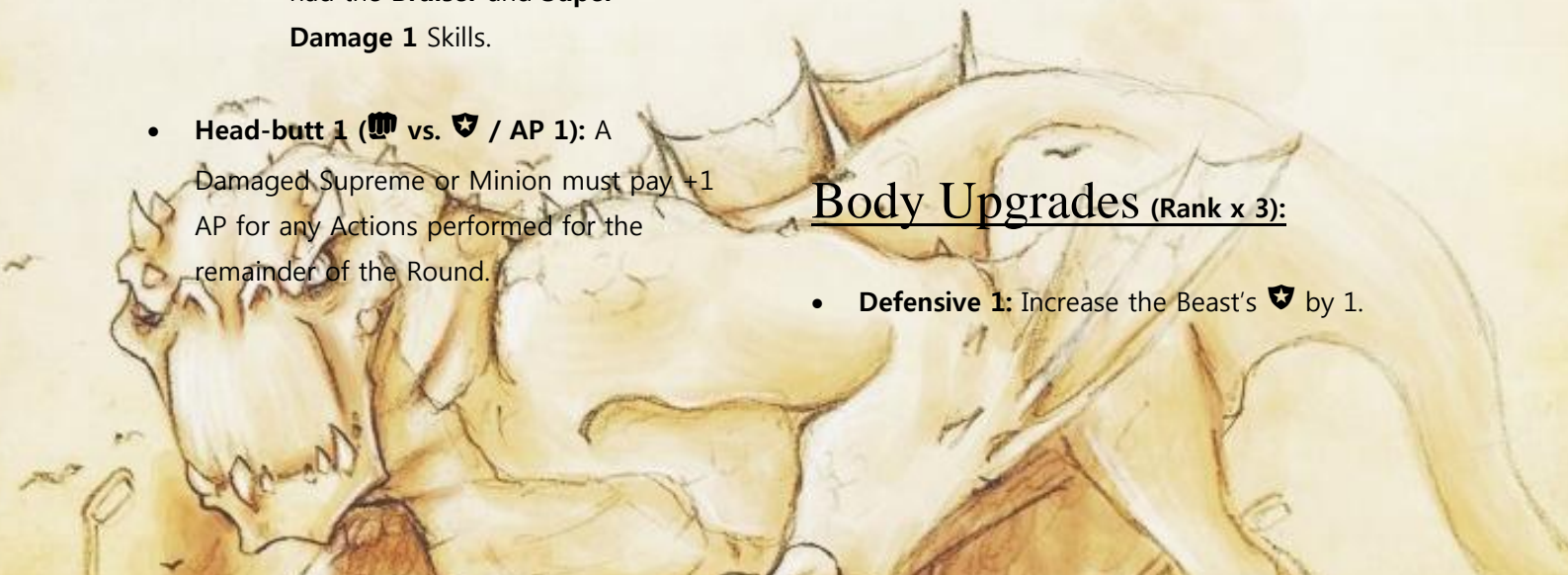




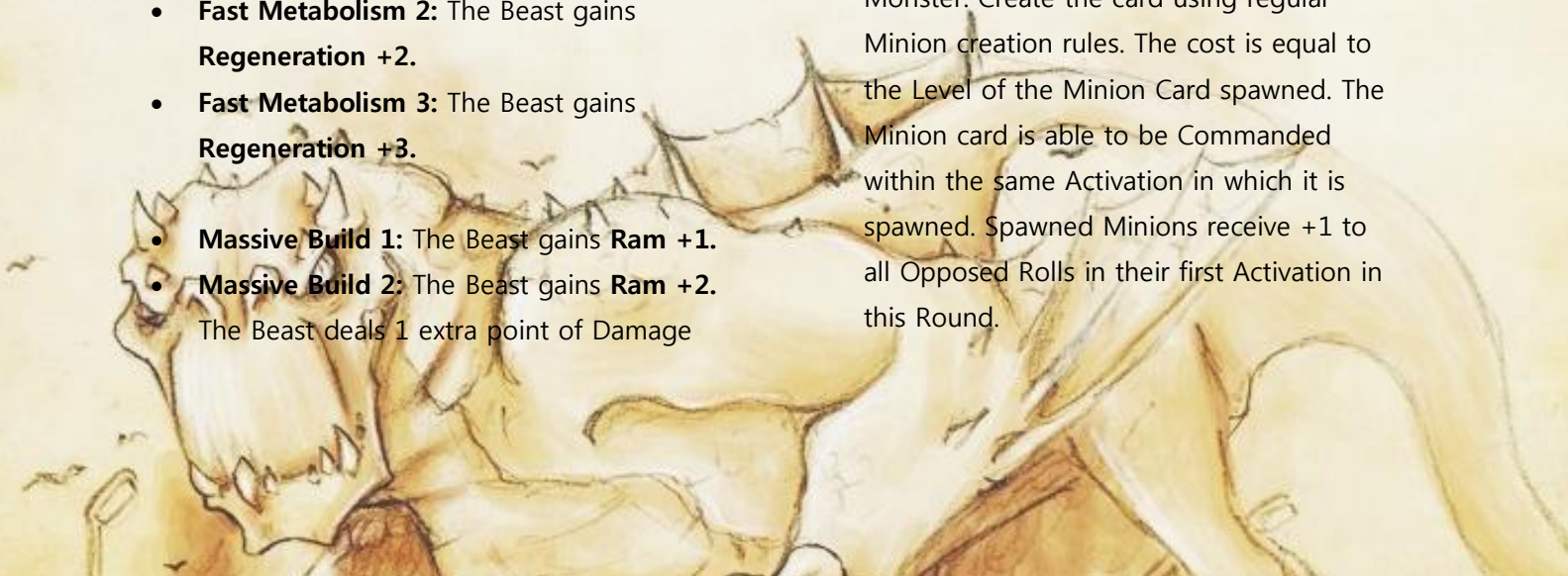
- **Extra Senses 1:** The Beast gains **Super Blast** and **Powerful Rays**.
- **Extra Senses 2:** The Beast gains **Super Blast** and **Powerful Rays**. Increase AP by 1.
- **Extra Senses 3:** The Beast gains **Super Blast** and **Powerful Rays**. Increase AP by 2.
- **Alpha Beast 1:** The Beast gains **Monster**.
- **Alpha Beast 2:** The Beast gains **Monster** and **Leader of Minions 3**.
- **Alpha Beast 3:** The Beast gains **Monster**, **Leader of Minions 5** and **Leader 1**.
- **Horns 1:** All **Head-butt** attacks benefit from +1 to the Opposed Roll.
- **Horns 2:** All **Head-butt** attacks benefit from +1 to the Opposed Roll. In addition, the Monster gains the following Action:
  - **Horn Strike** (👊 vs. 🦎 / AP 2): Resolve Damage as if the Monster had the **Bruiser** Skill.
- **Horns 3:** All **Head-butt** attacks benefit from +1 to the Opposed Roll. In addition, the Monster gains the following Action:
  - **Horn Strike** (👊 vs. 🦎 / AP 2): Resolve Damage as if the Monster had the **Bruiser** and **Super Damage 1** Skills.
- **Head-butt 1** (👊 vs. 🛡️ / AP 1): A Damaged Supreme or Minion must pay +1 AP for any Actions performed for the remainder of the Round.
- **Head-butt 2** (👊 vs. 🛡️ / AP 2): A Damaged Supreme or Minion must pay double AP for any Actions performed for the remainder of the Round.
- **Head-butt 3** (👊 vs. 🛡️ / AP 2): A Damaged Supreme or Minion must pay double AP for any Actions performed for the remainder. Additionally Monster gains the **Bruiser** Skill.
- **Breath Weapon 1:** (Pr 🌟 vs. 🦎/RNG 6/ AP 2) When selecting this Upgrade you must choose an Element type (e.g. **Air, Earth, Fire, Water, Light, or Darkness**). The Monster Gains the associated Element as a Skill
- **Breath Weapon 2:** (R 🌟 vs. 🦎/RNG 4/ AP 3): When selecting this Upgrade you must choose an Element type (e.g. **Air, Earth, Fire, Water, Light, or Darkness**). The Monster Gains the associated Element as a Skill
- **Breath Weapon 3:** (🌟 vs. 🦎/RNG 6/ AP 3): When selecting this Upgrade you must choose an Element type (e.g. **Air, Earth, Fire, Water, Light, or Darkness**). The Monster Gains the associated Element as a Skill.

## Body Upgrades (Rank x 3):

- **Defensive 1:** Increase the Beast's 🛡️ by 1.



- **Defensive 2:** Increase the Beast's  by 2; Defense becomes a Trump Trait.
- **Defensive 3:** Increase the Beast's  by 3; Defense becomes a Trump Trait.
- **Strong 1:** Increase the Beast's  by 1; Strength becomes a Trump Trait.
- **Strong 2:** Increase the Beast's  by 2; Strength becomes a Trump Trait.
- **Strong 3:** Increase the Beast's  by 3; Strength becomes a Trump Trait.
- **Tough 1:** The Beast gains 5 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Tough 2:** The Beast gains 10 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Tough 3:** The Beast gains 15 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Fast Metabolism 1:** The Beast gains **Regeneration +1.**
- **Fast Metabolism 2:** The Beast gains **Regeneration +2.**
- **Fast Metabolism 3:** The Beast gains **Regeneration +3.**
- **Massive Build 1:** The Beast gains **Ram +1.**
- **Massive Build 2:** The Beast gains **Ram +2.** The Beast deals 1 extra point of Damage on each successful Close Combat Action to each target in Base to Base with it.
- **Massive Build 3:** The Beast gains **Ram +3.** The Beast deals 2 extra points of Damage on each successful Close Combat Action to each target in Base to Base with it.
- **Pheromones 1\* ( / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Monster. The AP cost is equal to the Level of the Minion card re-spawned plus 1. The Minion card is able to be Commanded within the same Activation in which it is re-spawned.
- **Pheromones 2\* ( / Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Monster. The AP cost is equal to the Level of the Minion card re-spawned. The Minion card is able to be Commanded within the same Activation in which it is re-spawned. Re-spawned Minions receive +1 to all Opposed Rolls in their first Activation in this Round.
- **Pheromones 3\* ( / AP 1 + Special):** Once per Round you may spawn a Minion card anywhere fully within 6 inches of the Monster. Create the card using regular Minion creation rules. The cost is equal to the Level of the Minion Card spawned. The Minion card is able to be Commanded within the same Activation in which it is spawned. Spawned Minions receive +1 to all Opposed Rolls in their first Activation in this Round.





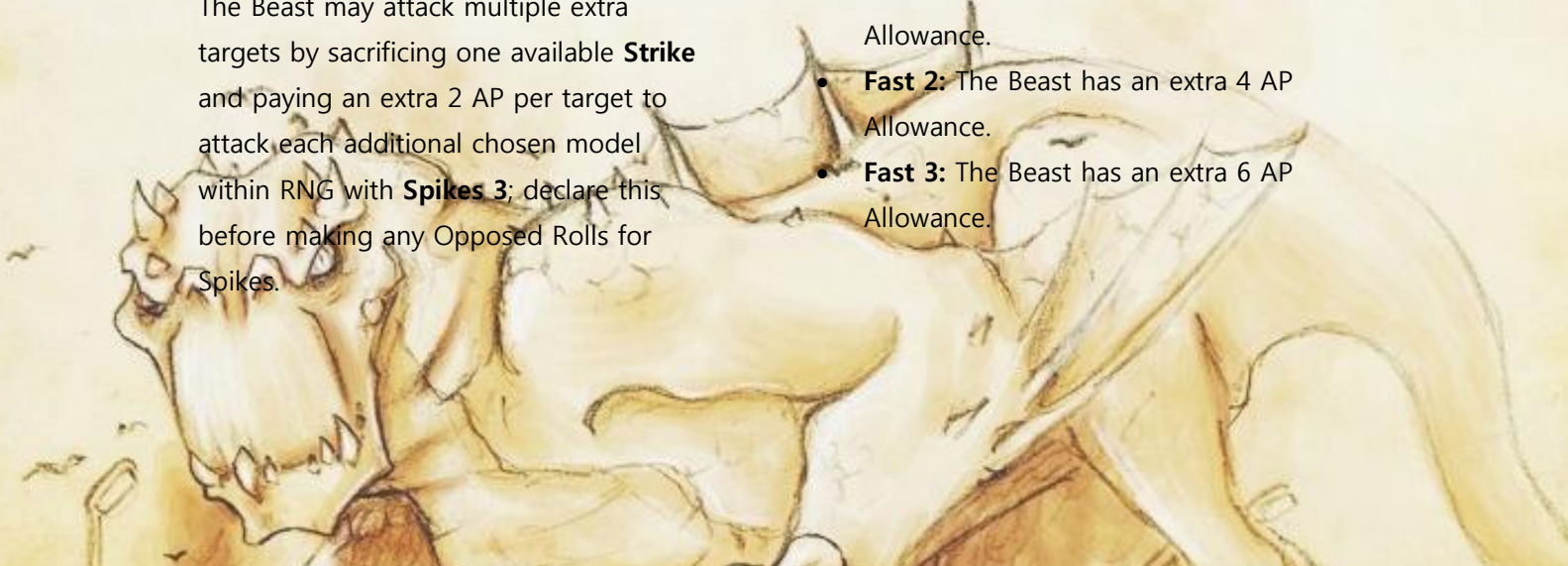
- **Wrecking Blow 1** (👊 vs. 🛡️ / AP 2): The Beast makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**.
- **Wrecking Blow 2** (👊 vs. 🛡️ / AP 2): The Beast makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**. Buildings Damaged by this Action suffer **Aftershocks 5** in the following Round.
- **Wrecking Blow 3** (👊 vs. 🛡️ / AP 2): The Beast makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 3**. Buildings Damaged by this Action suffer **Aftershocks 5** in the following Round. Any other Close Combat Actions made by the Beast for the remainder of the Round benefit from **Ram + 3**.

- **Spikes 1** (Pr 🌟 vs. 🦿 / RNG 6 / AP 2)
- **Spikes 2** (Pr 🌟 vs. 🦿 / RNG 6 / AP 2): Sacrifice one available **Strike** and pay an extra 2 AP to target one additional model within RNG with Spikes 2; declare this before making any Opposed Rolls for Spikes.
- **Spikes 3** (Pr 🌟 vs. 🦿 / RNG 8 / AP 2): The Beast may attack multiple extra targets by sacrificing one available **Strike** and paying an extra 2 AP per target to attack each additional chosen model within RNG with **Spikes 3**; declare this before making any Opposed Rolls for Spikes.

- **Bestial Roar 1** (SBI3 🌟 vs. 🦿 / AP 2): This Action deals no Damage. Any model losing the Opposed Roll suffers -1 to any Opposed Roll targeting the Beast for the remainder of the Round.
- **Bestial Roar 2** (SBI3 Mind vs. Spirit / AP 3): Any model losing the Opposed Roll suffers -1 to any Opposed Roll targeting the Beast for the remainder of the Round.
- **Bestial Roar 3** (SBI3 Strength vs. Spirit / AP 5): Any model losing the Opposed Roll suffers -1 to any Opposed Roll targeting the Beast for the remainder of the Round. Any Minion Commanded by the Beast gains +1 to Opposed Rolls targeting a model that has suffered Damage from Bestial Roar in the current Round.

## Appendage Upgrades (Rank x 2):

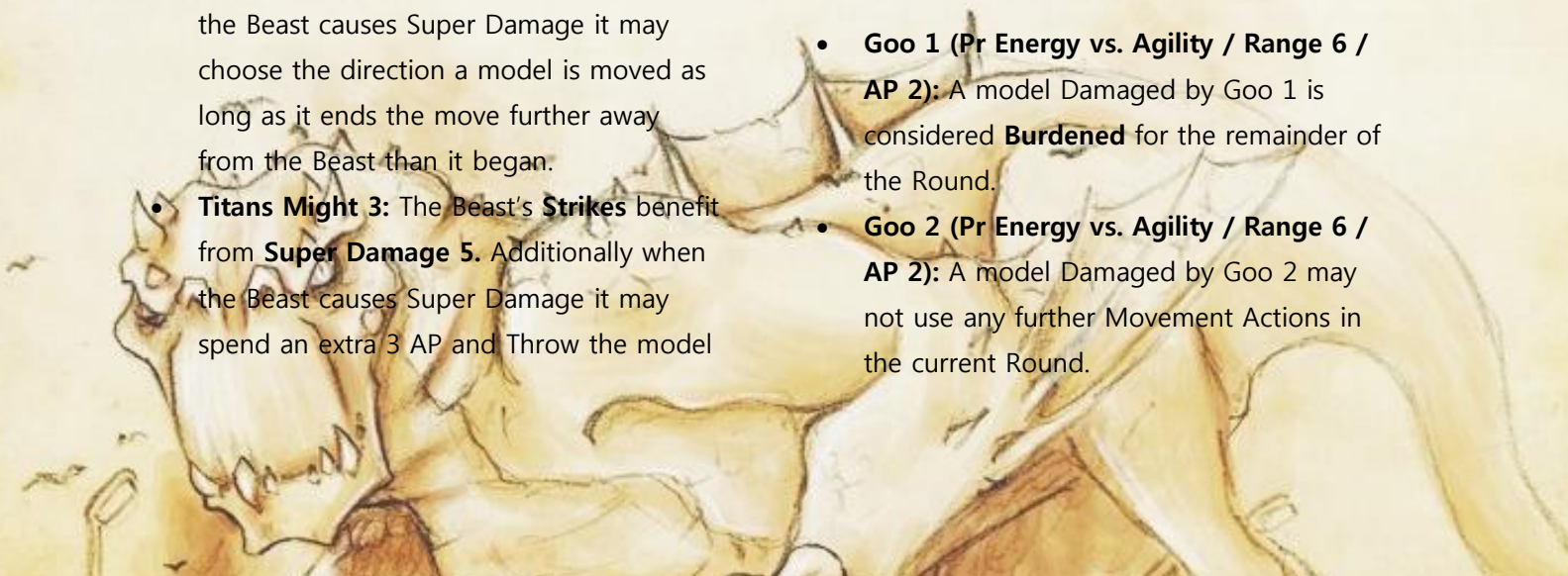
- **Agile 1:** Increase the Beast's Agility by 1; Agility becomes a Trump Trait.
- **Agile 2:** Increase the Beast's Agility by 2; Agility becomes a Trump Trait.
- **Agile 3:** Increase the Beast's Agility by 3; Agility becomes a Trump Trait.
- **Fast 1:** The Beast has an extra 2 AP Allowance.
- **Fast 2:** The Beast has an extra 4 AP Allowance.
- **Fast 3:** The Beast has an extra 6 AP Allowance.



- **Speedy 1:** The Beast moves 3 inches during its Relentless Movement, instead of the normal 2 inches.
- **Speedy 2:** The Beast moves 3 inches during its Relentless Movement. The Beast gains an additional 3 AP Allowance.
- **Speedy 3:** The Beast moves 3 inches during its Relentless Movement. The Beast gains an additional 5 AP Allowance.
- **Tail 1: (SBI1 Strength vs. Agility / AP 2):** This Action deals no Damage. Target models that lose the Opposed Roll are **Knocked Down**.
- **Tail 2: (SBI1 Strength vs. Agility / AP 3):** This Action deals no Damage. Target models that lose the Opposed Roll are **Knocked Down** and reduce their AP by 1 for the remainder of the Round.
- **Tail 3: (SBI1 Strength vs. Agility / AP 5):** This Action deals no Damage. Target models that lose the Opposed Roll are **Knocked Down**, and may not Activate again in the current Round.
- **Titans Might 1:** The Beast's **Strikes** benefit from **Super Damage 5**.
- **Titans Might 2:** The Beast's **Strikes** benefit from **Super Damage 5**. Additionally when the Beast causes Super Damage it may choose the direction a model is moved as long as it ends the move further away from the Beast than it began.
- **Titans Might 3:** The Beast's **Strikes** benefit from **Super Damage 5**. Additionally when the Beast causes Super Damage it may spend an extra 3 AP and Throw the model

instead. Treat the model as a Rank 2 Object for purposes of Range and Blast. A model Thrown in this way suffers an additional 2 points of Damage and is **Knocked Down**.

- **Plasma 1 (BI3 ★ vs. 🏃 / Range 8 / AP 2):** All Minions and Supremes benefit from +2 to Opposed Rolls against Plasma 1.
- **Plasma 2 (BI4 ★ vs. 🏃 / Range 8 / AP 2):** All Minions and Supremes benefit from +2 to Opposed Rolls against Plasma 2. Plasma 2 benefits from **Aftershocks 1**.
- **Plasma 3 (BI4 ★ vs. 🏃 / Range 8 / AP 2):** All Minions and Supremes benefit from +1 to the Opposed Rolls against Plasma 3. Plasma 3 benefits from **Aftershocks 3**.
- **Stomp 1 (SBI1 Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round.
- **Stomp 2 (SBI2 Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.
- **Stomp 3 (SBI3 Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.
- **Goo 1 (Pr Energy vs. Agility / Range 6 / AP 2):** A model Damaged by Goo 1 is considered **Burdened** for the remainder of the Round.
- **Goo 2 (Pr Energy vs. Agility / Range 6 / AP 2):** A model Damaged by Goo 2 may not use any further Movement Actions in the current Round.





- **Goo 3 (Bl3 Energy vs. Agility / Range 6 / AP 4):** A model Damaged by Goo 3 may not use any further Movement Actions in the current Round.
- **Wings 1:** The Beast gains **Blitzer +1**.
- **Wings 2:** The Beast gains **Flight 1**.
- **Wings 3:** The Beast gains **Flight 3**.

## Extra Upgrades (Rank x 2):

- **Energized 1:** Increase the Beast's Energy by 1.
- **Energized 2:** Increase the Beast's Energy by 2.
- **Energized 3:** Increase the Beast's Energy by 3; Energy becomes a Trump Trait.
- **Sharp Vision 1:** All of the Beast's Projectiles and Blasts benefit from +2 RNG.
- **Sharp Vision 2:** All of the Beast's Projectiles and Blasts benefit from +2 RNG. The Beast ignores the **In Cover** condition of models it targets.
- **Sharp Vision 3:** All of the Beast's Projectiles and Blasts benefit from +4 RNG. The Beast ignores the **In Cover** condition of models it targets.
- **Tentacles/Long Limbs 1:** The Beast gains **Reach +1**.
- **Tentacles/Long Limbs 2:** The Beast gains **Reach +2**.
- **Tentacles/Long Limbs 3:** The Beast gains **Reach +3**.
- **Carapace/Scales 1: Absorb 1**
- **Carapace/Scales 2: Absorb 2**
- **Carapace/Scales 3: Absorb 2.** The Beast also gains 10 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Pack 1:** The Beast begins the games with 3 Levels of Minion cards (any combination including player created Minions). The Beast also gains **Leader of Minions 2** or adds **+1** to **Leader of Minions**.
- **Pack 2:** The Beast begins the games with 5 Levels of Minion cards (any combination including player created Minions). The Beast also gains **Leader of Minions 3** or **+2** to **Leader of Minions**.
- **Pack 3:** The Beast begins the games with 7 Levels of Minion cards (any combination including player created Minions). The Beast also gains **Leader of Minions 5** or adds **+3** to **Leader of Minions**.
- **Shell 1 (Defense / AP 3):** The Beast gains **Invincible 2** for the remainder of the Round or until it uses any Relentless Movement.
- **Shell 2: (Defense / AP 3):** The Beast gains **Invincible 2** for the remainder of the Round or until it uses any Relentless



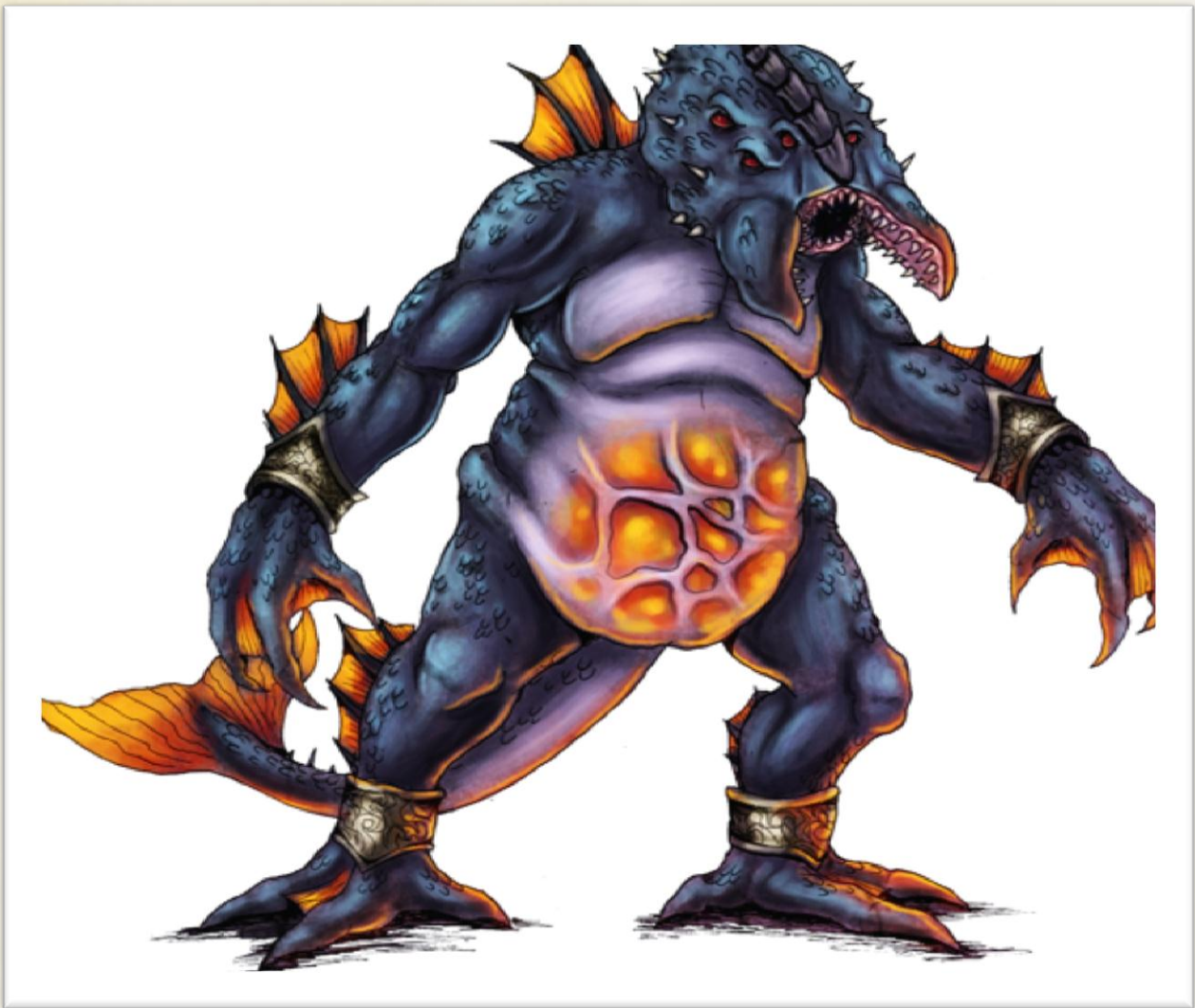
Movement. When selecting this Upgrade the Monster gains 5 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.

- **Shell 3: (Defense / AP 3):** The Beast gains **Invincible 2** for the remainder of the Round or until it uses any Relentless movement When selecting this Upgrade the Monster gains 10 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Arachnid 1:** The Beast gains **Wallcrawler**.
- **Arachnid 2:** The Beast gains **Wallcrawler** and **Aftershocks 1**.
- **Arachnid 3:** The Beast gains **Wallcrawler**, **Aftershocks 2** and **Blitzer +1**.
- **Spines and Quills 1:** The Beast gains **Counterattack 1**.
- **Spines and Quills 2:** The Beast gains **Counterattack 2**.
- **Spines and Quills 3:** The Beast gains **Counterattack 3**, and 5 extra Damage Points. This Damage is removed before Base Damage and does not count towards AP loss.
- **Shake it Off 1 (Spirit / AP 2):** The Beast may not use Relentless Movement during this Activation. Heal 3 Damage to the Beast.
- **Shake it Off 2 (Spirit / AP 3):** The Beast may not use Relentless movement during this Activation. Heal 6 Damage to the Beast.
- **Shake it Off 3 (Spirit / AP 4):** Heal 8 Damage to the Beast.





## Chapter 5: Elders



							Base Damage	AP
Elder	3	2	5	2	5	3	10	12 + Rank x 8

Elders are the embodiment of occult power made flesh. Certain Elders – the Many-Angled Ones - exist in realms other than our own and as such must be firmly anchored to our world to remain here for long. Other Elders are

primal arcane forces within their own right, or beings pulled from the very depths of the netherworlds.

Regardless of whence they came, all Elders are subject to the following rules.

- All Elders have the Skills **Non-Living** and **Leave no Trace**, and they are affected by **Exorcism**.
- Elders may Command any **Non-Living** Minion including enemy Minions. Increase all AP costs by 1 when Commanding enemy Minions.

The above chart shows the base Traits for an Elder Monster. As usual these Traits may be modified based on the Upgrades chosen.

## Stopping the Elder

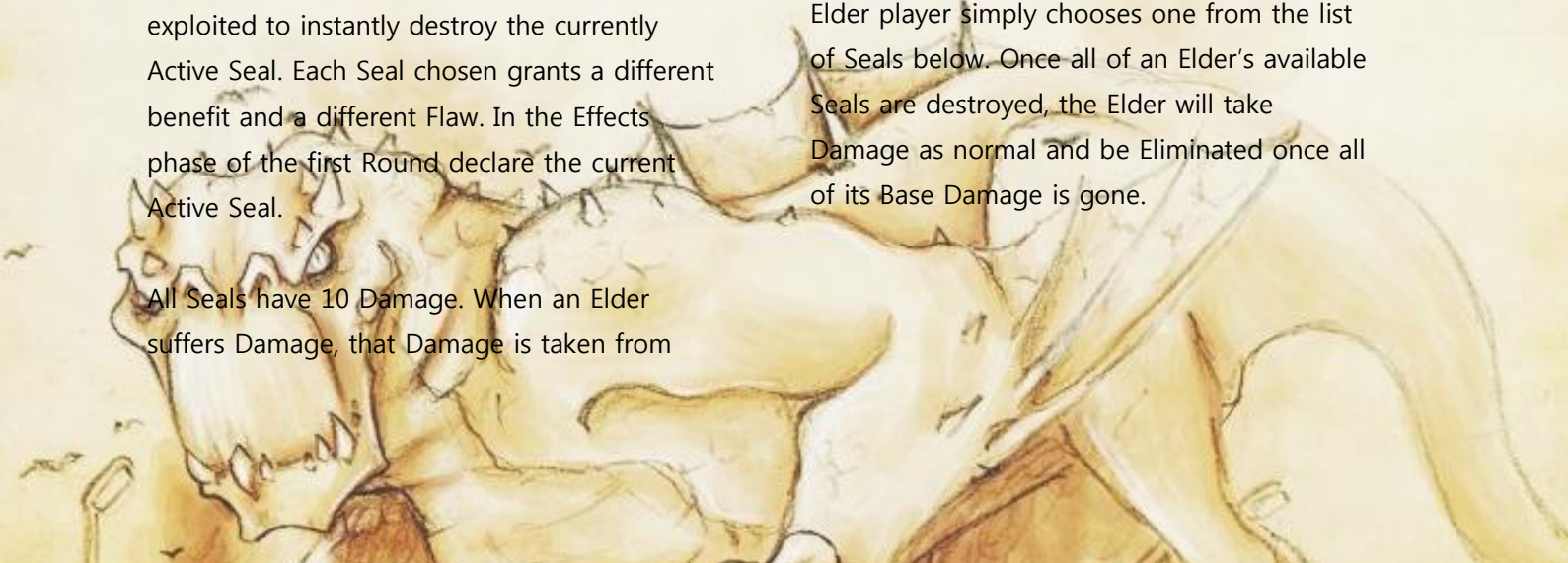
Elders are the eldritch horrors that exist beyond our reality, or the mystical servitors of ancient realms. Elders can only exist for a prolonged time on our plane of existence due to powerful mystical enchantments laid upon them. These enchantments are known as Seals. These Seals offer protection and additional powers to an Elder.

Elders may have one Active Seal at any given time. That Seal remains Active until it is destroyed. Each Seal has a built in weakness, known as the Flaw. These Flaws can be exploited to instantly destroy the currently Active Seal. Each Seal chosen grants a different benefit and a different Flaw. In the Effects phase of the first Round declare the current Active Seal.

All Seals have 10 Damage. When an Elder suffers Damage, that Damage is taken from

the Active Seal, instead of being applied to the Elder. A Seal is destroyed when it has lost all its Damage or when its Flaw requirements have been met. If the stipulations of the Flaw are met then the Seal is destroyed as if it had lost all-remaining Damage. Once the Active Seal is destroyed the Elder must immediately choose a new Seal to become the Active Seal if it has any more Seals available. Declaring a new Active Seal costs no AP. Any excess Damage that would have been applied to the just-destroyed Seal is ignored and not applied to either the new Seal or the Elder's Base Damage (but it will still trigger certain effects - such as Super Damage). Whenever a Seal is destroyed the Elder immediately loses 1 AP, or loses 2 AP if the Active Seal was destroyed due to its Flaw. A specific Seal can only be used once per Encounter by an individual Monster.

The number of Seals an Elder has available throughout an Encounter is dependent upon its Rank. Elders have a total of 7 Seals at Rank 1; 9 Seals at Rank 2; and 11 Seals at Rank 11. Elders do not have to select their Seals in advance, however as mentioned each Seal may only be chosen once per Encounter. When it comes time to declare another Active Seal, the Elder player simply chooses one from the list of Seals below. Once all of an Elder's available Seals are destroyed, the Elder will take Damage as normal and be Eliminated once all of its Base Damage is gone.





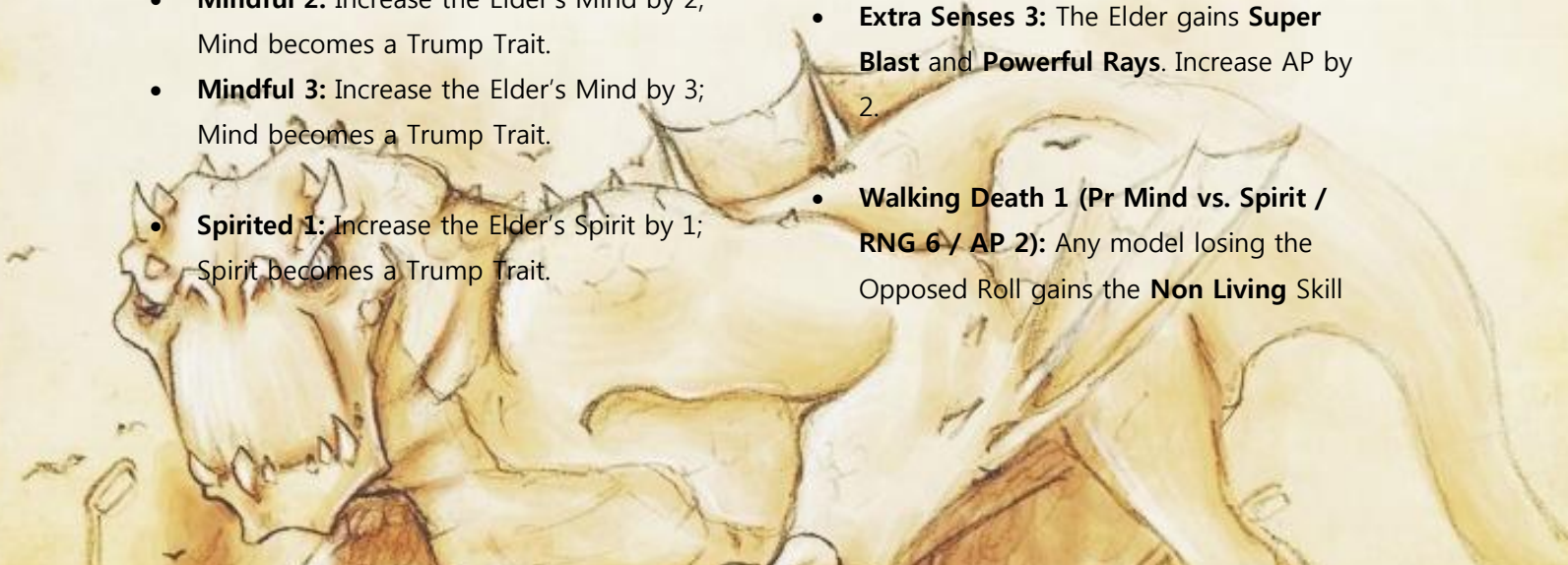
## Upgrades

Elders have four categories of Upgrades they can purchase from:

- **Mental Upgrades:** Representing the advanced mental faculties and psychic effects the Elder can generate. Elders select Rank x 3 Mental Upgrades.
- **Form Upgrades:** These are physical traits related to the shape and form of the Elder. These are primarily responsible for its defensive and movement abilities. Elders select Rank x 2 Form Upgrades.
- **Mystical Upgrades:** More esoteric and unique abilities of the Elder. These Upgrades are the Elder's primary damage dealing abilities. Elders select Rank x 2 Mystical Upgrades.
- **Ritual Upgrades:** These arcane rituals weaken enemies and enhance Minions. They sow chaos and disorder and are the hallmark of the Elder. Elders select Rank x 2 Ritual Upgrades.

## Mental Upgrades (Rank x 3)

- **Mindful 1:** Increase the Elder's Mind by 1; Mind becomes a Trump Trait.
- **Mindful 2:** Increase the Elder's Mind by 2; Mind becomes a Trump Trait.
- **Mindful 3:** Increase the Elder's Mind by 3; Mind becomes a Trump Trait.
- **Spirited 1:** Increase the Elder's Spirit by 1; Spirit becomes a Trump Trait.
- **Spirited 2:** Increase the Elder's Spirit by 2; Spirit becomes a Trump Trait.
- **Spirited 3:** Increase the Elder's Spirit by 3; Spirit becomes a Trump Trait.
- **Mental Dominance 1:** The Elder begins the game with 3 Levels of Minion cards (any combination including player created Minions). The Elder also gains **Leader of Minions 2** or adds **+1** to **Leader of Minions**.
- **Mental Dominance 2:** The Elder begins the game with 5 Levels of Minion cards (any combination including player created Minions). The Elder also gains **Leader of Minions 3** or adds **+2** to **Leader of Minions**.
- **Mental Dominance 3:** The Elder begins the game with 7 Levels of Minion cards (any combination including player created Minions). The Elder also gains **Leader of Minions 5** or adds **+3** to **Leader of Minions**.
- **Extra Senses 1:** Elder gains **Super Blast** and **Powerful Rays**.
- **Extra Senses 2:** The Elder gains **Super Blast** and **Powerful Rays**. Increase AP by 1.
- **Extra Senses 3:** The Elder gains **Super Blast** and **Powerful Rays**. Increase AP by 2.
- **Walking Death 1 (Pr Mind vs. Spirit / RNG 6 / AP 2):** Any model losing the Opposed Roll gains the **Non Living Skill**

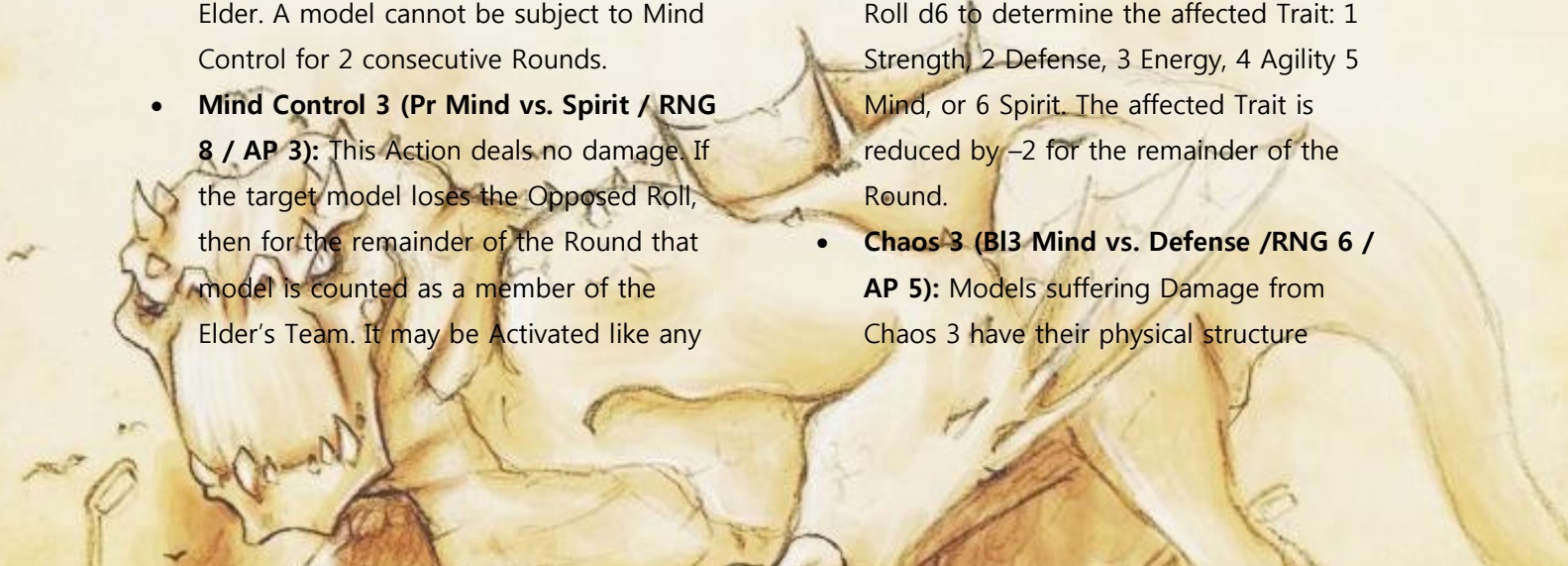


until the Effects phase of the following Round.

- **Walking Death 2 (R Mind vs. Spirit / RNG 4 / AP 3):** Any model losing the Opposed Roll gains the **Non Living** Skill until the Effects phase of the following Round.
- **Walking Death 3 (SBI3 Mind vs. Spirit / AP 4):** Any model losing the Opposed Roll gains the **Non Living** Skill until the Effects phase of the following Round.
- **Mind Control 1 (Pr Mind vs. Spirit / RNG 6 / AP 2):** This Action deals no Damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is **Dominated**. The Elder may spend AP equal to the AP of any Action the **Dominated** model announces to cancel that Action. A model cannot be subject to Mind Control for 2 consecutive Rounds.
- **Mind Control 2 (Pr Mind vs. Spirit / RNG 6 / AP 5):** This Action deals no Damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is counted as a member of the Elder's Team. The target model may be Activated like any other model of the Elder's Team, with AP costs paid by the Elder. A model cannot be subject to Mind Control for 2 consecutive Rounds.
- **Mind Control 3 (Pr Mind vs. Spirit / RNG 8 / AP 3):** This Action deals no damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is counted as a member of the Elder's Team. It may be Activated like any

other model of the Elders Team, with AP costs paid by the Elder. A model cannot be subject to Mind Control for 2 consecutive Rounds.

- **Telekinetic 1:** The Elder gains **Telekinesis 4**.
- **Telekinetic 2:** The Elder gains **Telekinesis 5**; in addition the Elder may sacrifice an available **Strike** Action to make a second Telekinesis **Throw** Action in the same Round.
- **Telekinetic 3:** The Elder gains **Telekinesis 6**; in addition the Elder may sacrifice an available **Strike** Action to make additional Telekinesis **Throw** Actions in the same Round.
- **Chaos 1 (Pr Mind vs. Defense /RNG 6 / AP 2):** A model suffering Damage from Chaos 1 has its physical structure temporarily altered. Roll d6 to determine the affected Trait: 1-2 Strength, 3-4 Defense, 5-6 Agility. The affected Trait is reduced by -1 for the remainder of the Round.
- **Chaos 2 (Pr Mind vs. Defense /RNG 6 / AP 3):** A model suffering Damage from Chaos 2 has its abilities temporarily altered. Roll d6 to determine the affected Trait: 1 Strength, 2 Defense, 3 Energy, 4 Agility 5 Mind, or 6 Spirit. The affected Trait is reduced by -2 for the remainder of the Round.
- **Chaos 3 (BI3 Mind vs. Defense /RNG 6 / AP 5):** Models suffering Damage from Chaos 3 have their physical structure





temporarily altered. Roll d6 to determine the affected Trait: 1 Strength, 2 Defense, 3 Energy, 4 Agility 5 Mind, or 6 Spirit. The affected Trait is reduced by -2 for the remainder of the Round.

- **Psychic Leech 1 (Pr Mind vs. Spirit / RNG 8 / AP 1):** This Action deals no Damage. Supremes affected by Psychic Leech grant the Elder 1 AP every time they use a Movement Action. This effect lasts until the Supreme suffers Damage or Psychic Leech is used again.
- **Psychic Leech 2 (Pr Mind vs. Spirit / RNG 8 / AP 2):** This Action deals no Damage. Supremes affected by Psychic Leech grant the Elder 1 AP for every 2 full AP spent during any Activation. This effect lasts until the Supreme suffers Damage or Psychic Leech is used again.
- **Psychic Leech 3 (Pr Mind vs. Spirit / RNG 8 / AP 2):** This Action deals no Damage. Supremes affected by Psychic Leech grant the Elder 1 AP for every AP spent during any Activation. This effect lasts until the Supreme suffers Damage or Psychic Leech is used again.

## Form Upgrades (Rank x 2)

- **Defensive 1:** Increase the Elder's Defense by 1.
- **Defensive 2:** Increase the Elder's Defense by 2; Defense becomes a Trump Trait.

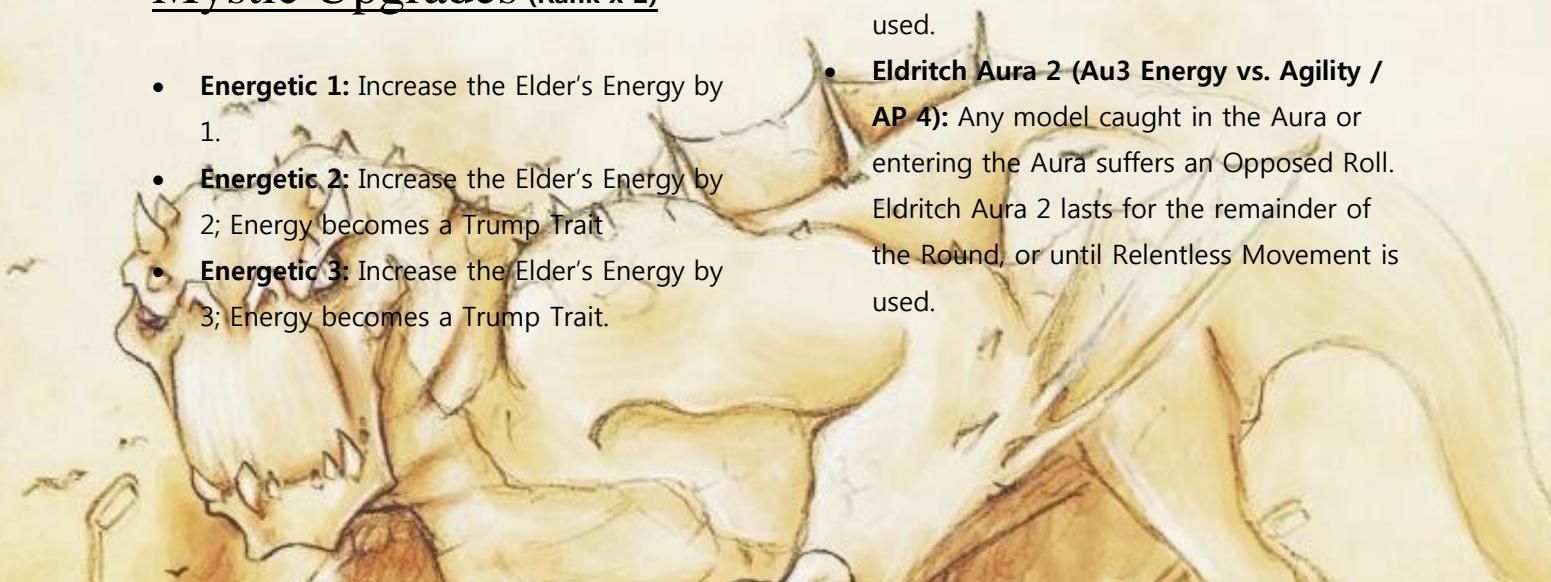
- **Defensive 3:** Increase the Elder's Defense by 3; Defense becomes a Trump Trait.
- **Strong 1:** Increase the Elder's Strength by 1.
- **Strong 2:** Increase the Elder's Strength by 2.
- **Strong 3:** Increase the Elder's Strength by 3; Strength becomes a Trump Trait.
- **Agile 1:** Increase the Elder's Agility by 1.
- **Agile 2:** Increase the Elder's Agility by 2.
- **Agile 3:** Increase the Elder's Agility by 3; Agility becomes a Trump Trait.
- **Formless 1:** The Elder gains **Molecular Manipulation 1**.
- **Formless 2:** The Elder gains **Molecular Manipulation 2**.
- **Formless 3:** The Elder gains **Molecular Manipulation 3**.
- **Stomp 1 (SBI1 Strength vs. Defense / AP 3):** All Supremes Damaged by this Action reduce their AP by 1 for the remainder of the Round.
- **Stomp 2 (SBI2 Strength vs. Defense / AP 4):** All Supremes Damaged by this Action reduce their AP by 2 for the remainder of the Round.
- **Stomp 3 (SBI3 Strength vs. Defense / AP 4):** All Supremes Damaged by this Action reduce their AP by 2 for the remainder of the Round.
- **Wings 1:** The Elder gains **Blitzer +1**.
- **Wings 2:** The Elder gains **Flight 1**.



- **Wings 3:** The Elder gains **Flight 3**.
- **Tentacles/Long Limbs 1:** The Elder gains **Reach +1**.
- **Tentacles/Long Limbs 2:** The Elder gains **Reach +2**.
- **Tentacles/Long Limbs 3:** The Elder gains **Reach +3**.
- **Ethereal 1 (Spirit / AP 3):** The Elder gains **Spectral** until the end of the Round or until it uses any Relentless movement.
- **Ethereal 2 (Spirit / AP 3):** The Elder gains **Spectral** until the end of the Round.
- **Ethereal 3 (Spirit / AP 3):** The Elder gains **Spectral** until the end of the Round. While benefitting from Ethereal 3, the Elder may move through any obstacle or terrain feature as long as its base can make it completely through the terrain.
- **Arachnid 1:** The Elder gains **Wallcrawler**.
- **Arachnid 2:** The Elder gains **Wallcrawler** and **Aftershocks 1**.
- **Arachnid 3:** The Elder gains **Wallcrawler**, **Aftershocks 2** and **Blitzer +1**.
- **Plasma 1 (BI3 Energy vs. Agility / RNG 8 / AP 2): Fire.** All Minions and Supreme targets benefit from +2 to the Opposed Rolls against Plasma 1.
- **Plasma 2 (BI4 Energy vs. Agility / RNG 8 / AP 2): Fire.** All Minions and Supreme targets benefit from +2 to the Opposed Rolls against Plasma 2. Plasma 2 benefits from **Aftershocks 1**.
- **Plasma 3 (BI4 Energy vs. Agility / RNG 8 / AP 2): Fire.** All Minions and Supreme targets benefit from +1 to the Opposed Rolls against Plasma 3. Plasma 3 benefits from **Aftershocks 3**.
- **Mind Blast 1 (Pr Mind vs. Spirit / RNG 6 / AP 2)**
- **Mind Blast 2 (Pr Mind vs. Spirit / RNG 6 / AP 2):** Sacrifice one available **Strike** and pay an extra 2 AP to target one additional model within RNG with Mind Blast 2.
- **Mind Blast 3 (R Mind vs. Spirit / RNG 6 / AP 4)**
- **Eldritch Aura 1 (Au2 Energy vs. Agility / AP 4):** Any model caught in the Aura or entering the Aura suffers an Opposed Roll. Eldritch Aura 1 lasts for the remainder of the Round, or until Relentless Movement is used.

## Mystic Upgrades (Rank x 2)

- **Energetic 1:** Increase the Elder's Energy by 1.
- **Energetic 2:** Increase the Elder's Energy by 2; Energy becomes a Trump Trait
- **Energetic 3:** Increase the Elder's Energy by 3; Energy becomes a Trump Trait.
- **Eldritch Aura 2 (Au3 Energy vs. Agility / AP 4):** Any model caught in the Aura or entering the Aura suffers an Opposed Roll. Eldritch Aura 2 lasts for the remainder of the Round, or until Relentless Movement is used.





- **Eldritch Aura 3 (Au3 / Energy vs. Agility / AP 4):** Any model caught in the Aura or entering the Aura suffers an Opposed Roll. The Eldritch Aura 3 lasts for the remainder of the Round.
- **Warped Reality 1 (BI2 Energy / RNG 6 /AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 4 vs. Agility) that remains in place for the remainder of the Round.
- **Warped Reality 2 (BI3 Energy / RNG 6 /AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 5 vs. Agility) that remains in place for the remainder of the Round.
- **Warped Reality 3 (BI3 Energy / RNG 10 /AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 6 vs. Agility) that remains until Warped Reality is used again.
- **Followers 1:** The Elder begins the Encounter with 3 Levels of Minion Cards (any combination including player created Minions). **Non Living** Follower Minions benefit from **Gaia's Enemy 1**.
- **Followers 2:** The Elder begins the Encounter with 5 Levels of Minion Cards (any combination including player created Minions). **Non Living** Follower Minions benefit from **Gaia's Enemy 2**.
- **Followers 3:** The Elder begins the Encounter with 7 Levels of Minion Cards

(any combination including player created Minions). Follower Minions benefit from **Gaia's Enemy 2**.

- **Object of Worship 1:** The Elder gains **Monster**.
- **Object of Worship 2:** The Elder gains **Monster** and **Leader of Minions 3** or adds +2 to **Leader of Minions**.
- **Object of Worship 3:** The Elder gains **Monster, Leader of Minions 5** or adds +3 to **Leader of Minions** (choose the highest value), and **Leader 1**.
- **Arcane Bolt 1 (Pr Energy vs. Agility / RNG 6 / AP 2):** Arcane Bolt benefits from **Technophobe 1**.
- **Arcane Bolt 2 (Pr Energy vs. Agility / RNG 8 / AP 2):** Arcane Bolt benefits from **Technophobe 2**.
- **Arcane Bolt 3 (BI2 Energy vs. Agility / RNG 6 / AP 4):** Arcane Bolt benefits from **Technophobe 2**.
- **Third Eye 1:** The Elder gains **Mind Fortress**.
- **Third Eye 2:** The Elder gains **Mind Fortress** and **Minds Reach**.
- **Third Eye 3:** The Elder gains **Mind Fortress, Minds Reach** and **Repel**.

### Ritual Upgrades (Rank x 2)

- **Dark Infusion (Mind / RNG 6 / AP 2):** Choose a friendly Minion within range, affecting a whole Minion card even if just one model is within range. During its next

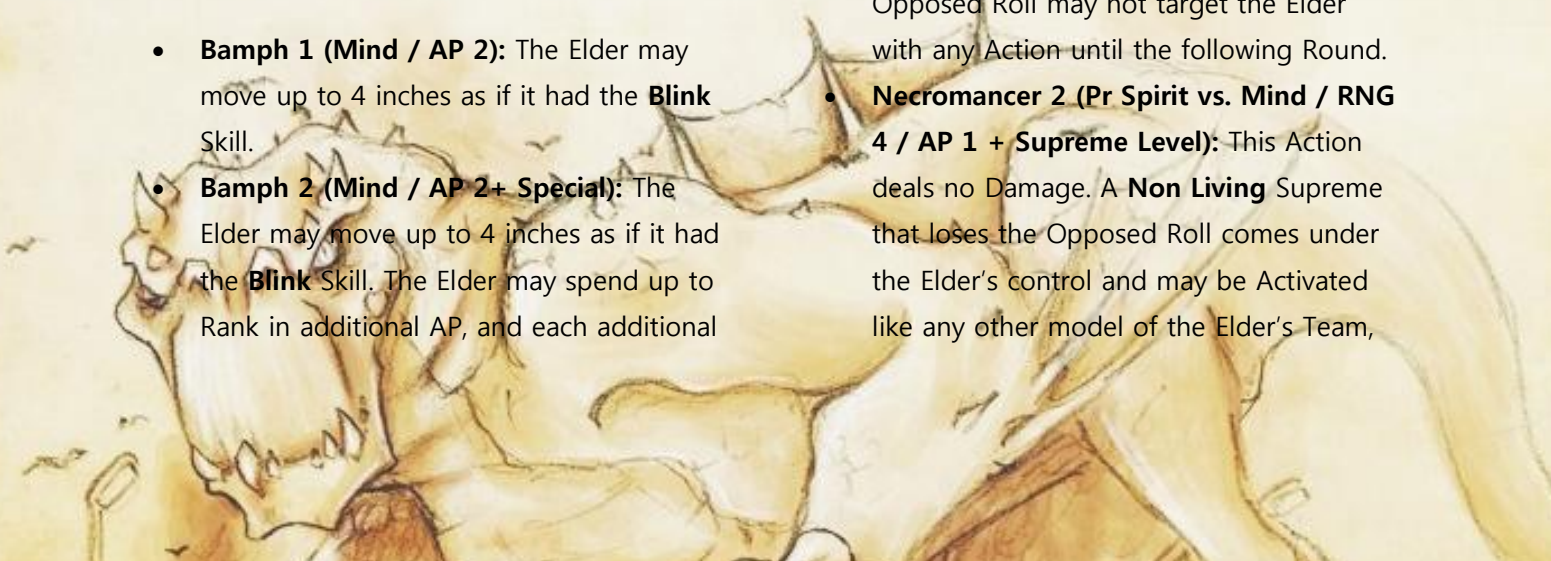


Activation the affected Minion card gains +2 to all Opposed Rolls. At the end of the next target Minion Activation remove all Minions on the card as casualties.

- **Dark Infusion (Mind / RNG 6 / AP 3):** Choose a friendly Minion within range, affecting a whole Minion card even if just one model is within range. During its next Activation the affected Minion card gains +2 to all Opposed Rolls. At the end of that Activation resolve a **Dark Explosion (SBI2 Energy 5 vs. Agility)** on each Minion. Eliminate all Minions on the card affected by Dark Infusion after resolving the roll. The Minions affected by Dark Infusion are not affected by other Dark Explosions.
- **Dark Infusion (Mind / RNG 6 / AP 3):** Choose a friendly Minion within range, affecting a whole Minion card even if just one model is within range. During its next Activation the affected Minion card gains +2 to all Opposed Rolls. At the end of the Round resolve a **Dark Explosion (SBI2 / Energy 5 vs. Agility)** on each Minion. Eliminate all Minions on the card affected by Dark Infusion after resolving all Dark Explosions. The Minions affected by Dark Infusion are not affected by other Dark Explosions.
- **Bamph 1 (Mind / AP 2):** The Elder may move up to 4 inches as if it had the **Blink** Skill.
- **Bamph 2 (Mind / AP 2+ Special):** The Elder may move up to 4 inches as if it had the **Blink** Skill. The Elder may spend up to Rank in additional AP, and each additional

AP spent adds 2 inches to the distance traveled.

- **Bamph 3 (Pr Mind vs. Defense / AP 2+ Special):** This Action deals no Damage. The Elder's player may move the model losing the Opposed Roll up to 4 inches as if it had the **Blink** Skill. The Elder may spend up to Rank additional AP; each additional AP adds 2 inches to the distance traveled. A model moved by Bamph 3 must end on the game board and follow all rules for Advanced Movement Actions (PG page 28).
- **Death Dance 1 (Mind / AP 2):** A friendly **Non Living** Minion card gains +2 to its next Opposed Roll.
- **Death Dance 2 (Mind / AP 3):** All friendly **Non Living** Minion cards gain +2 to their next Opposed Roll.
- **Death Dance 3 (Mind / AP 4):** All **Non Living** Minion cards gain +2 to their next Opposed Roll. You may immediately Command all **Non Living** Minions during this Activation.
- **Necromancer 1 (Pr Spirit vs. Mind / RNG 4 / AP 2):** This Action deals no Damage. A **Non Living** Supreme that loses the Opposed Roll may not target the Elder with any Action until the following Round.
- **Necromancer 2 (Pr Spirit vs. Mind / RNG 4 / AP 1 + Supreme Level):** This Action deals no Damage. A **Non Living** Supreme that loses the Opposed Roll comes under the Elder's control and may be Activated like any other model of the Elder's Team,

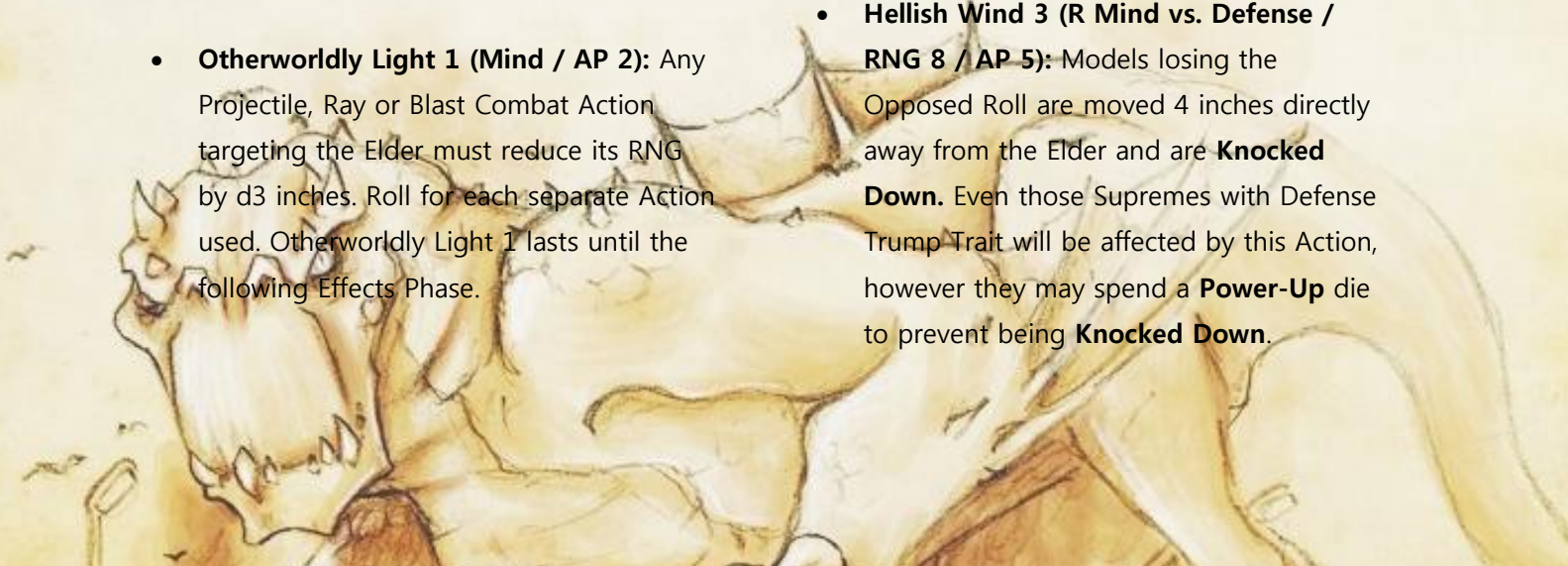




using the Elder's AP Pool to use Actions. A model cannot be subject to Necromancer 2 for 2 consecutive Rounds. Necromancer lasts for the remainder of the Round.

- **Necromancer 3 (Bl3 Spirit vs. Mind / RNG 6 / AP 1 + Total Supreme Levels):** This Action deals no Damage. Any **Non Living** Supremes that lose the Opposed Roll comes under the Elder's control and may be may be Activated and like any other model of the Elder's Team, using the Elder's AP Pool to use Actions. A model cannot be subject to Necromancer 3 for 2 consecutive Rounds. Necromancer lasts for the remainder of the Round.
- **Null Zone 1 (Au2 / Mind / AP 3):** All **Living** models suffer -1 to Combat Actions they use while in the Aura. Null Zone 1 lasts for the remainder of the Round.
- **Null Zone 2 (Au3 / Mind / AP 4):** All **Living** models suffer -2 to Combat Actions they use while in the Aura. Null Zone 2 lasts for the remainder of the Round.
- **Null Zone 3 (Au3 / Mind / AP 5):** All models except the Elder suffer -2 to Combat Actions they use while in the Aura. Null Zone 3 lasts for the remainder of the Round.
- **Otherworldly Light 1 (Mind / AP 2):** Any Projectile, Ray or Blast Combat Action targeting the Elder must reduce its RNG by d3 inches. Roll for each separate Action used. Otherworldly Light 1 lasts until the following Effects Phase.

- **Otherworldly Light 2 (Mind / AP 2):** Any Projectile, Ray or Blast Combat Action targeting the Elder must reduce its RNG by d3 inches. Roll for each separate Action used. In addition, All Projectile, Ray or Blast Combat Actions used against the Elder cost 1 extra AP. Otherworldly Light 2 lasts until the following Effects Phase.
- **Otherworldly Light 3 (Mind / AP 3):** Any model wishing to target the Elder with a Projectile, Ray or Blast Combat Action must succeed in a Mind vs. Mind Opposed Roll with the Elder. If the model fails the Opposed Roll the Elder may nominate any model within 2 inches of the Elder and within RNG of the attacking model as the new target for the attack. Otherworldly Light 3 lasts until the start of the following Round.
- **Hellish Wind 1 (R Mind vs. Defense / RNG 4 / AP 4):** Models losing the Opposed Roll are moved 3 inches directly away from the Elder.
- **Hellish Wind 2 (R Mind vs. Defense / RNG 6 / AP 4):** Models losing the Opposed Roll are moved 3 inches directly away from the Elder and are **Knocked Down**.
- **Hellish Wind 3 (R Mind vs. Defense / RNG 8 / AP 5):** Models losing the Opposed Roll are moved 4 inches directly away from the Elder and are **Knocked Down**. Even those Supremes with Defense Trump Trait will be affected by this Action, however they may spend a **Power-Up** die to prevent being **Knocked Down**.



- **Summoning 1\* (Spirit / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 3 inches of the Monster. The AP cost is equal to 1 AP plus the Level of the Minion card re-spawned. The Minions are able to be Commanded during the same Activation in which they are re-spawned.
- **Summoning 2\* (Spirit / Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Monster. The cost is equal to the Level of the Minion card re-spawned. The Minions are able to be Commanded during the same Activation in which they are re-spawned. Re-spawned Minions receive +1 to all Opposed Rolls in their first Activation this Round.
- **Summoning 3\* (Spirit / AP 1 + Special):** Once per Round you may spawn a Minion card anywhere fully within 6 inches of the Monster. Create the card using regular Minion creation rules. The cost is equal to the Level of the Minion Card spawned. The Minions are able to be Commanded during the same Activation in which they are spawned. Spawned Minions receive +1 to all Opposed Rolls in their first Activation this Round.

Elder may receive as well as the Flaw which if met can cause the seal to be destroyed. Each Seal may only be chosen once per Encounter by an individual Elder.

**13<sup>th</sup> Seal:** While this Seal is Active any Opposed Roll using the Elder's Mind or Spirit that rolls a 6 is **Powered Up** for free.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll where the opposing Supremes total including Trait and all modifiers is exactly 13.

**Seal of Blood:** While this Seal is Active the Elder gains **Power for Price 2**.

- **Flaw:** If an enemy Supreme within 4 inches of the Elder is Eliminated or chooses to be Eliminated instead of being Activated, then the Seal is destroyed.

**Seal of the Dead:** During the Effect Phase if this Seal is Active the Elder may spawn 2 cards of Zombie Minions. Place the Minions within 8 inches of the Elder at no cost.

- **Flaw:** This Seal is destroyed if the Elder suffers any Damage from a **Non-Living** model.

**Seal of Destruction:** While this Seal is Active the Elder gains **Ram 3**.

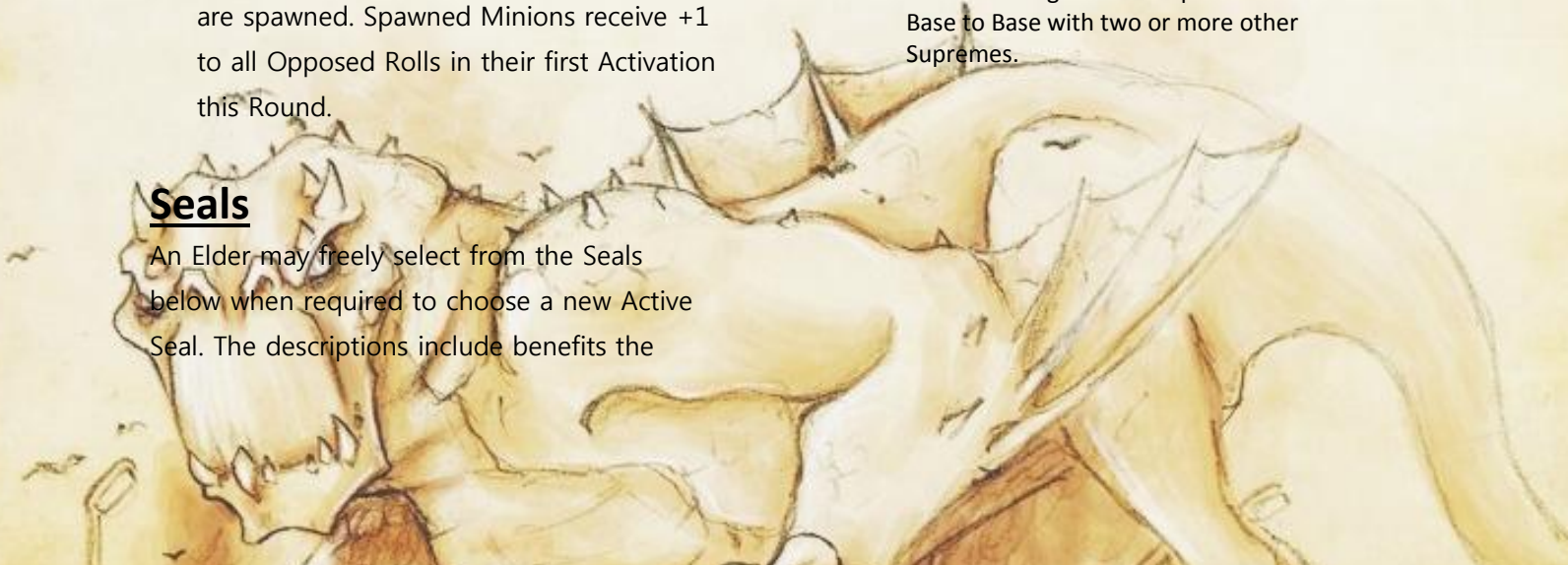
- **Flaw:** This Seal is destroyed if the Elder takes any Damage from a Trap Resource.

**Seal of the Divided:** While this Seal is Active any Close Combat or Projectile attack the Elder makes may target an additional model within range at no extra AP cost. The Elder rolls only half its normal Trait value rounded up against all targets when dividing attack Actions this way, but may Power-Up each Opposed Roll normally if allowed to do so.

- **Flaw:** The Seal is destroyed if the Elder suffers Damage from a Supreme that is in Base to Base with two or more other Supremes.

## Seals

An Elder may freely select from the Seals below when required to choose a new Active Seal. The descriptions include benefits the





**Seal of Flames:** While this Seal is Active any model in Base to Base, or entering or leaving Base to Base with the Elder, suffers Fire **Aftershocks 3**, and all of the Elder's Strikes are considered to benefit from Damage Source/Fire.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a Water Damage Source.

**Seal of the Master:** While this Seal is Active the Elder gains an extra 6 AP. Those extra 6 AP are lost if the Seal is destroyed.

- **Flaw:** This Seal is destroyed if there are no friendly Minions on the board.

**Seal of Fortune:** While this Seal is Active all non-Power Up dice used for the Elder's Opposed Rolls count a 1-3 as a '1', and 4-6 as a '6'. Only naturally rolled 6's will benefit from Automatic Success.

- **Flaw:** If the Elder rolls a natural 1 and an enemy Supreme rolls a natural 6 on any single Opposed Roll then the Seal is destroyed.

**Seal of Motion:** While this Seal is Active the Elder pays 1 AP for 2 inches of Relentless movement. The Elder has a maximum of 8 inches of extra Relentless movement per Activation.

- **Flaw:** This Seal is destroyed if the Elder is Stunned.

**Seal of Midnight:** While this Seal is Active the Elder gains the **Darkness** Skill and **Deflect 2** or adds +2 to **Deflect**.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Light** Damage Source.

**Seal of Mystery:** While this Seal is Active the Elder gains **Gaia's Enemy 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a **Science** Supreme by 3 or more.

**Seal of Nature:** While this Seal is Active the Elder gains **Technophobia 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a **Mystery** Supreme by 3 or more.

**Seal of Sanity:** While this Seal is Active the Elder rolls an additional die on any Opposed Rolls using its Mind, choosing the highest result.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll targeting its Spirit.

**Seal of Science:** While this Seal is Active the Elder gains **Inquisitor 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a Nature Supreme by 3 or more.

**Seal of Steel:** This Seal has 15 Damage instead of 10.

- **Flaw:** This Seal is destroyed if the Elder takes suffers any Damage in the Effects phase.

**Seal of the Mountain:** While this Seal is Active the Elder gains the **Earth** Skill and additionally all of the Elder's Strikes gain +2 to the Opposed Roll (subject to the usual Pulp City Math limit of +3) and **Super Damage 4**. The Elder's Strikes now cost 3 AP.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Air Damage Source.

**Seal of the Sun:** While this Seal is Active the Elder gains the **Light** Skill. Elder ignores all In Cover Conditions as well as the **Blend** and **Deflect** Skills.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Darkness** Damage Source.

**Seal of the Tides:** While this Seal is Active the Elder gains the **Water** Skill. Any model in Base to Base with the Elder at the end of its own Activation is moved 4 inches directly away from the Elder while Seal of the Tides is Active.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Fire** Damage Source.

**Seal of Vendetta:** Nominate an enemy model; while this Seal is Active any Damage done to that model from the Elder, is increased by 2 from a successful Opposed Roll (does not increase fixed Damage or Damage from Aftershocks). If the nominated model is Eliminated or Incapacitated you may select another model.

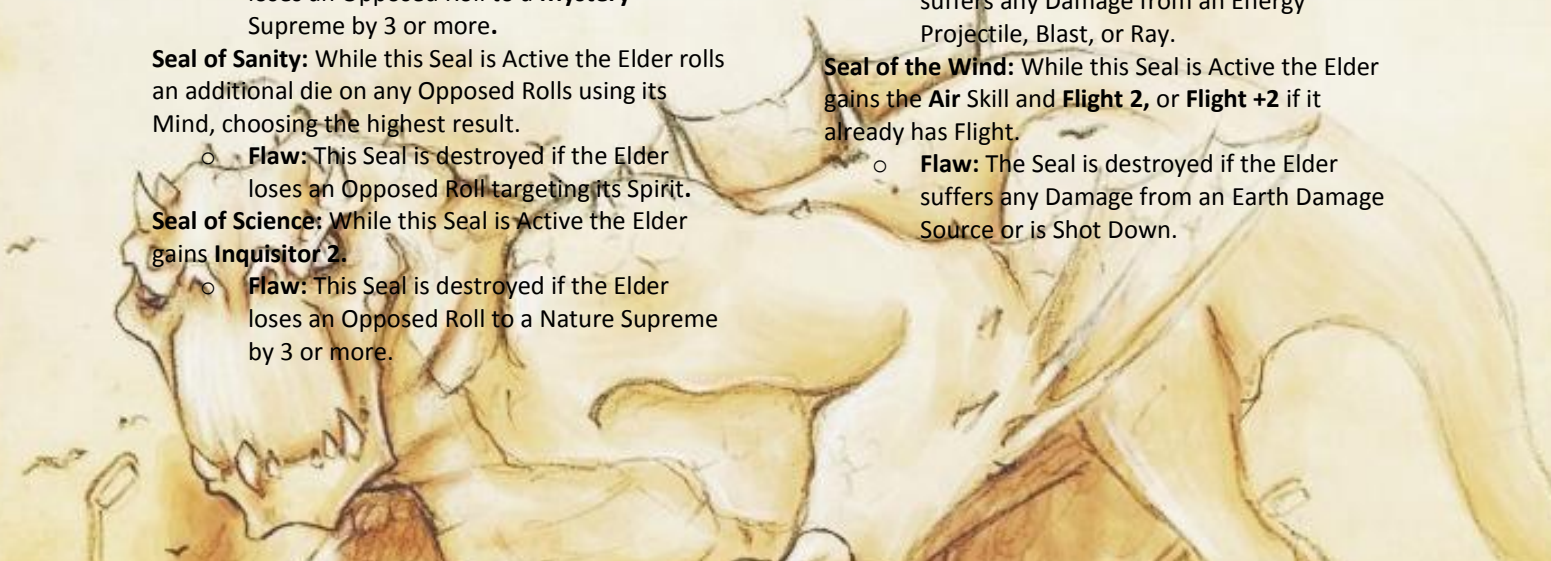
- **Flaw:** If any model other than your chosen model suffers Damage from the Elder or any of its allies, then this Seal is destroyed.

**Seal of the Warrior:** While this Seal is Active the Elder gains +1 to all Strength Opposed Rolls and **Fury +1**.

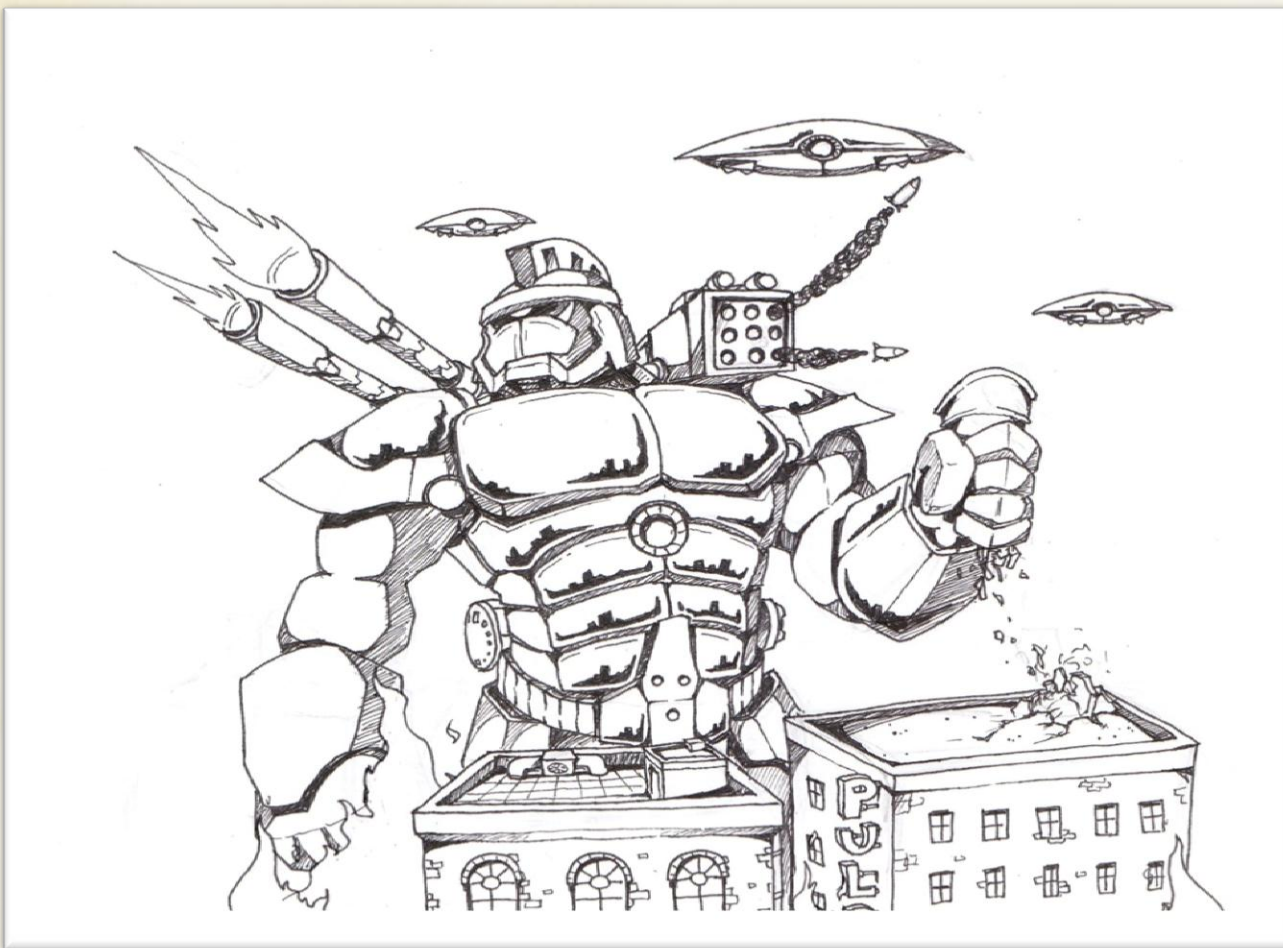
- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Energy Projectile, Blast, or Ray.







**Seal of the Wind:** While this Seal is Active the Elder gains the **Air** Skill and **Flight 2**, or **Flight +2** if it already has Flight.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Earth Damage Source or is Shot Down.



## Chapter 6: Robots



							Damage	AP
Robot	4	4	5	1	3	3	Special	Special

Robots are giant constructs, sentient or not, built by alien civilizations, genius scientists or local evil masterminds. They may be humanoid science-warriors, anthropomorphic engines of destruction, or even stranger looking machines. Many are simply giant vehicles of

war grown to enormous size. Whatever the source of their creation, all Robots are subject to the following rules.

- All Robots are **Mechanical**, **Armored**, and **Immune/Mind**.



- Robots may Command any Mechanical Minions including enemy Minions.

The above chart shows the base Traits for Robot Monsters. As usual these Traits may be modified depending on the Upgrades chosen

## Stopping the Robot

Invading Robots don't have Damage and AP like other Monsters. Instead a Robot uses Fuel. Fuel is a Robot's driving force as they use it to power their shields and protection system, as well as to enable their weapon attacks and movement. This means that any Damage a Robot suffers and any AP spent by the Robot is drained from the Robot's Fuel.

Robots are comprised of four Modules, and Fuel is stored in Battery Packs within these Modules. Each of a Robot's Modules is powered by 3 or more Battery Packs. Robots have 2 + Rank Battery Packs in each Module, each storing 10 Fuel. Each point of Fuel represents both 1 AP and 1 point of Damage. Therefore a Rank 3 Robot will have 5 Battery Packs in each of the four Modules, for a total of 20 Battery Packs and 200 Fuel to start with! Whenever a Robot is Activated, mark the total AP (Fuel) expenditure to one Battery Pack after the Activation is resolved. Note that a whole Activation must use Fuel from a single Battery Pack.

Whenever a Robot is attacked, the attacking player must select a specific Battery Pack as

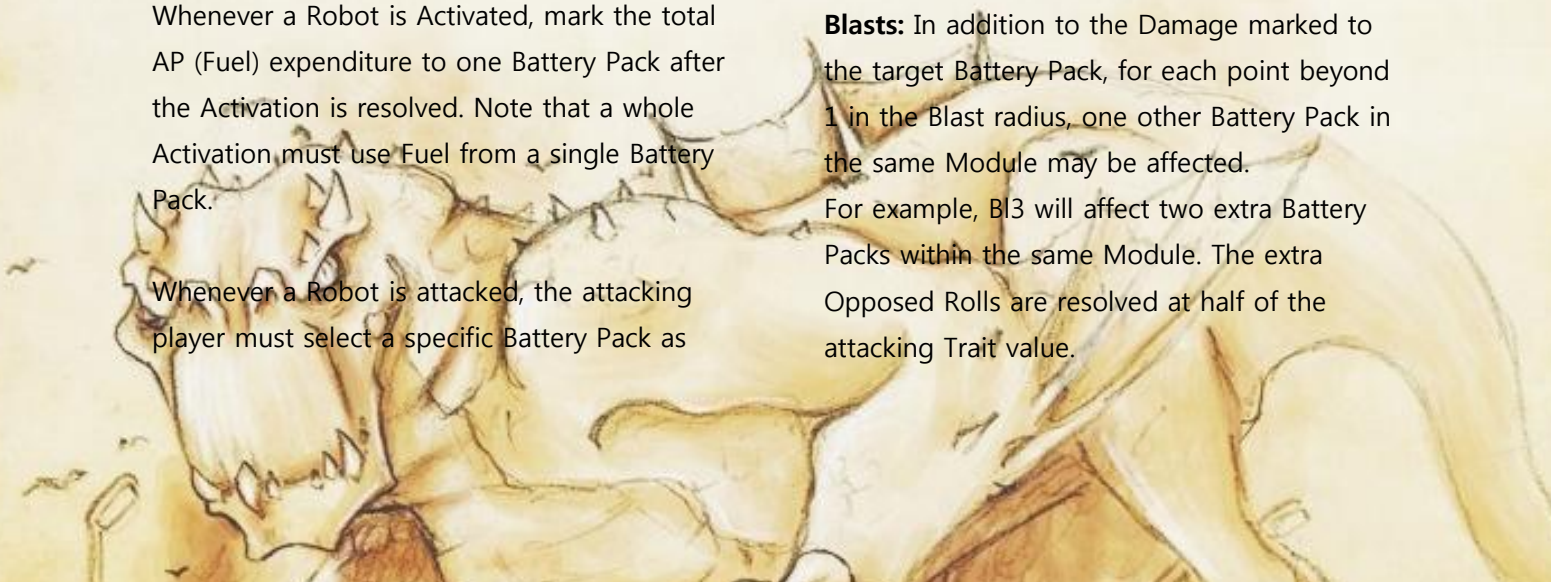
the target of their Combat Action. Note that all Damage from a single Combat Action must be removed from the target Battery Packs Fuel, except where Rays, Blasts or Self-Blasts are involved (see Multi Target Actions and Robots below). Excess Damage doesn't carry over to other Battery Packs (but it will still trigger certain effects - for example **Super Damage**).

Whenever all Fuel (that is AP and Damage) in a Battery Pack is marked off, it is **Burnt Out** and may not be restored in any way, unless an Action states otherwise. Whenever all Battery Packs in a Module are **Burnt Out**, a Robot no longer benefits from any of the associated Module Upgrades. This means it loses access to any Trait, Action or Skill Upgrades in that Module. This effect from losing a Module is instant.

A Robot is Eliminated when it loses its last Module.

## Multi Target Actions and Robots:

**Blasts:** In addition to the Damage marked to the target Battery Pack, for each point beyond 1 in the Blast radius, one other Battery Pack in the same Module may be affected. For example, B13 will affect two extra Battery Packs within the same Module. The extra Opposed Rolls are resolved at half of the attacking Trait value.



**Rays and Self Blasts:** Measure the distance from the acting model to the Robot's base. For each extra full inch of range remaining, in addition to the Damage marked to the target Battery Pack one additional Battery Pack in the Module may be affected per extra inch of range. The extra Opposed Rolls are resolved at half of the attacking Trait value.

For example, a Ray with RNG 6 used by a model 3 inches away from the Robot will potentially affect 3 extra Battery Packs as long as they are all within the same Module.

**Auras:** The Damage is dealt to just one Battery Pack regardless of Aura size.

## Upgrades

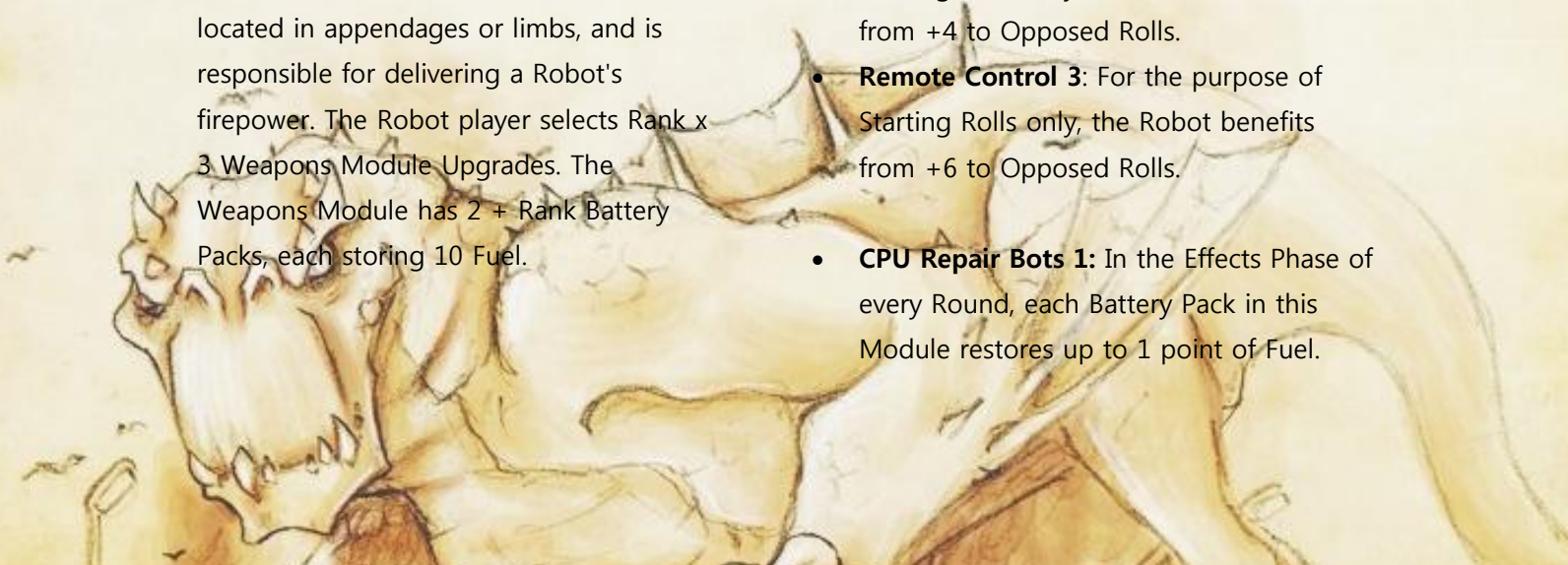
Robots have four Modules, each with a corresponding selection of Upgrades.

- **CPU Module:** Usually located in the head, this Module is responsible for battlefield control. The Robot player selects Rank x 2 CPU Upgrades. The CPU Module has 2 + Rank Battery Packs, each storing 10 Fuel.
- **Weapons Module:** This Module usually located in appendages or limbs, and is responsible for delivering a Robot's firepower. The Robot player selects Rank x 3 Weapons Module Upgrades. The Weapons Module has 2 + Rank Battery Packs, each storing 10 Fuel.

- **Bulkhead Module:** This Module supports the Robot's frame and shields its engines and certain vital components. The Robot player selects Rank x 2 Bulkhead Upgrades. The Bulkhead Module has 2 + Rank Battery Packs, each storing 10 Fuel.
- **Movement Module:** The Movement Module is responsible for the Robot's mobility and locomotion. Robots select Rank x 2 Movement Upgrades. The Movement Module has 2 + Rank Battery Packs, each storing 10 Fuel.

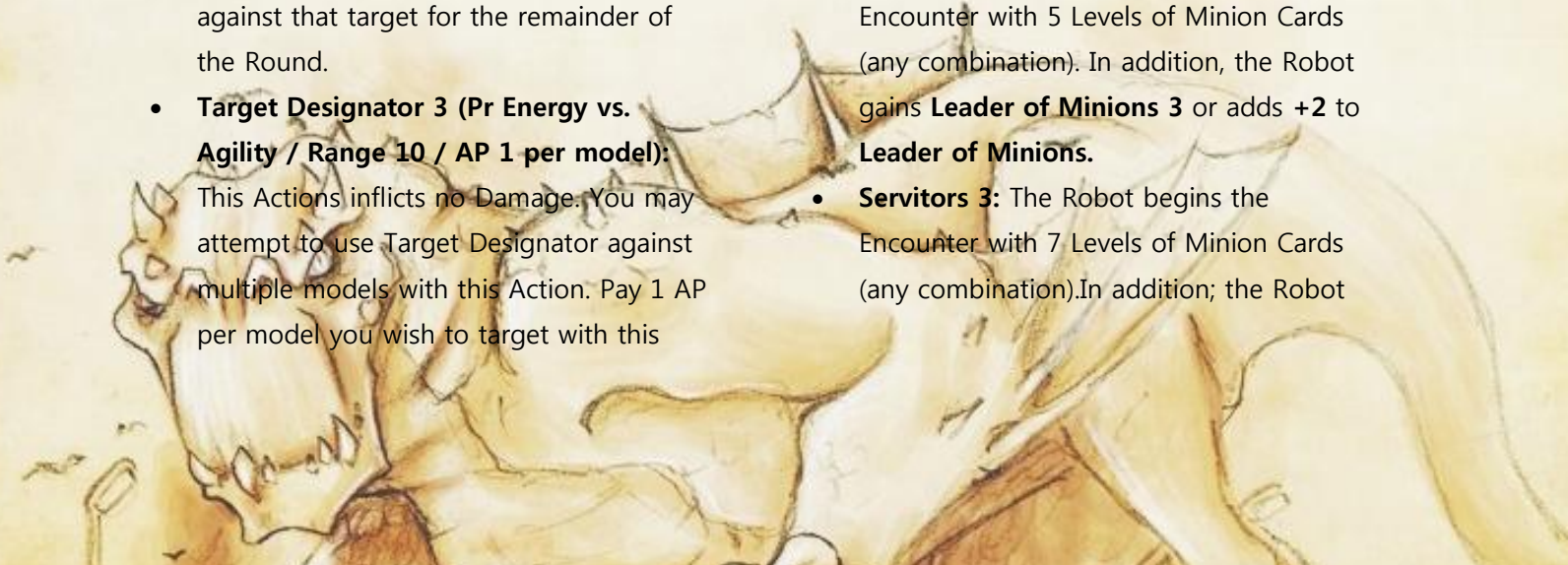
## CPU Upgrades (Rank x 2):

- **Mindful 1:** Increase the Robot's Mind by 1.
- **Mindful 2:** Increase the Robot's Mind by 2.
- **Mindful 3:** Increase the Robot's Mind by 3. Mind becomes a Trump Trait.
- **Remote Control 1:** For the purpose of Starting Rolls only, the Robot benefits from +2 to Opposed Rolls.
- **Remote Control 2:** For the purpose of Starting Rolls only, the Robot benefits from +4 to Opposed Rolls.
- **Remote Control 3:** For the purpose of Starting Rolls only, the Robot benefits from +6 to Opposed Rolls.
- **CPU Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.





- **CPU Repair Bots 2:** In the Effects Phase of every Round, restore a total of up to 5 points of Fuel to any single Battery Pack, or divide 5 points of Fuel to restore to any Battery Packs in this Module.
- **CPU Repair Bots 3:** In the Effects Phase of every Round, roll d6 for each **Burnt Out** Battery Pack in this Module; on a roll of 6 the Battery Pack is no longer **Burnt Out** and is restored with 1 point of Fuel. After these rolls, restore a total of up to 5 points of Fuel to any Battery Pack or between any combinations of Battery Packs in this Module.
- **Target Designator 1 (Pr Energy vs. Agility / Range 8 / AP 1):** This Actions inflicts no Damage. If the Opposed Roll is successful you gain a +2 to your next Combat Action against the target in this Round.
- **Target Designator 2 (Pr Energy vs. Agility / Range 8 / AP 1 per Model):** This Actions inflicts no Damage. You may attempt to use Target Designator against multiple models with this Action. Pay 1 AP per model you wish to target with this Action. Each success against a target grants +2 to all Robot Combat Actions against that target for the remainder of the Round.
- **Target Designator 3 (Pr Energy vs. Agility / Range 10 / AP 1 per model):** This Actions inflicts no Damage. You may attempt to use Target Designator against multiple models with this Action. Pay 1 AP per model you wish to target with this Action. Each success against a target grants +2 to all Robot Combat Actions against that target for the remainder of the Round.
- **Tactical Computer 1:** The Robot gains **Leader**.
- **Tactical Computer 2:** The Robot gains **Leader** and **Leader of Minions 3** or adds +2 to **Leader of Minions**
- **Tactical Computer 3:** The Robot gains **Leader** and **Leader of Minions 5** or adds +3 to **Leader of Minions**.
- **Fire Control 1:** The Robot gains **Powerful Rays**.
- **Fire Control 2:** The Robot gains **Powerful Rays** and **Super Blast**.
- **Fire Control 3:** The Robot gains **Powerful Rays, Super Blast** and **Power Trait/Energy**.
- **Servitors 1:** The Robot begins the Encounter with 3 Levels of Mechanical Minion Cards (any combination). In addition, the Robot gains **Leader of Minions 2** or adds +1 to **Leader of Minions**.
- **Servitors 2:** The Robot begins the Encounter with 5 Levels of Minion Cards (any combination). In addition, the Robot gains **Leader of Minions 3** or adds +2 to **Leader of Minions**.
- **Servitors 3:** The Robot begins the Encounter with 7 Levels of Minion Cards (any combination). In addition; the Robot



gains **Leader of Minions 5** or adds +3 to **Leader of Minions**.

- **Scanners 1:** In the Effects phase of the first Round the Opposing player nominates a single piece of Scenery that the Robot can **Recycle** in order to restore its Battery Packs.
- **Scanners 2:** In the Effects phase of the first Round the Opposing player nominates two pieces of Scenery that the Robot can **Recycle** in order to restore its Battery Packs.
- **Scanners 3:** In the Effects phase of the first Round the Opposing player nominates three pieces of Scenery that the Robot can **Recycle** in order to restore its Battery Packs.

**Recycle (Energy + Rank vs. Defense):**

While in Base to Base with Recyclable Scenery the Robot may make an Opposed Roll. For every point of Damage the Scenery Suffers the Robot may Restore 1 Fuel point to any single Battery Pack.

- **Hacker 1 (SBI2 Mind vs. Mind / AP 2):** Hacker only affects **Mechanical** models.
- **Hacker 2 (SBI3 Mind vs. Mind / AP 2):** Hacker only affects **Mechanical** models. All models suffering Damage must pay an additional AP for all Actions until the next Effects Phase.
- **Hacker 3 (SBI3 Mind vs. Mind / AP 3):** The Robot's advanced neural net can scramble the electrical impulses of any model nearby.

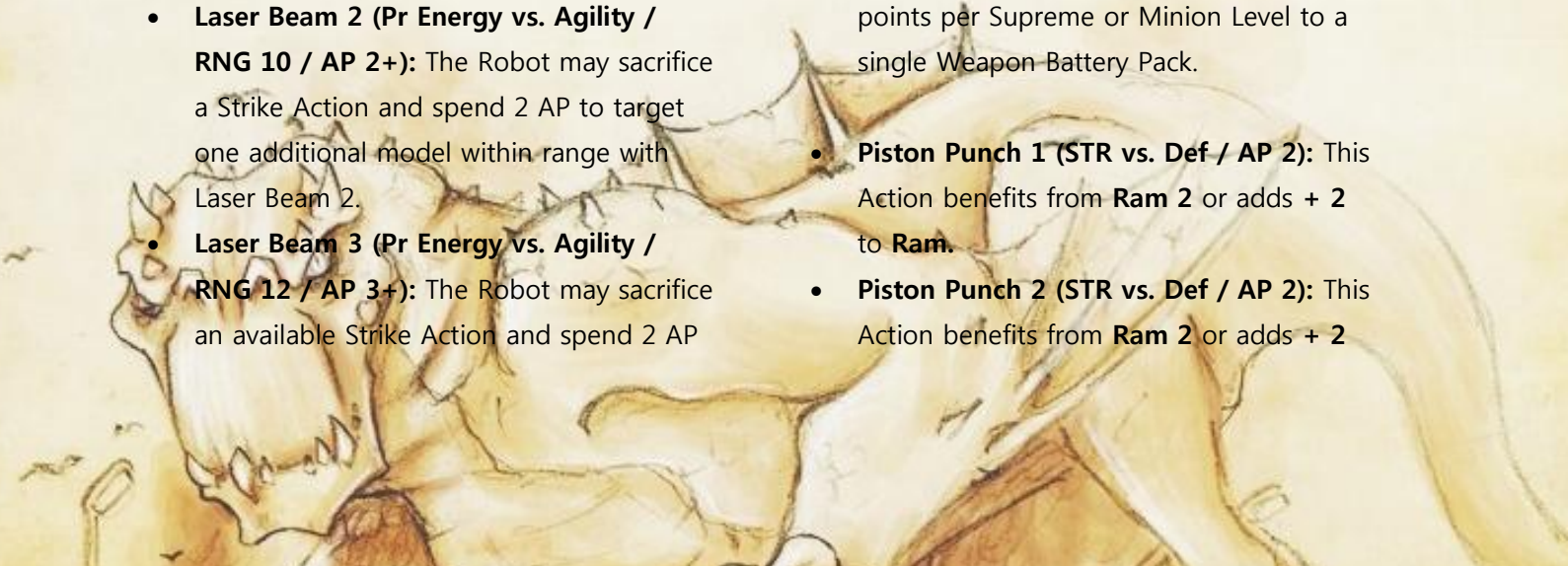
## Weapon Upgrades (Rank x 3):

- **Strong 1:** Increase the Robot's Strength by 1.
- **Strong 2:** Increase the Robot's Strength by 2; Strength becomes a Trump Trait.
- **Strong 3:** Increase the Robot's Strength by 3; Strength becomes a Trump Trait.
- **Energized 1:** Increase the Robot's Energy by 1; Energy becomes a Trump Trait.
- **Energized 2:** Increase the Robot's Energy by 2; Energy becomes a Trump Trait.
- **Energized 3:** Increase the Robot's Energy by 3; Energy becomes a Trump Trait.
- **Rocket Fist 1: (Pr Strength vs. Agility / Range 4 / AP 2):** The Robot launches its fist like a rocket. Sacrifice 1 available Strike Action to add +2 to the Opposed Roll.
- **Rocket Fist 2: (Pr Strength vs. Agility / Range 6 / AP 2+):** The Robot launches its fist like a rocket. Pay an extra 2 AP to target one additional model within RNG with Rocket Fist 2. Sacrifice 1 available Strike Action to add +2 to a single Rocket Fist Opposed Roll.
- **Rocket Fist 3: (Pr Energy + Strength vs. Agility / Range 6 / AP 4):** Rocket Fist 3 benefits from **Super Damage 1**.
- **Weapon Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point.
- **Weapon Repair Bots 2:** In the Effects Phase of every Round, restore a total of up to 5 points of Fuel to any single Battery



Pack or divide 5 Fuel to restore among any Battery Packs in this unit.

- **Weapon Repair Bots 3:** In the Effects Phase of every Round, roll d6 for each **Burnt Out** Battery Pack in this Module; on a roll of 6 the Battery Pack is no longer **Burnt Out** and is restored with 1 point of Fuel. After the rolls, restore a total of up to 5 Fuel points divided among any Battery Pack or Battery Packs in this Module.
- **Missile Swarm 1 (Bl2 Energy vs. Agility / RNG 6 / AP 3)**
- **Missile Swarm 2 (Bl2+ Energy vs. Agility / RNG 8 / AP 3 + Special):** The Robot may spend 1 or more extra AP to increase the Blast by 1 per additional AP spent. You may spend up to the Robot's Rank in additional AP in this manner.
- **Missile Swarm 3 (Bl3+ Energy vs. Agility / RNG 10 / AP 3 + Special):** A swarm of micro missiles. The Robot may spend 1 or more extra AP to increase the Blast by 1 per additional AP spent. You may spend up to the Robot's Rank in additional AP in this manner.
- **Laser Beam 1 (Pr Energy vs. Agility / RNG 8 / AP 2)**
- **Laser Beam 2 (Pr Energy vs. Agility / RNG 10 / AP 2+):** The Robot may sacrifice a Strike Action and spend 2 AP to target one additional model within range with Laser Beam 2.
- **Laser Beam 3 (Pr Energy vs. Agility / RNG 12 / AP 3+):** The Robot may sacrifice an available Strike Action and spend 2 AP per target to affect additional models within range with Laser Beam 3.
- **Pulse Laser 1 (Pr Energy vs. Agility / RNG 4 / AP 2+):** The Robot may add +1 to the Pulse Laser Opposed Roll by spending an extra 1 AP.
- **Pulse Laser 2 (R Energy vs. Agility / RNG 4 / AP 3+):** The Robot may add +1 to all Pulse Laser Opposed Rolls by spending 2 AP.
- **Pulse Laser 1 (R Energy vs. Agility / RNG 6 / AP 3+):** The Robot may add a +1 to all Pulse Laser Opposed Rolls by spending 1 AP.
- **Infernal Combustion 1 (Str vs. Def / AP 2):** If this Action Incapacitates or Eliminates the target model the Robot regains 1 Fuel point per Supreme or Minion Level to a single Weapon Battery Pack.
- **Infernal Combustion 2 (Str vs. Def / AP 2):** If this Action Incapacitates or Eliminates the target model the Robot regains 2 Fuel points per Supreme or Minion Level to a single Weapon Battery Pack.
- **Infernal Combustion 3 (Str vs. Def / AP 2):** If this Action Incapacitates or Eliminates the target model the Robot regains 3 Fuel points per Supreme or Minion Level to a single Weapon Battery Pack.
- **Piston Punch 1 (STR vs. Def / AP 2):** This Action benefits from **Ram 2** or adds + 2 to **Ram**.
- **Piston Punch 2 (STR vs. Def / AP 2):** This Action benefits from **Ram 2** or adds + 2

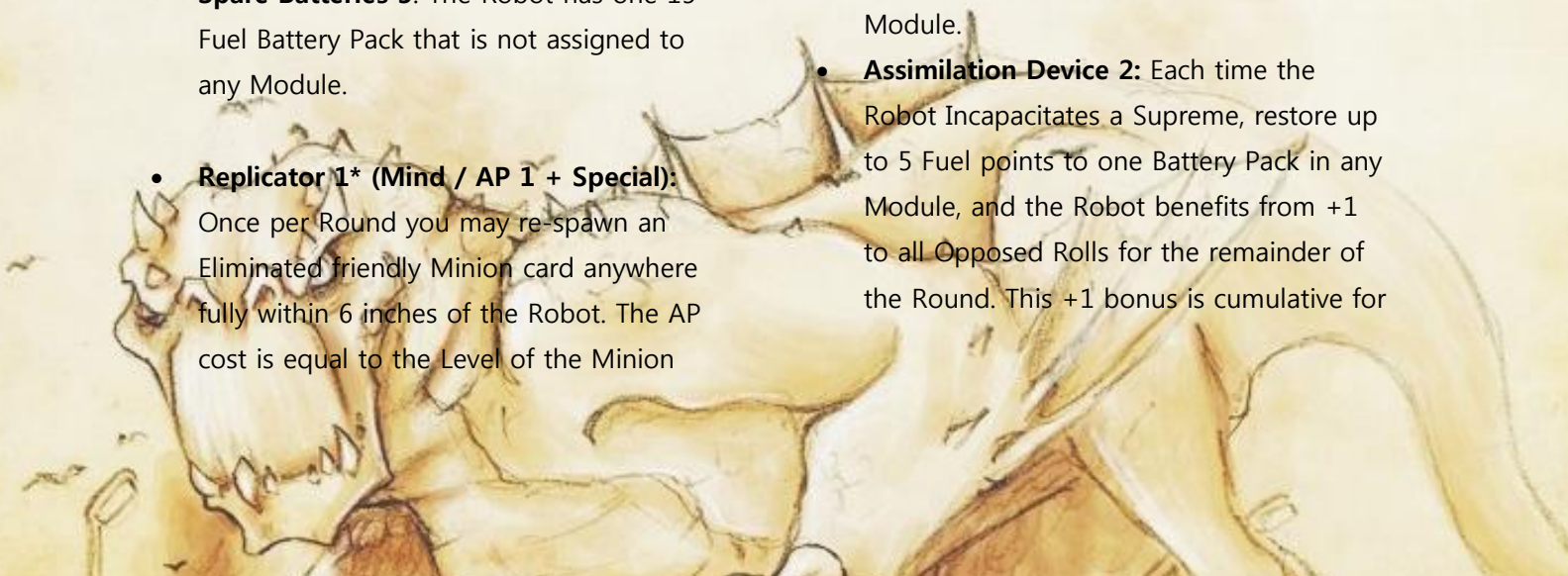


to **Ram**. Buildings Damaged by this Action suffer **Aftershocks 5** in the following Round.

- **Piston Punch 3 (STR vs. Def / AP 2):** This Action benefits from **Ram 3** or adds + 3 to **Ram**. Buildings Damaged by this Action suffer **Aftershocks 5** in the following Round. Any other Close Combat Actions made by the Robot until the end of the Round benefit from **Ram 3** or add + 3 to **Ram**.

## Bulkhead Upgrades (Rank x 2):

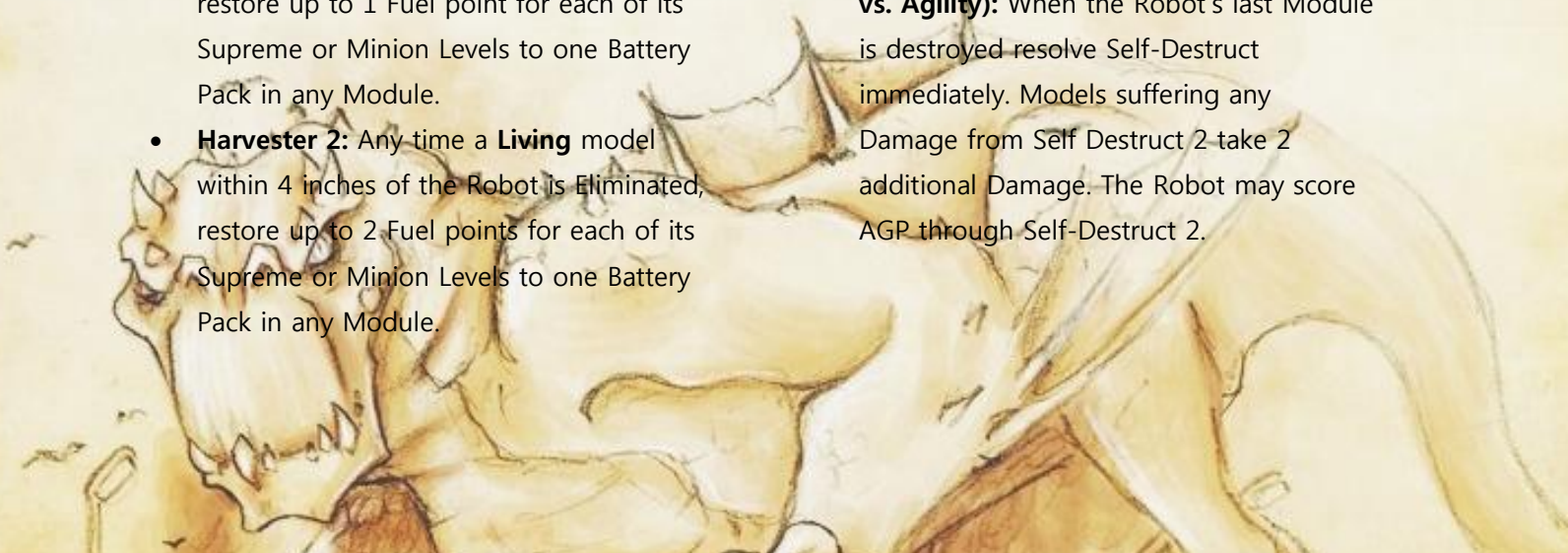
- **Defensive 1:** Increase the Robot's Defense by 1; Defense becomes a Trump Trait.
- **Defensive 2:** Increase the Robot's Defense by 2; Defense becomes a Trump Trait.
- **Defensive 3:** Increase the Robot's Defense by 3; Defense becomes a Trump Trait.
- **Spare Batteries 1:** The Robot has one 5 Fuel Battery Pack that is not assigned to any Module.
- **Spare Batteries 2:** The Robot has one 10 Fuel Battery Pack that is not assigned to any Module.
- **Spare Batteries 3:** The Robot has one 15 Fuel Battery Pack that is not assigned to any Module.
- **Replicator 1\* (Mind / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Robot. The AP cost is equal to the Level of the Minion card re-spawned plus 1. The Minions are able to be Commanded within the same Activation in which they are re-spawned.
- **Replicator 2\* (Mind / Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Robot. The AP cost is equal to the Level of the Minion card re-spawned. The Minion can be Commanded within the same Activation in which they are re-spawned. Re-spawned Minions receive +1 to all Opposed Rolls in their first Activation in this Round.
- **Replicator 3\* (Mind / AP 1 + Special):** Once per Round you may spawn a Minion card anywhere fully within 6 inches of the Robot. Create the card using regular Minion creation rules, though it must take the Mechanical upgrade. The cost is equal to the Level of the Minion Card spawned. The Minions can be Commanded within the same Activation in which they are spawned. Spawned Minions receive +1 to all Opposed Rolls in their first Activation in this Round.
- **Assimilation Device 1:** Each time the Robot Incapacitates a Supreme, restore up to 5 Fuel points to one Battery Pack in any Module.
- **Assimilation Device 2:** Each time the Robot Incapacitates a Supreme, restore up to 5 Fuel points to one Battery Pack in any Module, and the Robot benefits from +1 to all Opposed Rolls for the remainder of the Round. This +1 bonus is cumulative for





each Supreme Incapacitated within the same Round.

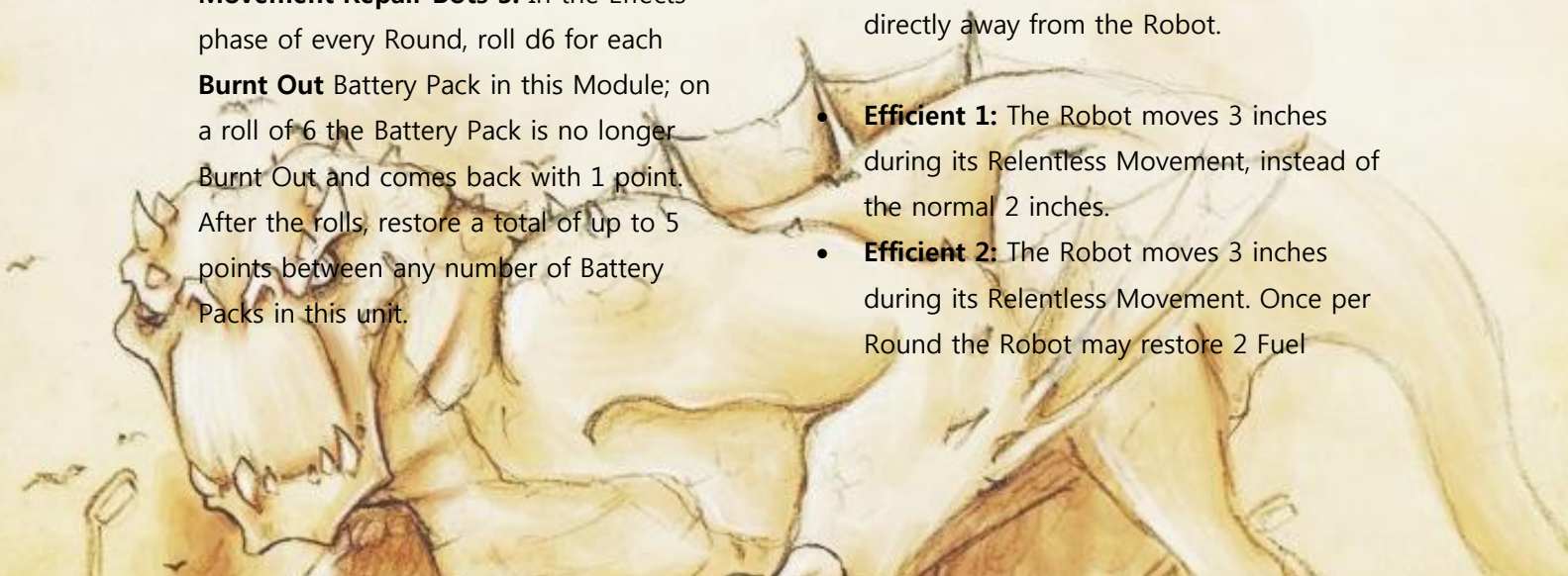
- **Assimilation Device 3:** Each time the Robot Incapacitates a Supreme, restore up to 5 Fuel points to one Battery Pack in any Module, including a **Burnt Out** one, and the Robot benefits from +1 to all Opposed Rolls for the remainder of the Round. This +1 bonus is cumulative for each Supreme Incapacitated within the same Round.
- **Recycler 1:** Any time a **Mechanical** model within 4 inches of the Robot is Eliminated, restore up to 1 Fuel point for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Recycler 2:** Any time a **Mechanical** model within 4 inches of the Robot is Eliminated, restore up to 2 Fuel points for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Recycler 3:** Any time a **Mechanical** model within 4 inches of the Robot is Eliminated, restore up to 3 Fuel points for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Harvester 1:** Any time a **Living** model within 4 inches of the Robot is Eliminated, restore up to 1 Fuel point for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Harvester 2:** Any time a **Living** model within 4 inches of the Robot is Eliminated, restore up to 2 Fuel points for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Harvester 3:** Any time a **Living** model within 4 inches of the Robot is Eliminated, restore up to 3 Fuel points for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Shield Modulation 1 (AP 2):** The Robot Gains **Deflect 2** for the remainder of the Round.
- **Shield Modulation 2 (AP 2):** The Robot Gains **Deflect 2** and **Counterattack 1** for the remainder of the Round
- **Shield Modulation 3 (AP 3):** The Robot Gains **Deflect 2**, **Counterattack 2** and **Annoying** for the remainder of the Round.
- **Self-Destruct 1 (SB2 Defense vs. Agility):** When the Robot's last Module is destroyed resolve Self-Destruct immediately. The Robot may score AGP through Self-Destruct 1.
- **Self-Destruct 2 (SBI3 Defense vs. Agility):** When the Robot's last Module is destroyed resolve Self-Destruct immediately. Models suffering any Damage from Self Destruct 2 take 2 additional Damage. The Robot may score AGP through Self-Destruct 2.
- **Self-Destruct 3 (SBI 3 Defense + Energy vs. Agility):** When the Robot's last Module is destroyed resolve Self-Destruct immediately. Models suffering any Damage from Self Destruct 2 take 2 additional Damage. The Robot may score AGP through Self-Destruct 2.



- **Power Distribution 1:** Once per Round during its Activation, the Robot may transfer up to 3 Fuel from a Battery Pack in the Bulkhead Module to a Battery Pack in another Module.
- **Power Distribution 2:** Once per Round during its Activation, the Robot may transfer up to 5 Fuel from a Battery Pack in the Bulkhead Module to a Battery Pack in another Module.
- **Power Distribution 3:** Once per Round during its Activation, the Robot may transfer up to 8 Fuel from a Battery Pack in the Bulkhead Module to a Battery Pack in another Module. Energy transferred may be used to restore a **Burnt Out** Battery.
- **Point Defense 1 (SBL 2 Energy vs. Defense /AP 3)**
- **Point Defense 2 (SBL 3 Energy vs. Defense /AP 3):** This Action benefits from **Super Damage 3** against models on 30mm bases.
- **Point Defense 3 (SBL 3 Energy vs. Defense /AP 3):** This Action benefits from **Super Damage 3**.
- **Urban Adaption 1 (Agility / AP 2):** The Robot gains **Wall Crawling** for the remainder of the Round.
- **Urban Adaption 2 (Agility / AP 2):** The Robot gains **Wall Crawling** and adds 1" to its Relentless Movement.
- **Urban Adaption 3 (Agility / AP 2):** The Robot gains **Wall Crawling**, **Fury +1** and adds 2" to its Relentless Movement.

## Movement Upgrades (Rank x 2):

- **Movement Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.
- **Movement Repair Bots 2:** In the Effects phase of every Round, restore a total of up to 5 points between any number of Battery Packs in this Module.
- **Movement Repair Bots 3:** In the Effects phase of every Round, roll d6 for each **Burnt Out** Battery Pack in this Module; on a roll of 6 the Battery Pack is no longer Burnt Out and comes back with 1 point. After the rolls, restore a total of up to 5 points between any number of Battery Packs in this unit.
- **Flight Modules 1:** Robot gains **Flight 1**.
- **Flight Modules 2:** Robot gains **Flight 3**.
- **Flight Modules 3:** Robot gains **Flight3**. In addition, each time the Robot uses the **Up, up and away!** Action in any Round immediately resolve a Back Blast Action:
- **Back Blast (SBL2 / Defense vs. Agility):** Models on bases smaller than 80 mm that lose the Opposed Roll are moved 2 inches directly away from the Robot.
- **Efficient 1:** The Robot moves 3 inches during its Relentless Movement, instead of the normal 2 inches.
- **Efficient 2:** The Robot moves 3 inches during its Relentless Movement. Once per Round the Robot may restore 2 Fuel



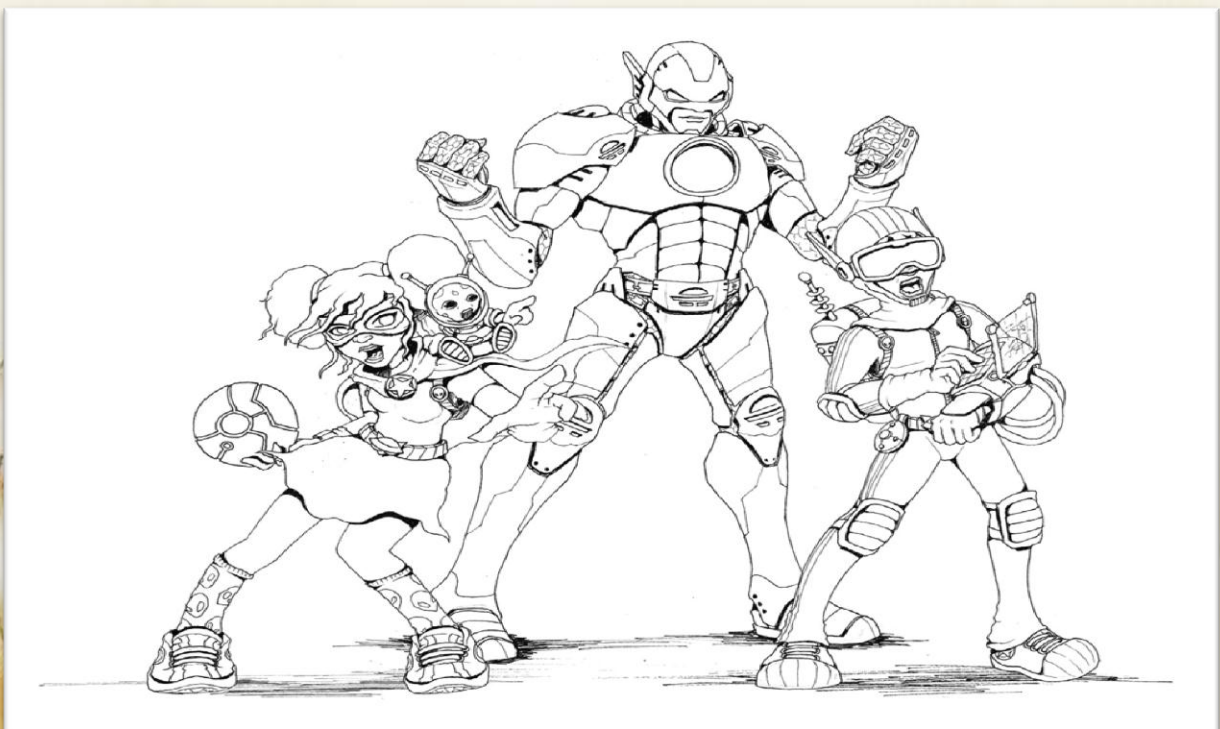


points to one Movement Module Battery Pack when it voluntarily uses the Pass Action.

- **Efficient 3:** The Robot moves 3 inches during its Relentless Movement. Once per Round the Robot may restore 5 points to one Movement Module Battery Pack when it voluntarily uses the Pass Action.
- **Teleporter 1 (Mind / AP 2):** The Robot may move up to 4 inches as if it had the **Blink** Skill.
- **Teleporter 2 (Mind / AP 2+ Special):** The Robot may move up to 4 inches as if it had the **Blink** Skill. The Robot may spend up to Rank number of additional AP; each additional AP adds 2 inches to the distance the Robot may move.
- **Teleporter 3 (Pr Mind vs. Def/ AP 2+ Special):** This Action deals no Damage. The Robot player may move the model losing the Opposed Roll up to 4 inches as if it had the **Blink** Skill. The Robot may spend up to Rank number of additional

AP; each additional AP adds 2 inches to the distance the target is moved. A model moved by Teleporter 3 must end its movement on the board and follow all rules for model placement.

- **Stomp 1 (SBI1 / Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round.
- **Stomp 2 (SBI2 / Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.
- **Stomp 3 (SBI3 / Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.
- **Blades 1:** The Robot gains **Fury +1**.
- **Blades 2:** The Robot gains **Fury +2**.
- **Blades 3:** The Robot gains **Fury +3**.
- **Extendable 1:** The Robot gains **Reach +1**.
- **Extendable 2:** The Robot gains **Reach +2**.
- **Extendable 3:** The Robot gains **Reach +3**.



## Chapter 8: New Resources

Faced with the threat of huge rampaging monsters and gigantic extra dimensional beings humans and Supremes alike have developed a number of way to help even the odds. All manner of techniques have been explored at one time or another. Some are high tech solutions involving cutting edge super science. Others are refinements on age old hunting and trapping techniques simply on a bigger scale. Others are arcane secrets unearthed by the world's greatest sorcerers. Whatever the case these new resources can make all the difference when facing the might of the Monster.

Supremes may purchase any of these Resources from their Resource Pool when fighting a Monster.

### Monster Hunter Devices

#### **Monster Hunter Rounds**

Rank 1 / Personal

A Supreme armed with Monster Hunter Rounds gains +1 to his Opposed Rolls against Monsters when using a Projectile (Pr) Action.

#### **Penetrator Round**

Rank 1 / Personal / One use per Encounter

Penetrator Round replaces a normal Blast (Bl) Action when use against a Monster. The Supreme gains +1 to the Opposed Roll per inch of the Blast; the Action is now treated as a Projectile. Example an Action that is Bl3 becomes a Projectile with +3 to the Opposed

Roll. Penetrator Round is Automatically Powered Up at no cost.

#### **Elemental Round**

Rank 1 / Personal / One use per Encounter

Grant any Ranged Action an Element of your choice.

#### **Microwave Emitter**

Rank 2 / Personal

Ranged Attacks against Robots gain Power Trait Energy.

#### **Pheromone Spray**

Rank 2 / Personal

This powerful distillation is a guaranteed to get the attention of any Beast. Beasts suffer Megalomaniac against the holder of the Pheromone Spray.

### Monster Hunter Artifacts

#### **Amulet of Zhan Do**

Rank 1 / Personal / One use per Encounter

Amulet of Zhan Do grants Super Damage 5 on your next Opposed Roll against a Monster.

#### **Blessed Bullets**

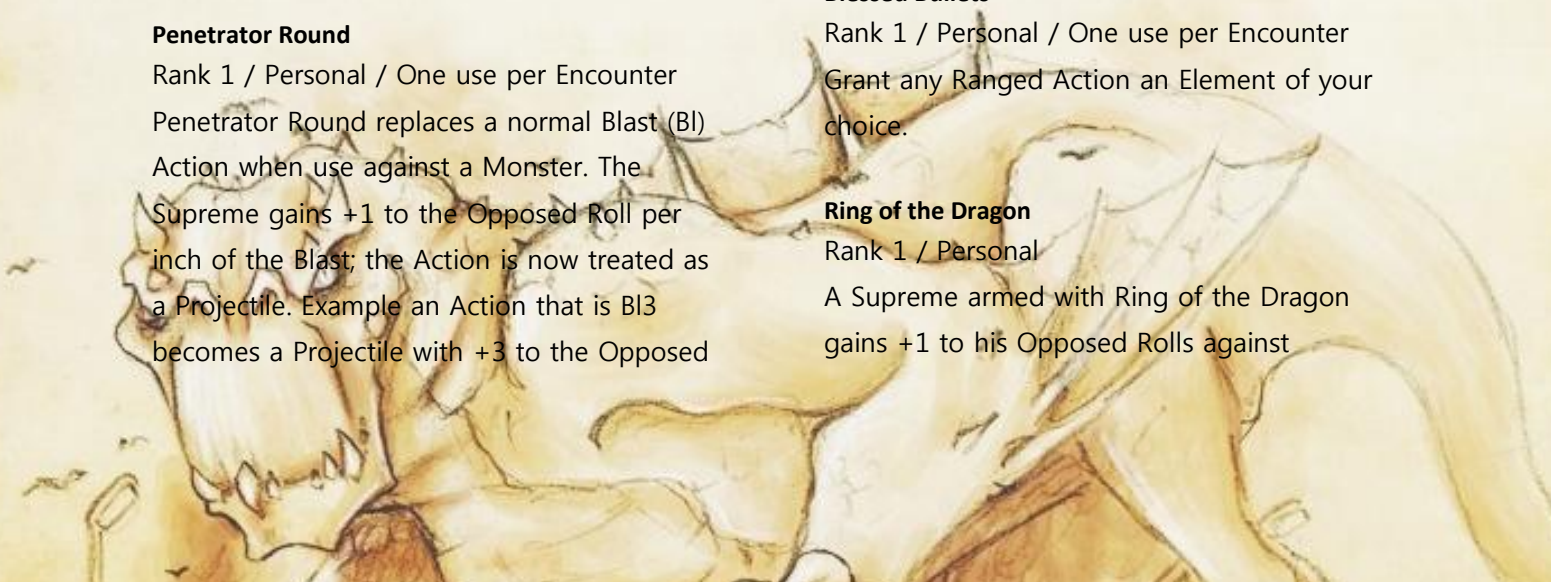
Rank 1 / Personal / One use per Encounter

Grant any Ranged Action an Element of your choice.

#### **Ring of the Dragon**

Rank 1 / Personal

A Supreme armed with Ring of the Dragon gains +1 to his Opposed Rolls against





Monsters when making a Close Combat Action.

#### **Wand of Merlin**

Rank 2 / Personal

Ranged attacks against Beasts gain Power Trait  
Mind

#### **Lure of Power**

Rank 2 / Personal

This mystic charm acts as a psychic Beacon attracting Elders to it. Elders suffer Megalomaniac against the holder of the Lure of Power.

## **Traps**

Traps are specific resources for use with Monsters in Pulp City. They work very differently from most other resources you will find in Pulp City. All Traps are Level 3 Resources that any Supremes might be able to use. The big difference is that Traps can only be triggered when certain events are met. Trap Resources list a Trigger, a condition that must be met in order to set off the Trap. Triggers usually require a monster to be near an object or model.

Traps also have an Operator, a Supreme that sets off the trap. In most cases any Supreme can set off the Trap. Traps also have an

Optimal Operator who must meet the Operator Requirements and Optimal Operator requirements. This usually means the Supreme must have a certain Origin or Trump Trait. Optimal Operator's will cause a Trap to be far more effective than a normal Operator. Optimal Operators ALWAYS roll 2 dice and take the highest when resolving Trap Effects.

Effects list the Opposed Rolls and extra effects generated by setting off a Trap. Optimal Effects are the Opposed Rolls and extra Effects generated by having an Optimal Operator. Setting off a Trap requires the Operator to spend 1 AP and is an Action, which can be combined as usual.

#### **Deadfall**

Rank 3 / Trap / One use per Encounter

- **Trigger:** Monster must be within 4" of a building at least 6" tall.
- **Operator:** Supreme in Base to Base with Triggering Building.
- **Effect:** (Str 8 vs. DEF)
- **Optimal Operator:** Supreme with Trump Strength.
- **Optimal Effect:** (Str 10 vs. Def) **Super Damage 6**





#### Resource Snare

Rank 3 / Trap / One use per Encounter

- **Trigger:** Monster must be between two pieces of Terrain no more than 6" apart.
- **Operator:** Supreme within 4" of the Monster.
- **Effect:** Monster is Stunned d3 Activations, or until the following Effects Phase.
- **Optimal Operator:** Supreme with Trump Defense.
- **Optimal Effect:** Monster is Stunned for his next d6+1 Activations

#### Explosives

Rank 3 / Trap / One use per Encounter

- **Trigger:** Monster must be in Base to Base with a building.
- **Operator:** Supreme in Base to Base with Triggering Building.
- **Effect:** All models within 2" of Building suffer (Eng 8 vs. DEF), this includes the building

- **Optimal Operator:** Science Origin Supreme with Trump Energy.
- **Optimal Effect:** Monster and building suffer (Eng 12 vs. Def)

#### Pitfall

Rank 3 / Trap / One use per Encounter

- **Trigger:** Monster must not be within 3" of any Terrain or Buildings.
- **Operator:** Supreme within 8" and LOS to Monster.
- **Effect:** (Str 8 vs. Agility)
- **Optimal Operator:** Supreme within 3" with Trump Agility.
- **Optimal Effect:** (Str 10 vs. Agility) **Super Damage 6**

#### Runes of Power

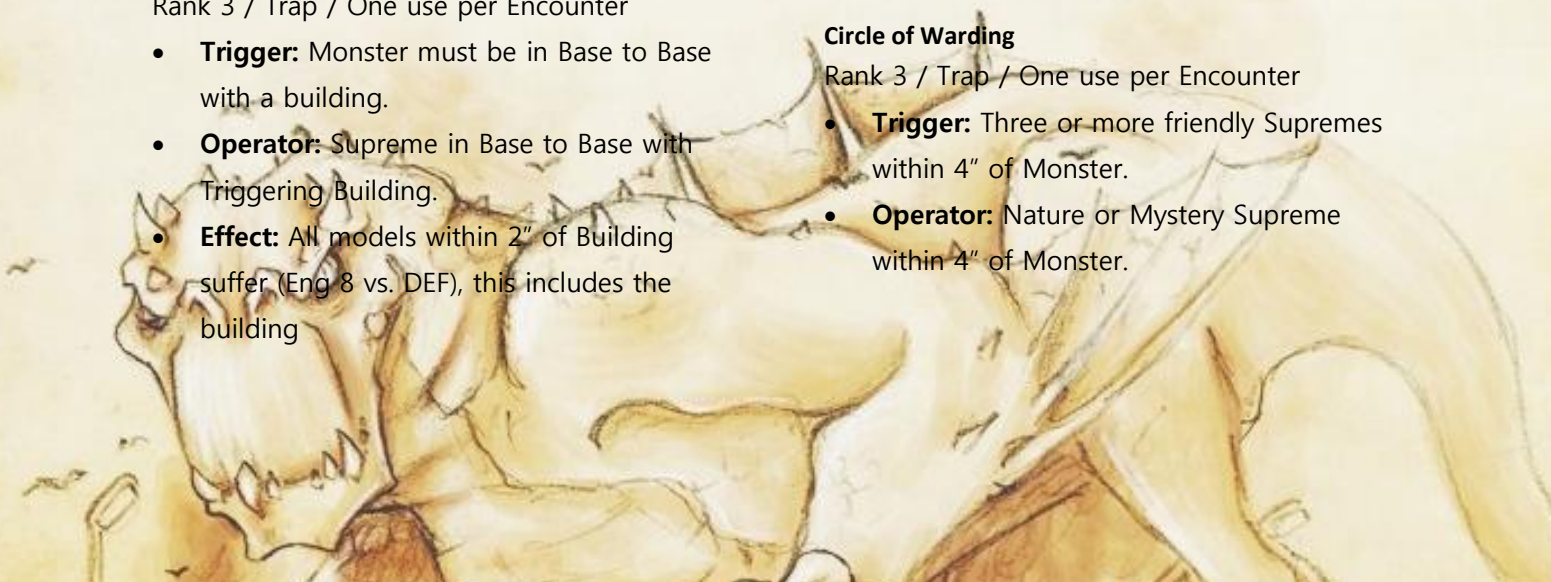
Rank 3 / Trap / One use per Encounter

- **Trigger:** Monster must not be within 3" of any Terrain or Buildings.
- **Operator:** Mystery Origin Supreme within 4" of Monster.
- **Effect:** (Energy 8 vs. Spirit)
- **Optimal Operator:** Mystery Origin Supreme with Trump Mind within 4" of Monster.
- **Optimal Effect:** (Energy 10 vs. Spirit) **Super Damage 6**

#### Circle of Warding

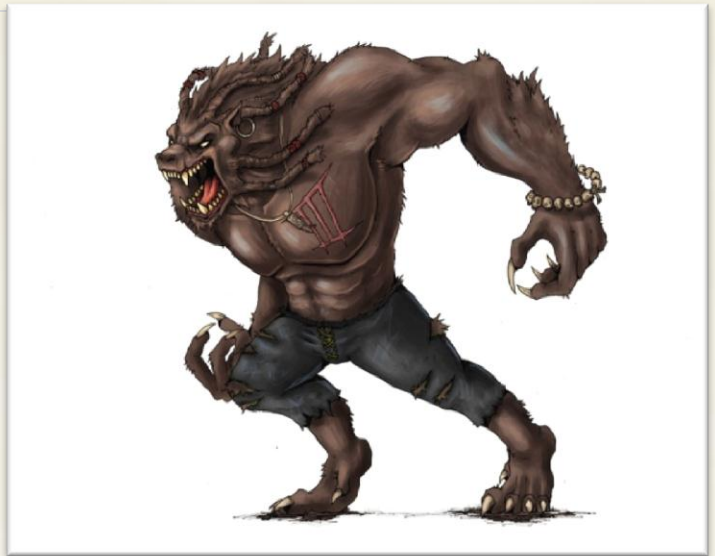
Rank 3 / Trap / One use per Encounter

- **Trigger:** Three or more friendly Supremes within 4" of Monster.
- **Operator:** Nature or Mystery Supreme within 4" of Monster.





- **Effect:** Monster suffers -1 to all Opposed Rolls until the following Effects Phase.
- **Optimal Operator:** Nature or Mystery Supreme within 4" of Monster with Trump Spirit.
- **Optimal Effect:** Monster suffers -2 to all Opposed Rolls until the following Effects Phase.



## **Chapter 9: Monster Plots and Agendas**

When playing Pulp City with Monsters some changes need to be made to the usual Plots and Agendas. These are slight modification to core rules and should be simple enough for anyone familiar with Pulp City.

To begin Monsters only have 4 Plots. You may choose the Plot or roll on the chart below.

- 1.** Destroy or Defend
- 2.** Escape
- 3.** Quest
- 4.** King of the Hill
- 5.** Supreme Player Chooses
- 6.** Monster Player Chooses

Each of these basic Pulp City plots is slightly modified, to account for the unique properties of Monsters.

### **Monster Deployment**

Unlike Supremes a Monster does not simply arrive on the battlefield. Its movements are easy to track and unless provoked it largely ignores anything smaller than itself. To represent this when playing with Monsters the Monster's Deployment zone will be a 10" Diameter circle in the center of the board. The Monster is always Deployed first and must be place entirely within the circle.

Supremes will deploy second but they may deploy up to 6" along any table edge. This allows a crafty Supreme player to surround the Monster right from the get go.

### **Monsters and Burdened**

Monsters are perfectly capable of picking up objects and moving them around the board. In fact with their increased size becoming Burdened is far less of a hindrance for a Monster. While in base to base with a Token a monster can spend 2 AP to become Burdened.

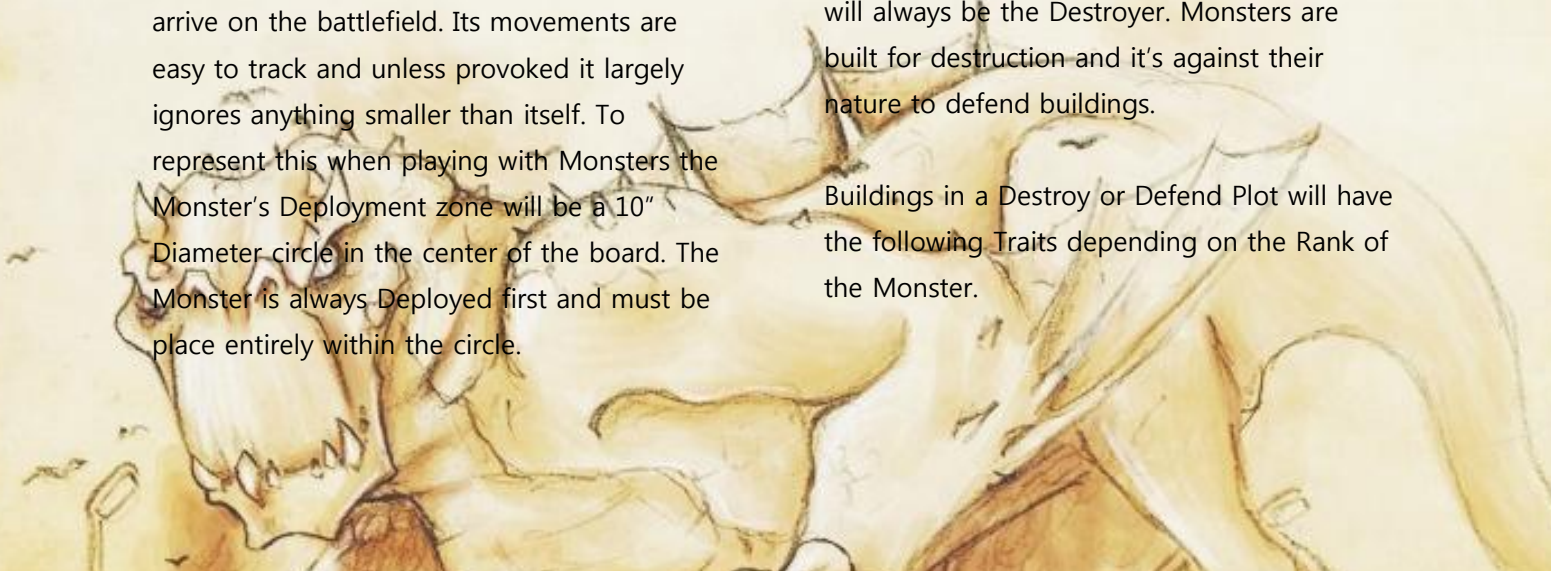
During subsequent Activations a Monster must pay 1 AP to remain Burdened. If a Monster fails to pay the AP cost of Burden it must immediately place the Token in Base to Base with itself. If the Monster suffers Stun the Supreme player may place the Burden in Base to Base with the Monster.

### **Plots**

### **Destroy or Defend**

When playing Destroy or Defend the Monster will always be the Destroyer. Monsters are built for destruction and it's against their nature to defend buildings.

Buildings in a Destroy or Defend Plot will have the following Traits depending on the Rank of the Monster.





- **Rank 1:** 7 Defense 20 Damage
- **Rank 2:** 9 Defense 25 Damage
- **Rank 3:** 12 Defense 25 Damage

Destroy or Defend uses the Monster Deployment Rules.

## Escape

When playing the Escape Plot the Monster will always be the *Intercepting* team. Supremes are always *On the Run*. Because there is only one Monster on the board the Supremes may not use the Escape Action until the Effects Phase of the Fourth Round. Monster Deployment is NOT used in this plot. Instead the monster is deployed just like a normal Supreme Team. All other rules apply.



## Quest

When Monsters are involved the Quest Plot is often a game of keep away. Monsters may be looking to take back items stolen from them. Or Supremes may be looking to secure some item important to a Monster. Beasts may be protecting their eggs. A Robot may be looking to reacquire its stolen technology. Elders could be seeking a powerful artifact that will increase its power. Whatever the object the Quest Plot will follow these rules.

One player will become the *Quester* the other player is the *Guardian*. Choose or roll to determine who will take on what roll. The usual Monster Deployment rules apply to the Quest Plot. The *Guardian* will start with the Quest Token in their deployment zone. The token is placed after all other models have been deployed.

Score AGP from the Quest as normal.

## Take and Hold

This is a modified version of the King of the Block Plot. Divide the table into 4 equal sections and place a Claim Token in the center of each quadrant. Monsters and Supremes gain the following Action:

**Stake a Claim (Spirit / AP 2)** While in Base to Base with a Claim Token you now claim the Token.

Once claimed the Token remains under your control until such time as your opponent uses Stake a Claim on it.

### Agenda Points

At the end of each Game Round you score 1 AGP for each Claim Token you control.

## Agendas

Monsters have a much more limited selection of Agendas to choose from. They are not required to take Agendas but if they choose to they may have up to Rank +1 Agendas.

Monsters may take the following Agendas:

- Revenge
- Terror Tactics
- Robbery
- Earthday (Beasts only)
- Jury Rig (Robots only)
- Ritual (Elders only) the following is a change to the normal Ritual Agenda.
  - **Ritual (Mind /AP 3)** A Monster performing Ritual may not use Relentless Movement till the end

of the Round. Ritual must be repeated the following Round in order to score AGP. If the Monster has not been Eliminated or Incapacitated, suffered Stun, or used Relentless Movement by the end of the round the Ritual succeeds.





## The Fall of Pulp City

**May 20<sup>th</sup> 1989** – A green dragon of Chinese origin appears off the coast of Pulp City and wrecks large portions of the dock side area. The combined forces of Heavy Metal and Dead Eye are required to defeat the dragon; Hadron in his giant form briefly goes toe to toe with the mythical beast. This is arguably the most powerful Monster to be seen in Pulp City. John Mesmer – Trail - is briefly interviewed by June Summers for Channel 4, making a claim that his trailblazing method has revealed a time of cataclysmic darkness to come for Pulp City. Commentators dismiss his claims as a spurious attempt to sell more



copies of his books.

**May 23<sup>rd</sup> 1989** – Massive psychic imbalances cause the Blood Watch to be on their highest alert. They attempt to rally as many Supremes as possible to their cause. Red Riding Hoodoo is convinced of an Apocalypse Level Event. However, very few others are swayed by her claims.

**May 24<sup>th</sup> 1989** – The dragon, now identified as Quilong, appears again over the bay of Pulp

City. This time it is challenged by the Blood Watch and members of A.R.C., led by Red Bella , who appears to defend the city. The dragon is again driven off but this time it is Bella and Chimp Chi who warn that this is but the beginning.

**May 28<sup>th</sup> 1989** – A massive tiger of unbelievable size charges into Pulp City's industrial base. Heavy Metal is delayed in dealing with the situation due to a zombie outbreak in the Downtown area. Ironically, it is Mysterious Man and Dark Solar that unite briefly to subdue this great beast. Later communicating to some of the city's heroes, Foxy Blade identifies the creature as Grandfather Tiger.

**June 2<sup>nd</sup> 1989** – A flaming bird, believed to be the Phoenix of ancient Chinese legend begins an assault of Pulp City's Suburbs. It is quickly driven away by united Blood Watch and A.R.C. Supremes. Chimp Chi attempts to warn the Supremes of Pulp City that this is the work of the Green Emperor. Thankfully, despite its appearance in a highly populated area the Phoenix causes very few fatalities.

**June 5<sup>th</sup>** – Grandfather Tiger, Quilong the Dragon and the Phoenix all simultaneously appear around Pulp City. They appear far less coordinated then when they previously appeared individually. Coven Strike Teams rapidly engage the Phoenix. They are quickly joined by Supremes of the Necroplane Scourge and the ensuing fight to study the Phoenix's potent magic nearly destroys the Downtown district. Mysterious Man, backed up

by a motley assortment of Supremes including Tank Red and Aurelius, as well as A.R.C. members and a squadron of Robo-chimps built by Virus and Silverager, again deals with Grandfather Tiger, keeping the gargantuan beast well outside Pulp City. Mysterious Man's motivation in this action is highly suspect, but few Supremes have the time to give it much thought. Heavy Metal and the Blood Watch dispatch Quilong, but only just in time.

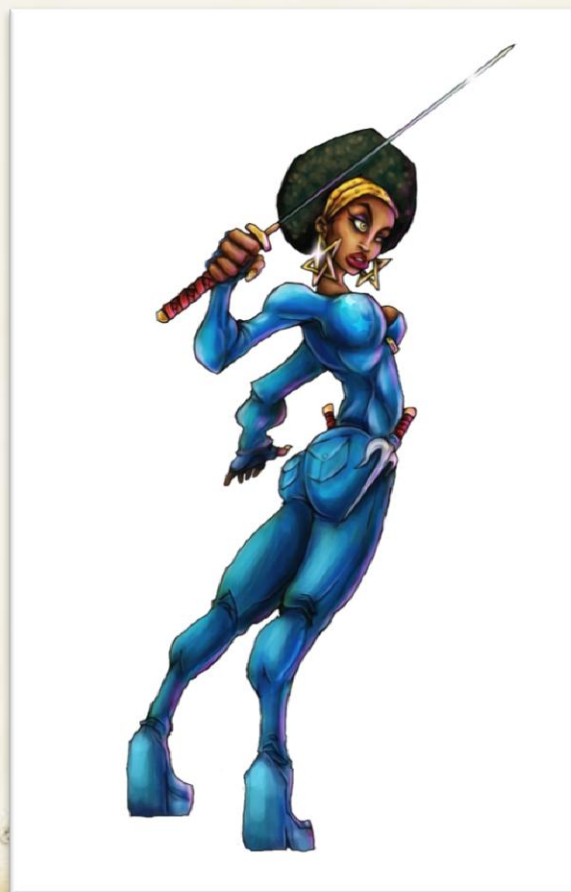
**June 6<sup>th</sup>** – Ging Gong is sighted in Pulp City. He ignores both the Pulp City Zoo and Settler's Park areas as he rampages into the heart of Pulp City. Heavy Metal manages to stop the colossal ape just before he can ravage City Hall. A full scale evacuation of Pulp City begins, with Supremes such as Blood Rose and Moonchild lending their assistance, and a state of emergency is declared. Martial law is put into effect, and some of those vigilantes who operate from the shadows are considered potential threats if they are not recognized as a public Hero.

**June 8<sup>th</sup>** – As the evacuation is near complete, Crimson Oni, aided by Foxy Blade, rallies the Way of Fist and Blade to stop an invasion of ninja's and other shadow operatives. She claims these are minions of the Green Emperor sent to summon the Dragon Quilong once more. Oni confides in this team that there are three mystical amulets that can exert control over the Great Monsters. He is heard to remark that "Not all are held by unfriendly hands".

**June 10<sup>th</sup>** - Massive psychic trauma in the wake of evacuation and destruction is believed to be the cause for the arrival of The Dread

Sleeper. The Blood Watch, with the unlikely assistance of several Coven Supremes, banish the great Elder before the unearthly thing could reach its destination. Solar is convinced the Elder was deliberately summoned by the Forgotten. Establishing the truth seems largely irrelevant in the wake of the disasters of the previous days.

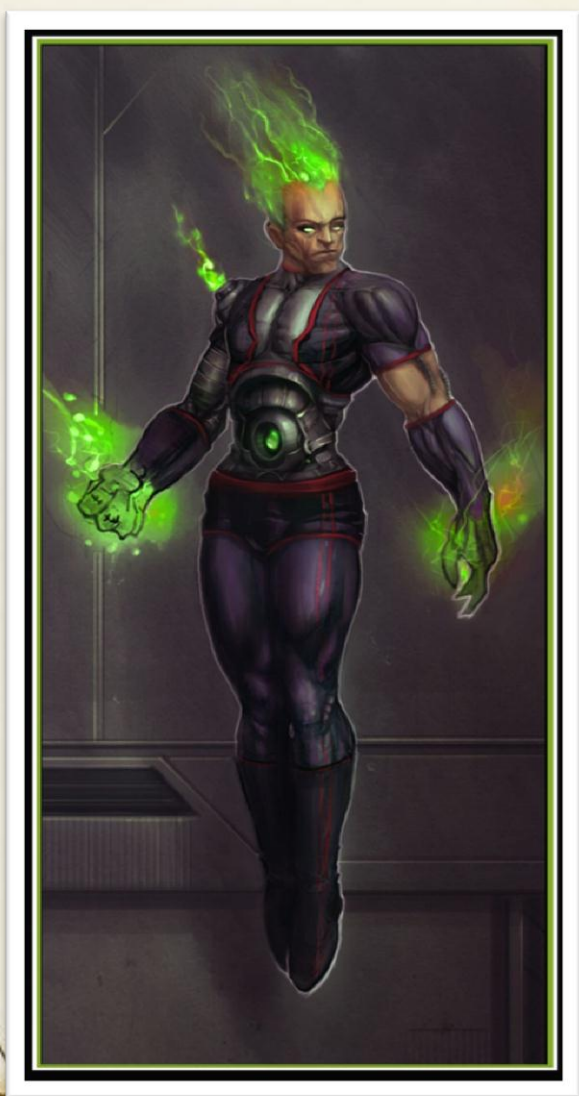
**June 12<sup>th</sup>** – Kodo Island is spotted just three miles off the coast of Pulp City. Nuclear Jones believes Mysterious Man is willing and able to unleash Kodo Island's full horrors onto a beleaguered Pulp City.



**June 14<sup>th</sup>** – Dr. Tenebrous opens a portal to the Necroplane. A full scale invasion begins, at its vanguard the Scourge Supremes known as



Doom Train, Supreme Zed, Mourn, Deadliner, Night Fright and Leech. Necroplane Harvesters and Nightmares flood the city. Perun and Sovereign appear in Pulp City for the first time in decades, and launch straight into battle. The Supremes of A.R.C. defend the Zoo with the help of Ging Gong. The Immortal Ape is responsible for the destruction of no less than three Harvester Ships before being brought down by Dr. Tenebrous himself.



**June 15<sup>th</sup>** – Following Nuclear Jones' warning, the horrors of Kodo Island are at last unleashed upon Pulp City. Terrorsaurs and an army of mutants storm the beaches and docks. With the Necroplane invasion still in full swing, the Heroes of Pulp City and the brave cops who stand beside them are forced into retreat, fleeing before their ravaging forces. C.O.R.E. unleashes the Byte Dragon for only the second time on record. After days of tumultuous fighting, the Downtown area is held by the Heroes at last. However, the deserted suburbs of Pulp City now house Necro G.I.'s and Mysterious Man's Mutants. The two forces wage a massive war between themselves for prime territory.

**June 18<sup>th</sup>** – The Heroes of Pulp City are joined by A.R.C. and a number of unaligned Heroes and Villains under the leadership of Dead Eye, taking refuge in Downtown. They fortify several blocks around the Heavy Metal stronghold in the wreckage of Golden Plaza to use as a base of operations. Dead Eye declares all friends are welcome despite any past crimes. Dr. Mercury and Androida increase Sentry Bot production by three hundred percent, partly to keep a covert eye on some of Dead Eye's new allies.

**June 19<sup>th</sup>** – Under the cover of darkness a strike team lead by Six Feet Under successfully closes the Necroplane portal, as the hulking Supreme is directly assaulted by first Mourn then Supreme Zed. Half of the tower is destroyed in the resulting blast. Six Feet Under is feared lost. The Necroplane forces are in retreat and the Mutant population is now at a controllable level.

**June 20<sup>th</sup>** – Phoenix and Quilong appear over Kodo Island. All of Mysterious Man's creations are quickly recalled to fight off the invaders. Following their departure Pulp City is left strangely quiet for a time. The alliance of Heroes remains, and even Guerilla's mad rants about collaboration with the humans fall on deaf ears. With the threate to Pulp City diminished, leadership of the A.R.C. is settled in favor of Red Bella who retains control in the face of competition from Dr. Red and Guerrilla, if only for the moment.



**June 29<sup>th</sup>** – Green Emperor emerges at last. Using Grandfather Tiger and his Terror Cotta Warriors he lays siege to the tired and weary Heroes at the Golden Plaza. In the heat of this battle Green Serpent takes June Summers hostage, injuring Howler who had been at the

reporter's side at the time. Green Emperor uses her to announce to the world his existence. With an army of loyal Jade Cult Ninjas, fearsome Terror Cotta Warriors and the three greatest Monsters in existence under his sway, he claims dominion over the entire earth. C.O.R.E. once more unleashes his Byte-Dragon when Quilong and Phoenix again appear. However, the combined might of Green Emperor's forces is too much. Heroes are scattered and forced to flee the city. During the retreat Phoenix turns on Quilong, the Heroes escape to the Twilight Hills as the great Monsters wage war in the skies about the Golden Plaza.

**July 2<sup>nd</sup>** – Ra'Leigh, Aquarius Warlord is moved by viewing the Green Emperor's broadcast manifesto. Seeing at last a worthy opponent, he mobilizes his forces. Forces of the Ulthar invade Pulp City. Pisces foot-soldiers are supplemented by Tauruses, as well as Supreme-level agents of the Ulthar Empire. Letting loose their own deadly Monsters, the Ulthar begin a systematic elimination of all resistance. A handful Heroic Supremes briefly rally around the leadership of Slug Muldoon, the Intergalactic Monster Hunter. Ra'Leigh seeks out the Green Emperor for personal combat, they battle to stale-mate. Ulthar Patriaships force the Green Emperor underground again. Ra'Leigh is enraged by the interruption of his duel.

**July 4<sup>th</sup>** – A gathering of Heroes formulates a plan. Chronin announces that she believes she can bring forth new allies, from Pulp City's past. With the assistance of Dr. Mercury, Captain Hadron, Virus, and Silverager, she has



found a way to extend her time control powers to allow her to bring to the present from the past America's first and finest, the Supreme Alliance. Ace of Wraiths, Blood Rose, and Hoodoo are all on hand to ensure that this will have no detrimental arcane effects. The allied Heroes agree to enact her desperate plan.

**July 5<sup>th</sup>** – From the Blood Watch base in Twilight Hills the Heroes strike back. They move quickly to secure Heavy Metal's research labs. As they make their way into Settlers Park, Father Oak sees the destruction the myriad invasions have wrought. Overcome with distress and anger, he wildly attacks the Ulthar on sight. His rage triggers that of others. Dark Solar asserts some control of this rising tide of fury. These Supremes of Nature seek to end the Ulthar conflict themselves. Ra'Leigh once more gets his wish for personal combat against worthy foes as an enraged Team of Nature Supremes seeks him out. Ulthar champions, including the Gemini's, and representatives of the Scorpio, Leo, Capricorn, Libra and Sagittarius castes, meet the Heroes in open combat. Dark Solar is gravely injured by the Ulthar Warlord but it is Father Oak who has the last word saving Solar, and sending the Ulthar into retreat, back into space.

**July 7<sup>th</sup>** – With the Ulthar shaken and withdrawn from Pulp City, the Heroes begin to establish Chronin's Time Gate, trying to manipulate a quantum hole to create a stable portal. Grandfather Tiger again appears at the front of a large force of Terror Cotta Warriors, and Jade Cult ninjas. Ging Gong appears again and seeks battle with Grandfather Tiger, while

the A.R.C. is quick to aid the Immortal Ape in his battle. The Heroes still seem ready to fall. C.O.R.E. is too engrossed with the time gate to assist. With the perimeter about to fall Papa Zombie leads a horde of shambling dead onto the field. The Coven Saints are desperate to acquire the means of controlling the ancient monsters that have wreaked havoc through the city. They pursue the Jade Cult forces leaving the Heroes to regroup.

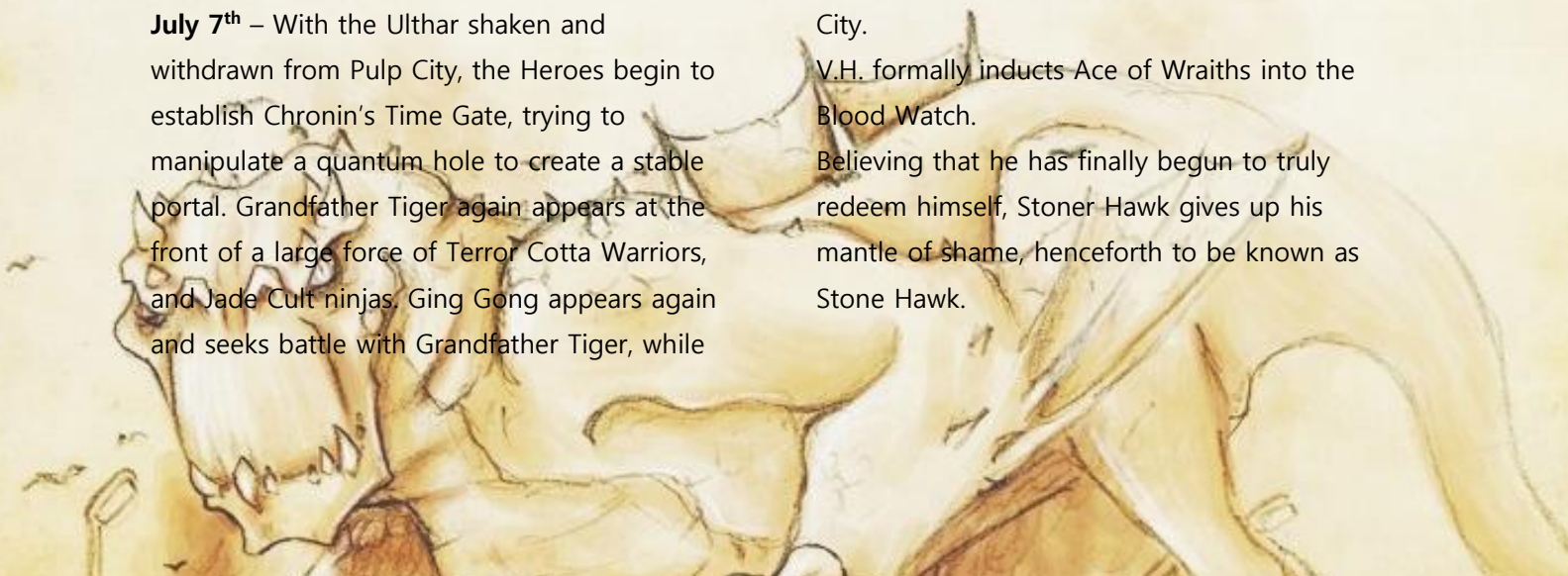
**July 12<sup>th</sup> – 18<sup>th</sup>** – Pulp City remains in chaos. Pockets of resistance abide throughout the city. Mutants, undead and stranded Ulthar soldiers alongside Aries behemoths wage urban combat in the ruins of suburban streets. Jade Cult Ninja's strike down any resistance they find. Necroplane forces re-take their Downtown beachhead with the help of the Forgotten. Together they begin dark rituals of unknown design.

Father Oak and Acorn, with the aid of Solar and Stalker, retake Settlers Park. Within days the parkland has grown into something wild, almost primeval. Solar warns outsiders that intrusion into the park is unwise.

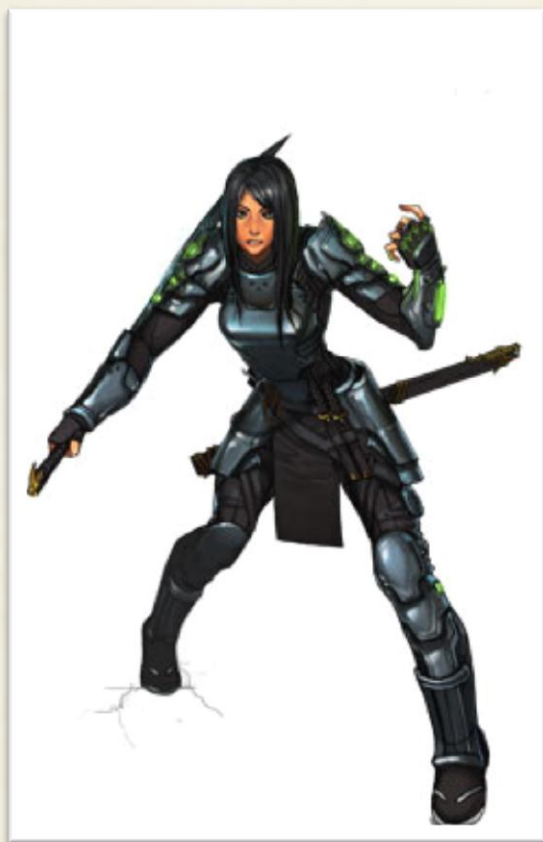
After another internal power struggle, A.R.C. leadership falls back in the hands of Guerilla. He leads the primates to retake the zoo; disbanding his alliance with the Heroes of Pulp City.

V.H. formally inducts Ace of Wraiths into the Blood Watch.

Believing that he has finally begun to truly redeem himself, Stoner Hawk gives up his mantle of shame, henceforth to be known as Stone Hawk.



Crimson Oni gathers a small cadre of Supremes including Chimp Chi, Jade Hawk, Skyline, and Riposte. With Crimson Oni's inside information and Riposte's planning, this Team infiltrates a Jade Cult stronghold and rescues June Summers. While physically in bad shape her spirit is undiminished. She refuses to leave the City and begins to report on events in Pulp City, broadcasting to the outside world the picture of the city besieged.



**July 19<sup>th</sup>**- An unexpected time portal is opened inside Heavy Metal's headquarters. A squad of Supremes from a group tentatively identified as the Infinite Hourglass assault the Time Gate through this new portal. The Time Gate is defended by a ragtag band of Supremes comprising Lady Cyburn, Kitty

Cheshire, Vector, Tomcat, Riposte and Arquero. Heralds have previously been seen in Pulp City, but this is the first known appearance of a fully formed Team of the cyborgs. The assault is repulsed with minimal damage to the Time Gate.

**July 20<sup>th</sup>** – Quilong appears over Settler's Park; Father Oak and a Strike Team of Coven Supremes race to stop the dragon. Much of the park is burning when from the ashes Phoenix rises to aid the Supremes and defeat Quilong. This change in the Phoenix's alignment gives the Heroes of Pulp City a glimmer of hope.

**July 21<sup>st</sup>** – Chronin succeeds in activating the Time Gate, and steps through the temporal portal.

**July 22<sup>nd</sup>** –Trail reports that a Team of Villains is planning an assault on the Pulp City Nuclear Power Plant. Nuclear Jones assumes his brother is involved and gathers those he can to assist him. Riposte, Arquero, Stone Hawk, Harrier and Skyline quickly join Nuclear Jones in his investigation.

The battle at the Nuclear Plant almost results in catastrophe. A meltdown is narrowly avoided as the reactor is flooded seconds before reaching critical mass. The Villain, Nuke is trapped within the reactor. Nuclear Jones fears what sort of changes this may cause to his brother. Worse still are the large quantities of nuclear run-off that are diverted into the sewers below the city.

**July 29<sup>th</sup>**- After another period of respite, dark energies gather like a storm around the Downtown area. V.H. announces an urgent need to shut down whatever ritual is taking

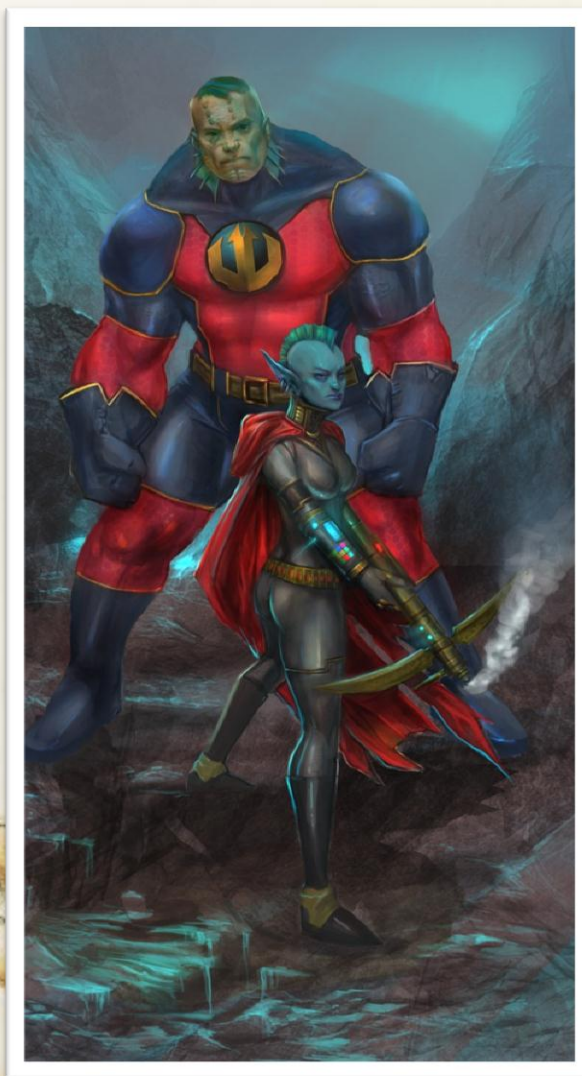


place. The Blood Watch and Dead Eye's Heroes strike the Necroplane compound hoping to avert another disaster. Forgotten members Hellsmith and Boreas intercept the Heroes, supported by Phalanx and a battalion of Mecha-Spartans, a Soul Golem, and an unknown demonic entity of incredible power. The demon is defeated and sent howling back into the pit. Unfortunately the attack itself is repulsed and the Heroes are forced to retreat as Jade Cult forces including a horde of Ninjas, Green serpent and Tanuki assault the Heroes' own headquarters.

**August 2<sup>nd</sup>** – Chronin returns through the Time Gate. She brings with her the Supreme Alliance, led by the stalwart Spybreaker. The Supreme Alliance bolsters the ranks of Pulp City Heroes. A quantum hole briefly opens up, possibly as a result of the temporal distortion created by the Time Gate, and for a few hours the Red Baron sows terror in the skies of Pulp City before vanishing once more as the hole in space-time collapses again. The assemblage of Supremes begins to formulate a plan to retake the embattled city.

**August 3<sup>rd</sup>** – Blacksmith has researched the vessel being used at the heart of the Necroplane ritual site, identifying it as the Key of Tarturus. With it, it is believed that they can open the fabled prison of the Titans. They need only one final ingredient to succeed - living sacrifices. C.O.R.E. begins an analysis of most likely targets. Likely target is determined to be the luxury passenger liner the Royal Hawaiian, due to pass within 10 miles of the coast in just days.

**August 4<sup>th</sup>**- Grand Father Tiger and an army of Grimm cross paths in an epic battle in the already devastated industrial sector. Toxic run-off has apparently caused dramatic changes in the Grimm physiology, empowering some to Supreme-equivalent levels. The Grimm employ giant monsters of their own, dubbed the Molezillas by June Summers. Increased Grimm activity forces the Jade Cult to abandon many of its underground lairs. Uncorroborated sightings of the mysterious John Grimmsham are reported.



**August 5<sup>th</sup>** – Coven forces seize the Coast Guard facilities just south of Pulp City, aided by Hellsmith and Boreas; the alliance brokered behind the scenes by Sanguine. Using the Coast Guard ships they head out to sea. The Supreme Alliance agrees to stop the abduction of citizens while the Blood Watch and Heavy Metal forces disrupt the ritual. Jade Hawk's in-depth knowledge of criminal organizations allows the Supreme Alliance to seize Mysterious Man's smuggling boats and beat the Coven forces to the Royal Hawaiian. The Royal Hawaiian is sunk in the conflict. Most of the passengers are safely evacuated and picked up by U.S. Navy forces, holding the perimeter around Pulp City. Tritonious is instrumental in the rescue operations. Unleashing Byte Dragon and every artifact in Blacksmith's arsenal the Heroes smash through defending Necroplane forces and disrupt the great ritual. During the chaos, Gentleman, who was working with Heavy Metal, attempts to steal the Key of Tarturus. Gentleman is gunned down by a Herald before he can make good his escape. The Key is never found, and nor is the body of Gentleman.

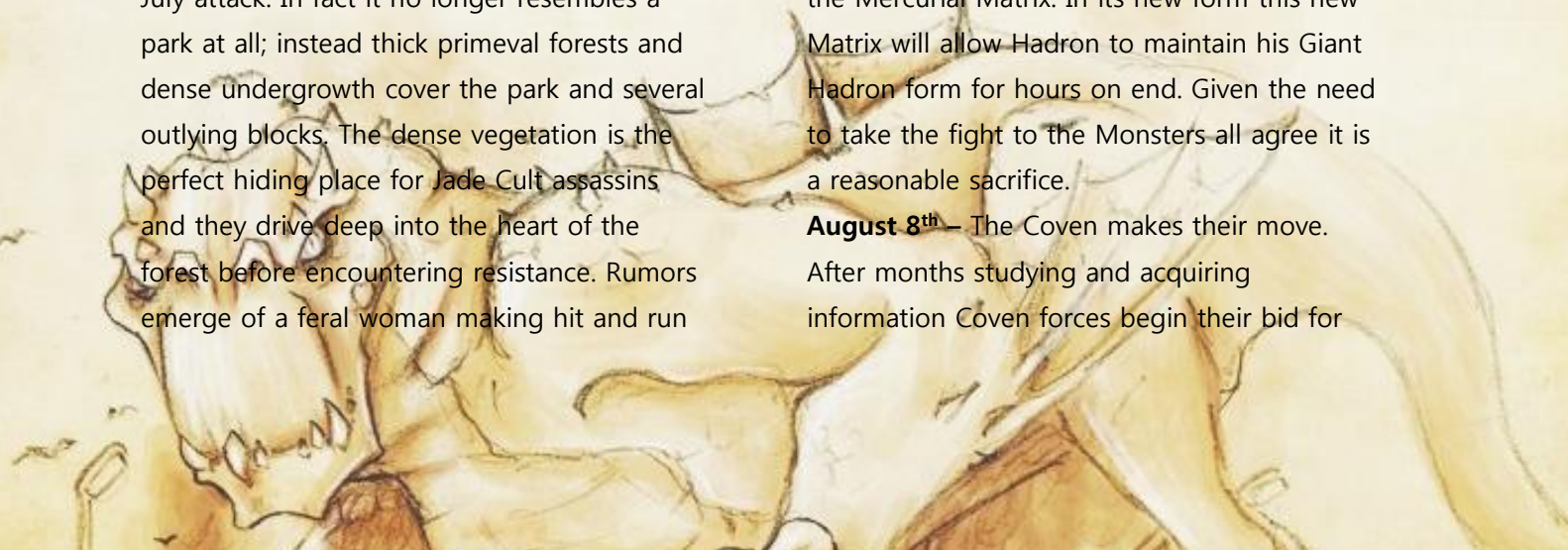
**August 6<sup>th</sup>** – The Jade Cult launches another offensive directed at Settler's Park. The former park has been completely regrown, since the July attack. In fact it no longer resembles a park at all; instead thick primeval forests and dense undergrowth cover the park and several outlying blocks. The dense vegetation is the perfect hiding place for Jade Cult assassins and they drive deep into the heart of the forest before encountering resistance. Rumors emerge of a feral woman making hit and run

attacks on them. Dark Solar, Stalker, Virgo, and Tritonious aid Father Oak and the youthful Acorn, and even Guerilla joins in, as does a new Supreme who proclaims herself to be called Anansi. A running battle through the dense woods drags on through most of the afternoon. Unknown to all but Virgo, Ulthar scout ships hover invisibly overhead. Hours later, and with no word from his forces, Green Emperor himself arrives. Using his mystic talisman he plans to unleash his Monsters and flatten the wild park once and for all.

The Green Emperor succeeds in destroying much of the park, and has personally wounded Dark Solar. The Green Emperor's apparent victory is interrupted by Ra'Leigh and his Ulthar Supremes. Still thirsting for a duel with the master of Monsters Ra'Leigh finally gets his wish. After an epic battle Ra'Leigh stands over the fallen Emperor ready to end him. As he is poised to for the final blow he is shot at by Virgo and teleports back to his Patriaship. The moment of confusion is all that Green Emperor needs, and he too disappears. Virgo is unconcerned about the escape of the Green Emperor, her target had been Ra'Leigh all along.

**August 7<sup>th</sup>** – Dr. Mercury and Capt. Hadron with the help of Vector manage to reconfigure the Mercurial Matrix. In its new form this new Matrix will allow Hadron to maintain his Giant Hadron form for hours on end. Given the need to take the fight to the Monsters all agree it is a reasonable sacrifice.

**August 8<sup>th</sup>** – The Coven makes their move. After months studying and acquiring information Coven forces begin their bid for





control of the city. An army of undead descends upon the sewers of Pulp City. Coven forces are hoping to flush out the Green Emperor.

**August 9<sup>th</sup>** - The Heroes attempt to stop the Coven threat before their attack can begin. Coven forces unleash their latest weapons Wytchbots. These towering robotic constructs are a synthesis of human and alien technology, tempered with arcane enchantments and mystic wards. While the Heroes fight these new Wytchbots, Coven forces systematically dismantle the Green Emperor's subterranean kingdom. Loup Garou runs rampant through the sewers, while dubious information suggests Moonchild is alongside him. Meanwhile there are reports of Francis Gator feasting on the bodies of fallen



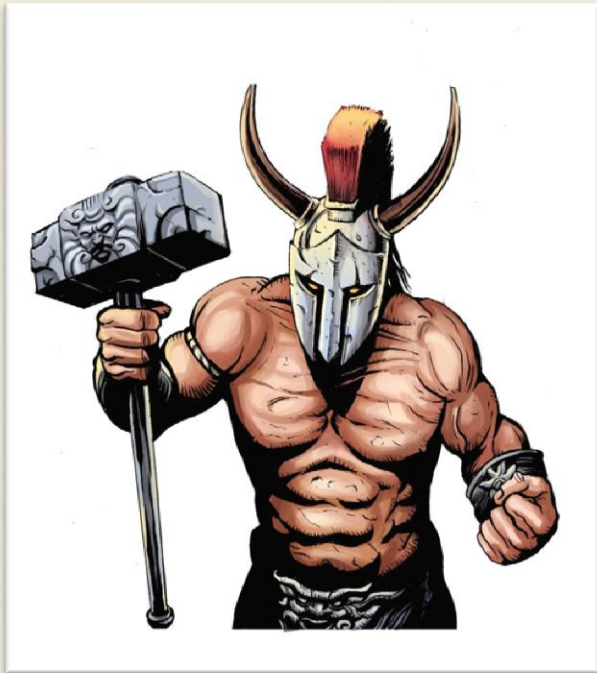
foes.

**August 10<sup>th</sup>** – A.R.C. unleashes its own super weapon. A gigantic robotic ape piloted by Virus, the Chimpanzer is a match for any monster. A.R.C. aided by Settler's Park Supremes expands and secures their territory, forcing the Coven back. In desperation Jade Cult forces escape the sewers and seek out high ground in the Twilight Hills. Coven forces lead by Papa Zombie and Comte Vendredi ambush Green Emperor but are apparently driven off, as the master of the Jade Cult is protected by a Yeti and a cadre of Ninjas. During the conflict Twilight manages to steal the Tiger's Claw Medallion. The Coven is now in possession of 1 of the 3 Medallions.

**August 12<sup>th</sup>** – Spybreaker has had enough. Enraged by the unrelenting destruction of a once proud city and disgusted by the petty conflicts of modern Heroes he forms a Grand Alliance. Reaching an agreement with Guerilla and Dark Solar he forges a coalition of all of the city's Heroes, A.R.C. and the Settler's Park Supremes into cohesive force. New Heroes emerge to join their ranks: Tekkna, Chimera, and the young Supremes of M.E.T.E.O.R. Backed by the inspirational Dead Eye, and with tactical assistance from C.O.R.E. and Sgt. Bale, a plan to take back the city is laid out.

**August 14<sup>th</sup>** – Infuriated about losing the Tiger's Claw Medallion, the Green Emperor leads his remaining forces to eradicate the Coven before they unlock the secrets of the amulet. Quilong is summoned and many of the Coven's Wytchbots fall beneath his claws. The Villain's conflict rages throughout the day but Papa Zombie is unable to tap the power

of the Tiger's Claw. Green Serpent and Shadow Mask confront Papa Zombie and attempt to retake the Medallion. Only Rook's intervention saves Papa Zombie.



**August 16<sup>th</sup>** – Hellsmith breaches the wards and opens The Great Rift in the Twilight Hills. Elder horrors pour from the rift destroying at will. More terrifying is the return of 100 Voices who gathers Forgotten powers to himself and leaves chaos in his wake.

Grand Alliance rallies to fight this new invasion. Chimpanzer and Giant Hadron confront eldritch Horrors while V.H. and the Blood Watch race to seal the rift. Dr. Tenebrous and Necroplane forces join the fight cursing Hellsmith for his betrayal. As the sun begins to set it is Blood Rose who manages to teleport Moon Coyote near enough to the Rift to close it. The closing of the Rift banishes most of the Horrors but

some remain to be destroyed in the weeks that follow.

**August 20<sup>th</sup>** – Crimson Oni arrives to speak with the leaders of the Grand Alliance, bringing Foxy Blade, Chimp Chi, and Red Bella with him. He admits that he is the holder of the Phoenix Feather Amulet. He tells them that the only way to stop the Monsters is to separate the Amulets.

The Amulets were designed to contain and placate the Monsters who are elemental beings of unbelievable power. If the Amulets remain much longer it could upset the cosmic balance and destroy the world as they know it.

**August 22<sup>nd</sup>** – Heroes strike back! With new information and the fate of the world on the line they risk everything in a massive assault on Coven forces. Spybreaker and Dead Eye lead the offensive and are shocked to meet Coven Supremes and forces of Dark Excalibur.

Headless of danger the Heroes assault the enemy head on. Dr. Red leads A.R.C. forces against the Necroplane in an effort to keep them isolated. Similar tactics have Dark Solar and the Nature Supremes assault Kodo Island as they take the fight to Mysterious Man's front door. V.H. and the Bloodwatch have been attempting to put the genie back in the bottle after 100 Voices escape. Thus it is Crimson Oni and the Way of Fist and Blade that seek to steal from the Green Emperor his fabled Dragon Scale. C.O.R.E. stands ready with Heavy Metal to plug the gaps and act as reserve force to keep the pressure on. As Supremes descend on the battle zone from all quarters of the city, the ensuing fight escalates to apocalyptic intensity. Dozens of



Supremes engage in a swirling maelstrom of conflict. Dark Excalibur flees Pulp City leaving Coven to face the wrath of Supreme Alliance. A well placed throw by Dead Eye knocks the Tigers Claw Amulet out of Papa Zombies hands and it is Androida who grabs it. She races the Amulet back to Chronin who disappears through the Time Gate putting the amulet out of reach of Pulp City.

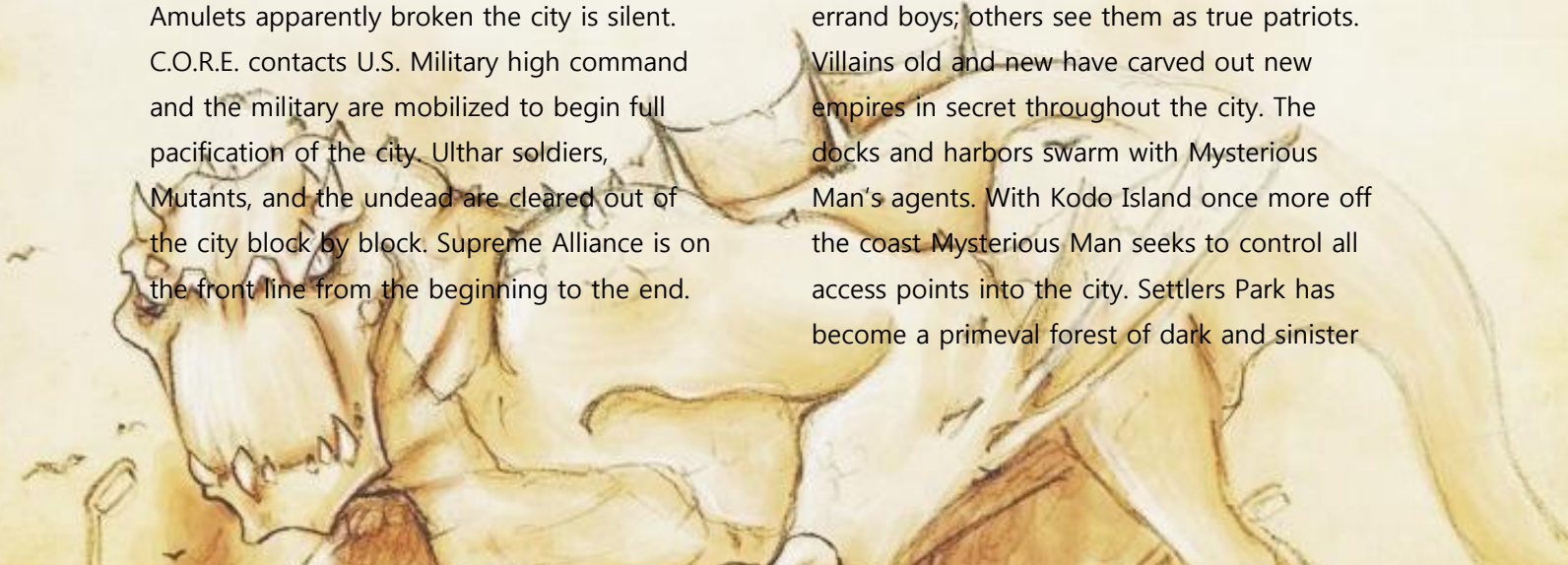
Way of Fist and Blade confront the Green Emperor but are no match for him. They are forced to flee before the Emperor can summon Quilong to finish them. Green Emperor is stunned however when his dragon does not appear. His rage is limitless and the last the Heroes hear of him he is screaming his frustration alone in his throne room.

**August 23<sup>rd</sup>** – Battles still rage across the ruins of Pulp City. The broken factions attempt to find some stability after months of grueling conflict. Teams are formed to deal with the rouge Monsters that still stalk the city. Slug Muldoon appears whenever a Monster does. He is heard to comment "This here's the best hunting in the whole galaxy! Why would you want to stop it?"

**August 29<sup>th</sup>** – This date becomes known as the Day of Silence. With no new Monster sightings in days and the power of the Amulets apparently broken the city is silent. C.O.R.E. contacts U.S. Military high command and the military are mobilized to begin full pacification of the city. Ulthar soldiers, Mutants, and the undead are cleared out of the city block by block. Supreme Alliance is on the front line from the beginning to the end.

**September** – The crisis is officially over. Pulp City is largely destroyed. Over 70% of the cities original structures are damaged or destroyed. Martial Law is in effect for the next six months as reconstruction and repopulation of the city begins. In the wake of the disaster no Supreme conflicts are reported. For most citizens Pulp City offers hope and promise of a better life. Property is cheap, clean. Jobs are plentiful the construction business shows no signs of slowing down.

**March 1990** – The new Pulp City is officially opened. Many changes are apparent from the city we once knew. New Heroes are there to promise safety. Golden Plaza is adorned with monuments to the fall of Pulp City, and its subsequent rebirth. Heavy Metal maintains its offices in the Plaza serving as always as a beacon of hope and promise. Bloodwatch returned to the Twilight Hills and their vigil. Though welcomed in Pulp City as Heroes, few Bloodwatch Supremes have a desire to be celebrities. They have however insisted that the Pulp City Museum be relocated closer to the Twilight Hills so Blacksmith can help contain any unusual artifacts. The Supreme Alliance offers their services to their country once more. They form a close relationship with the military. Some see them as the military's errand boys; others see them as true patriots. Villains old and new have carved out new empires in secret throughout the city. The docks and harbors swarm with Mysterious Man's agents. With Kodo Island once more off the coast Mysterious Man seeks to control all access points into the city. Settlers Park has become a primeval forest of dark and sinister



mien. The Park is surrounded by a massive wall designed not to keep man out, but to keep nature in. Adjoining the Park is the old city zoo, now a thriving primate habitat. Dr. Red has fortified this small city within the City to be safe only to the A.R.C. The A.R.C. and denizens of Settler's Park share an uneasy truce which neither side seems willing to break. Little Asia has risen fast and strong during reconstruction. Most assume the Green Emperor responsible for the districts miraculous rise, though no official proof has surfaced.



The Coven has gone quite once more. Some keen investigation by Jun Summers has spotted the influence of the Saints in acquiring land near certain landmarks, and cemeteries throughout the city. Coven interests in high-tech manufacturing and industrial bases have also been alluded to. The Necroplane forces have gone underground. Lacking any kind of public credibility they operate in the shadows and through cat's paws. Sanguine has been spotted in boardrooms across the city, gathering power and influence through greedy intermediaries. More disturbing is the lack of Harvester ships found during reconstruction. V.H. proposed the idea that the Necroplane forces have taken to the air in salvaged remains of the many Harvester ships. No proof either way can be found.

To the south of Pulp City lies the Run-off Zone, an inhospitable stretch of desert now the teeming with the newly mutated Grimm. Though they have done nothing but overt construction sites all over the south side of Pulp City have reported thefts and strange noises at night. Of the villain known as 100 Voices nothing is seen, though cases of insanity and mental disturbances are drastically on the rise. Health professionals attribute this to the cataclysmic events of the past year, others are not so certain.





## **Chapter 10: Monsters of Legend**

Many kinds of Monsters exist in the world of Pulp City. Included here is a small sampling of some of Pulp Cities most iconic Monsters.

Each monster is presented in a way to show how they were created using the Monster Creation rules. These Monsters should serve you as examples for when you are ready to begin creating your own Pulp City Monster.

Legendary Monsters have unique and special Actions that are not normally available to other Monsters. This allows us to keep the Legendary Monsters unique and interesting

while still providing you with ready to play Monsters.

You'll also find these Monsters in Appendix B without all the creation information so you can simply print out the monster of your choice and start playing.



## **Terrorsuar: Rank 1 Beast**



Believed to be one of Mysterious Man's many experiments the Terrorsaur is a frequent visitor to Pulp City. The Terrorsaur is clearly engineered from dinosaur or reptile genes and is often red or greenish in coloring. This beast is an engine of pure simple minded destruction. While it lacks ranged attacks it is still a dangerous and highly destructive Monster. Its thick scales make it difficult to damage.

Nuclear Jones believes that Mysterious Man often sends young Terrorsaurs to Pulp City in order to spread chaos and to test his latest Monsters. If the young Terrorsaur survives to swim back to Kodo Island Mysterious Man will continue to care for it allowing only the strongest to grow and increase in power.

Most Terrorsaurs are accompanied by a small group of additional dino mutants and other prehistoric throwbacks. In one famous attack Heavy Metal was contending with what appeared to be a group of Cro-Magnon tribesmen defending a large Terrorsaur. These additional minions lend credibility to the theory that the Terrorsaur is indeed a result of Mysterious Man's experiments.



								AP
<b>Terrorsaur</b>	<b>6</b>	4	5	3	2	2	80	18

**Skills:** Absorb 1, Reach 2, Super Damage 6, Leader of Minions 2

#### Cranial Upgrade 2:

- **Dino Bite (Str vs. Def / AP 2):** A Damaged Model is **Knocked Down** and suffers **Aftershocks 2**.

#### Body Upgrades 3:

- **Strong 1:** Increase the Beast's Strength by 1; Strength becomes a Trump Trait.
- **Defensive 1:** Increase the Beast's Defense by 1.
- **Wrecking Blow 1 (Str vs. Def / AP 2):** The Beast makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**.

#### Appendage Upgrades 2:

- **Tail 1: (SBL1 / Strength vs. Agility / AP 2):** This Action deals no Damage. Losing models are **Knocked Down**.
- **Stomp 1 (SBI 1 / Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round.

#### Extra Upgrades 2:







- **Scales 1: Absorb 1**
- **Pack 1:** The Beast begins the games with 3 Levels of Minion cards (any combination). The Beast also gains **Leader of Minions 2** or **+1 to Leader of Minions**.



## Ulthar Cyclopes: Rank 2 Beast

The Ulthar Cyclopes appeared during the Ulthar invasion of earth. These towering one eyed giants leapt into battle with massive throwing spears. The Cyclopes is unusual in that it is as fearsome in close combat as at range. Though they lack the formidable defenses of other Monsters the Cyclopes is focused on destruction.

The Ulthar Cyclopes can produce a massive bio-plasma burst with fantastic range and power. The Cyclopes also demonstrate a marked rise in intelligence seldom seen among the Beast Monsters. It is believed that the Aquarius Warlords train these monsters themselves to use as weapons of terror amongst conquered peoples. Too little is known about the Ulthar peoples to say for sure. Still the appearance of an Ulthar Cyclopes in Pulp City requires a full team of Supremes to put down and is often the Herald of another Ulthar incursion.

							Damage	AP
Ulthar Cyclopes	7	3	8	3	4	2	100	23

**Skills: Reach 2, Super Damage 6, Super Blast, Mind Shield**

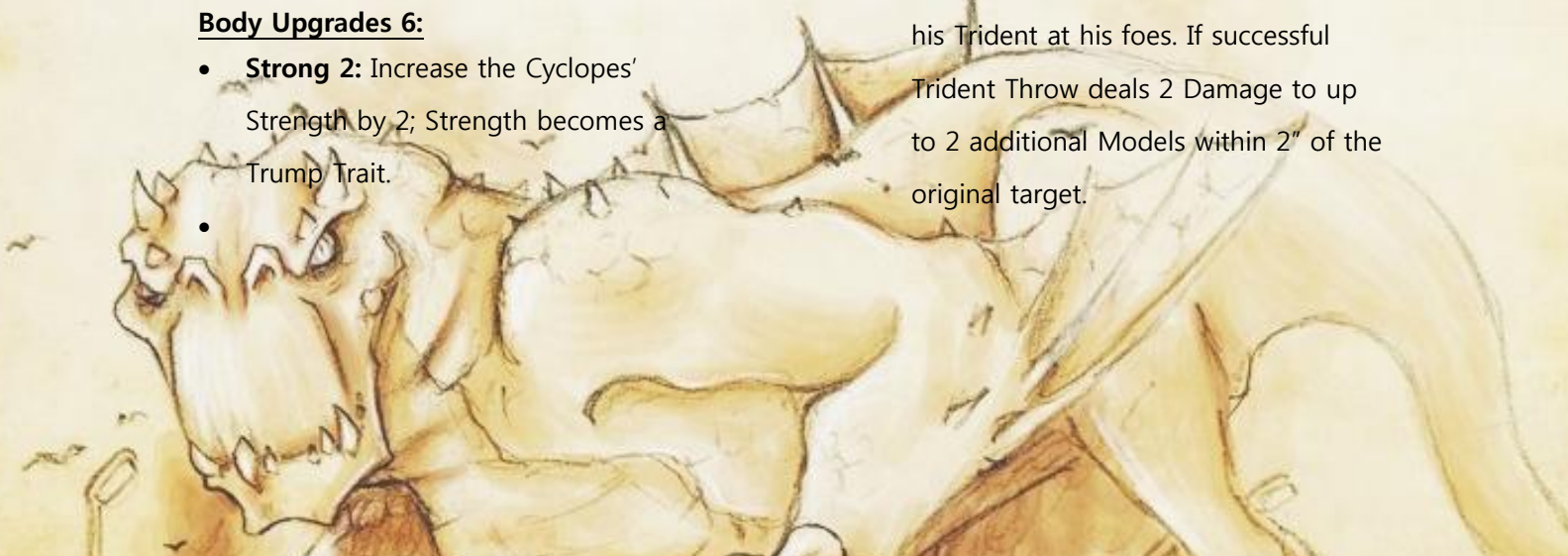
### Cranial Upgrades 4:

- **Mindful 2:** Increase the Cyclopes' Mind by 2.
- **Cyclopean Eye:** The Cyclopes benefits from **Super Blast**, and **Mind Shield**.

### Body Upgrades 6:

- **Strong 2:** Increase the Cyclopes' Strength by 2; Strength becomes a Trump Trait.

- **Battle Roar (SBL3 / Mind vs. Spirit / AP 3):** Any model losing the Opposed Roll suffers -1 to any Opposed Roll targeting the Cyclopes for the remainder of the Round.
- **Trident Throw (Pr / Eng vs. Agl / Range 6 / AP 2):** The Cyclopes throws his Trident at his foes. If successful Trident Throw deals 2 Damage to up to 2 additional Models within 2" of the original target.





**Appendage Upgrades 4:**

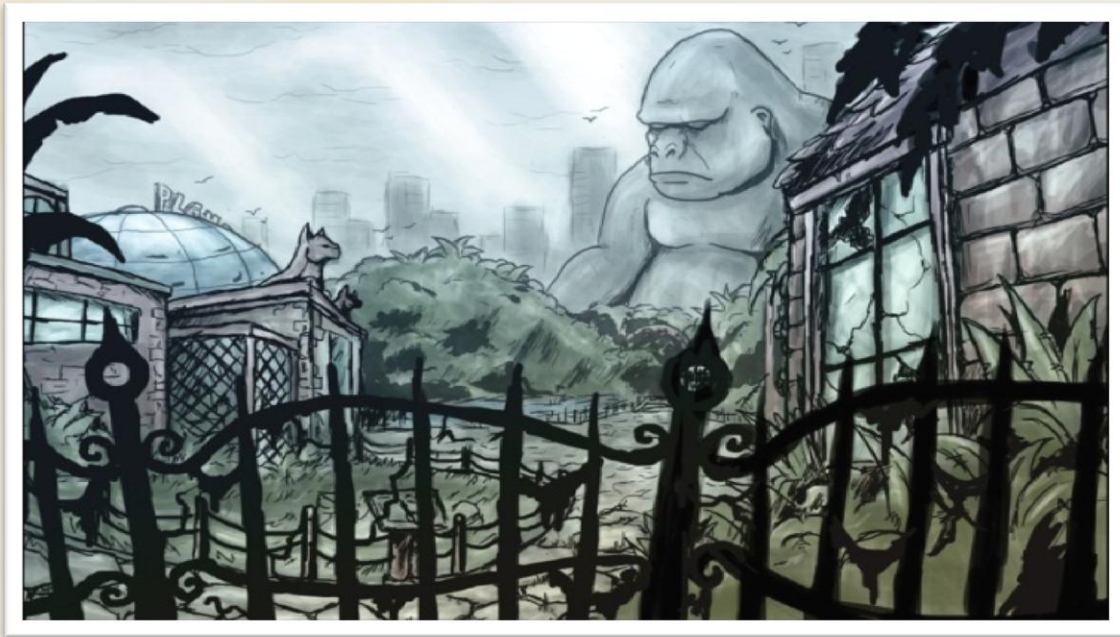
- **Bio-Plasma (BI4 / Energy vs. Agility / Range 10 / AP 2):** All Minions and Supremes benefit from +1 to the Opposed Rolls against Bio-Plasma. Bio-Plasma benefits from **Aftershocks 3**.
- **Speedy 1:** The Cyclopes moves 3 inches during its Relentless move, instead of the normal 2 inches.

**Extra Upgrades 4:**

- **Energized 3:** Increase the Cyclopes' Energy by 3; Energy becomes a Trump Trait.
- **Sharp Vision 1:** All of the Cyclopes' Projectiles and Blasts benefit from +2 RNG (already Factored).




## Ging Gong: Rank 3 Beast



Ging Gong the so called Immortal Ape is the epitome of primal fury. Ancient hieroglyphs found in India, Peru, and China all reference this giant Ape. It's unclear if Ging Gong is truly immortal or simply a species of towering monster gorillas. What is certain is that his appearance heralds destruction for any civilization he comes in contact with.

Despite numerous stories of his destruction Ging Gong appears to return time and again to terrorize and destroy humanity and all its workings. Some believe that certain powerful amulets when combined may allow you to control Ging Gong and force him to do your bidding. No proof of this legend has been uncovered by modern researchers.

							Damage	AP
Ging Gong	8	5	5	5	2	4	120	30

**Skills: Reach 2, Super Damage 6, Fury 3, Wallcrawler, Thick Bones**

### Cranial Upgrades 6:

- **Spirited 2:** Increase the Beast's Spirit by 2; Spirit becomes a Trump Trait.
- **Raging 3:** The Beast gains **Fury 3**.

- **Head-butt 1 (Str vs. Def / AP 1):** A Damaged Supreme or Minion must pay +1 AP for any Actions performed for the remainder of the Round.



**Body Upgrades 9:**

- **Defensive 2:** Increase the Beast's Defense by 2; Defense becomes a Trump Trait.
- **Strong 3:** Increase the Beast's Strength by 3; Strength becomes a Trump Trait.
- **Chest Thumping (SBL3 / Strength vs. Spirit / AP 5):** Any model losing the Opposed Roll suffers -2 to any Opposed Roll targeting Ging-Gong until the Effects Phase of the following round
- **Gorilla Smash (Str vs. Def / AP 2):** Ging-Gong makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**.

**Appendage Upgrades 6:**

- **Agile 2:** Increase the Beast's Agility by 2; Agility becomes a Trump Trait.

- **Fast 2:** The Beast has an extra 4 AP Allowance.
- **Stomp 2 (SBL 2 / Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.

**Extra Upgrades 6:**







- **Ape 3:** The Beast gains **Wallcrawler** and **Thick Bones**. If Ging Gong voluntarily moves off a building or other height treat it as a Primate Pile Driver:
  - **Primate Pile Driver (SBL 3 / Defense vs. Defense):** Any model suffering Damage is Knocked Down. Can be used only once per Round.
- **Shake it Off 3 (Spirit / AP 4):** Heal 8 Damage to Ging Gong.



## Soul Golem: Rank 1 Elder

The Soul Golem is massive husk of entropy given form. It feeds on life and leaves the living dead in its wake. At first it was believed to be a Necroplane creation, one of Dr. Tenebrous' experiments. But members of Blood Watch deny this is the case and believe it to be something far more ancient and wicked. Solar has stated he thinks the Soul Golem may in fact be related to the Forgotten but he has never stated why he believes this to be so.

While weak for a Monster the Soul Golem is not to be underestimated. The Golem has the ability to transform the living into undead abominations that it can control. Thus a Golem can turn even the most powerful of supreme into a loyal puppet that serves it. As if this weren't enough it also possesses a fearsome Soul Gaze that destroys metal and flesh with equal ease. Powered by ancient and alien glyphs carved into its withered bulk the Golem is a fearful sight.

							Damage	AP
Soul Golem	3	3	5	2	6	3	10	20

**Skills:** Reach 2, Super Damage 6, Leave No Trace, Telekinesis 4

### Seals: 7

#### Mental Upgrade 3:

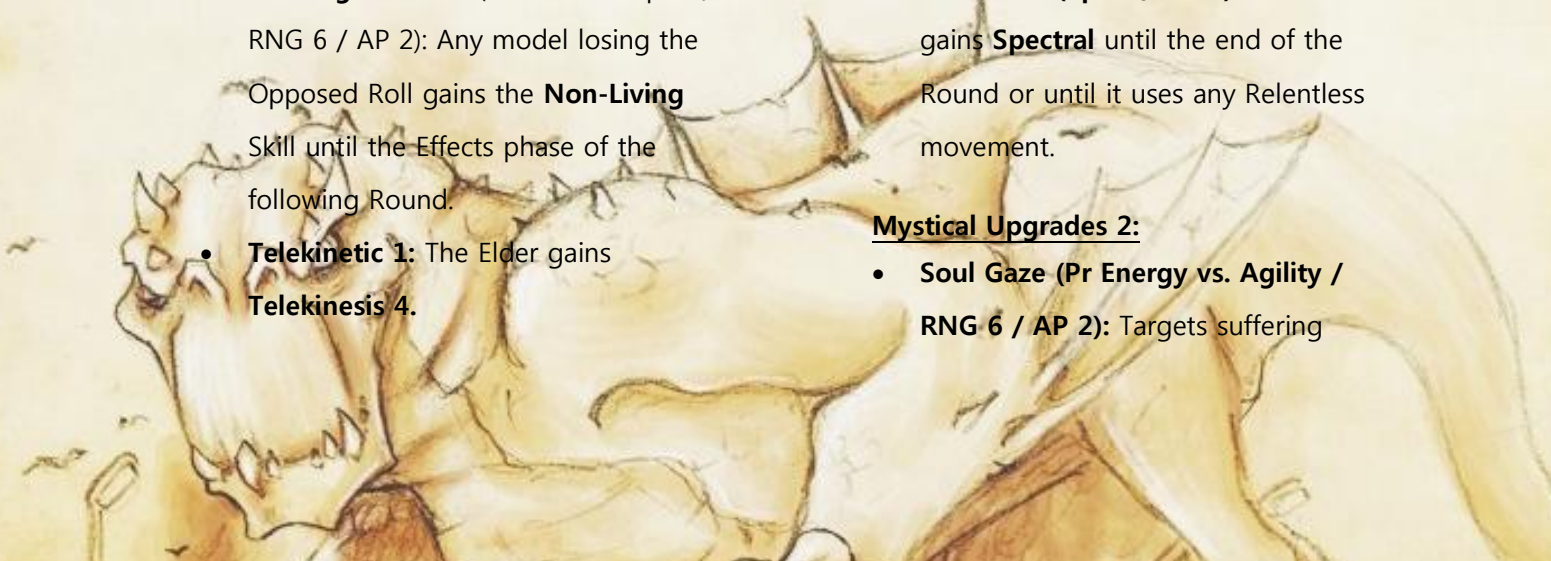
- **Mindful 1:** Increase the Elder's Mind by 1; Mind becomes a Trump Trait.
- **Walking Death 1:** (Pr Mind vs. Spirit / RNG 6 / AP 2): Any model losing the Opposed Roll gains the **Non-Living** Skill until the Effects phase of the following Round.
- **Telekinetic 1:** The Elder gains Telekinesis 4.

#### Form Upgrades 2:

- **Defensive 1:** Increase the Elder's Defense by 1.
- **Ethereal 1 (Spirit / AP 3):** The Elder gains **Spectral** until the end of the Round or until it uses any Relentless movement.

#### Mystical Upgrades 2:

- **Soul Gaze (Pr Energy vs. Agility / RNG 6 / AP 2):** Targets suffering





damage from Soul Gaze also suffer  
**Aftershocks 1.**

- **Eldritch Aura 1 (Au2 / Energy vs. Agility / AP 4):** Any model caught in the Aura or entering the Aura suffers an Opposed Roll. The Eldritch Aura lasts for the remainder of the Round, or until Relentless movement is used.

**Ritual Upgrades 2:**

- **Necromancer 2 (Pr Spirit vs. Mind / RNG 4 / AP 1 + Supreme Level):** This







Action deals no Damage. A **Non-Living** Supreme that loses the Opposed Roll is counted as a member of the Golem's Team. It may be Activated and controlled like any other model. A model cannot be subject to Necromancer 2 for 2 consecutive Rounds. Necromancer lasts for the remainder of the Round.



## The Controller: Rank 2 Elder

The Controller is a vast and amorphous being from between the walls of reality. Its gelatinous and shifting form is covered in slavering mouths and unblinking inhuman eyes. Merely glancing at the horror of the Controller is often enough to sunder a man's mind. In fact this is the Controller's primary goal. Break the mind and then fill it again with its own dire thoughts. The Controller is a master of Minions. Minions it has enslaved throughout time and space without end.

In addition to a vast and apparently unending stream of Minions the Controller is also capable of dominating and controlling Supremes. It is this mental domination that is most terrifying aspect. Though The Controller can be deadly in physical confrontations due to its size and ability to form pseudopods filled with slavering jaws at a whim. The Controller seems to eschew physical confrontations and rely on its powerful psychic attacks. The Controller is a true horror and a danger to all of our reality.

							Damage	AP
Controller	3	3	5	4	6	4	10	28

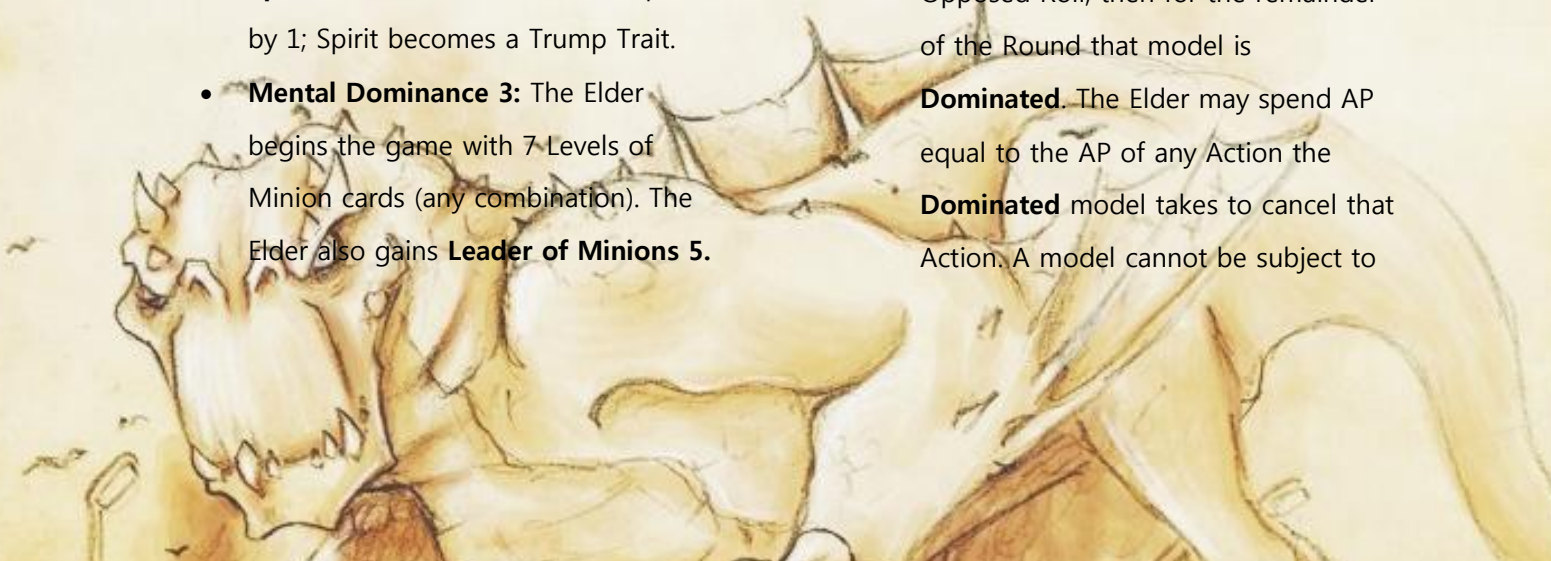
**Skills: Reach 2, Super Damage 6, Leave No Trace, Leader of Minions 5, Molecular Manipulation 2**

### Seals: 9

#### Mental Upgrade 6:

- **Mindful 1:** Increase the Elder's Mind by 1; Mind becomes a Trump Trait.
- **Spirited 1:** Increase the Elder's Spirit by 1; Spirit becomes a Trump Trait.
- **Mental Dominance 3:** The Elder begins the game with 7 Levels of Minion cards (any combination). The Elder also gains **Leader of Minions 5**.

- **Mind Control 1 (Pr Mind vs. Spirit / RNG 6 / AP 2):** This Action deals no damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is **Dominated**. The Elder may spend AP equal to the AP of any Action the **Dominated** model takes to cancel that Action. A model cannot be subject to





Mind Control for 2 consecutive Rounds.

#### Form Upgrades 4:

- **Formless 2:** The Elder gains **Molecular Manipulation 2**.
- **Agile 2:** Increase the Elder's Agility by 2.

#### Mystical Upgrades 4:

- **Mind Blast 2 (Pr Mind vs. Spirit / RNG 6 / AP 2):** Sacrifice one available **Strike** and pay an extra 2 AP to target one additional model within RNG with Mind Blast 2.
- **Followers 1:** The Elder begins the Encounter with 3 Levels of Minion Cards (any combination). **Non-Living** Follower Minions benefit from **Gaia's Enemy 1**.
- **Warped Reality 1 (Bl2 / Energy / RNG 6 / AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 4 vs. Agility) that remains in place for the remainder of the Round.

#### Ritual Upgrades 4:







- **Null Zone 1 (AU2 / Mind / AP 3):** All **Living** models suffer -1 to Combat Actions they use while in the Aura. Null Zone 1 lasts for the remainder of the Round.
- **Summoning 1\* (Spirit / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 3 inches of the Monster. The AP cost is equal to 1 AP plus the Level of the Minion card re-spawned. The Minions are able to be Commanded during the same Activation in which they are re-spawned.
- **Dark Infusion 2 (Pr /Mind / RNG 6/ AP 3):** May only target friendly Minion, affecting a whole Minion card if just one model is affected. During its next activation the affected Minion card gains +2 to all Opposed Rolls. At the end of that Activation resolve a **Dark Explosion (SBI 2 / Energy 5 vs. Agility)** on each Minion. Eliminate all Minions on the card affected by Dark Infusion after resolving the roll. The Minions affected by Dark Infusion are not affected by other Dark Explosions.



## Dread Sleeper: Rank 3 Elder

The Dread Sleeper has thankfully slumbered through the majority of human history. His occasional fits of what might be called lucidity have resulted in a plague for all mankind. Many have worshiped the Dread Sleeper through the millennia, under a variety of names, but none have truly awakened this god of the outside realms. But the rise of the Supremes and their clashes has seemed to stir the slumbering god at last.

Though still weak and groggy in this state the Sleeper easily represents the pinnacle of an Elders power. Physically a powerful being it's the Sleeper's ability to alter physical forms seemingly by accident that is truly frightening. Though technically immortal if the anchors placed to hold him can be destroyed, even so great a being can be driven back into slumber once more.

							Damage	AP
<b>Rank 1 Elder</b>	<b>6</b>	<b>3</b>	<b>5</b>	<b>3</b>	<b>9</b>	<b>5</b>	<b>10</b>	<b>36</b>

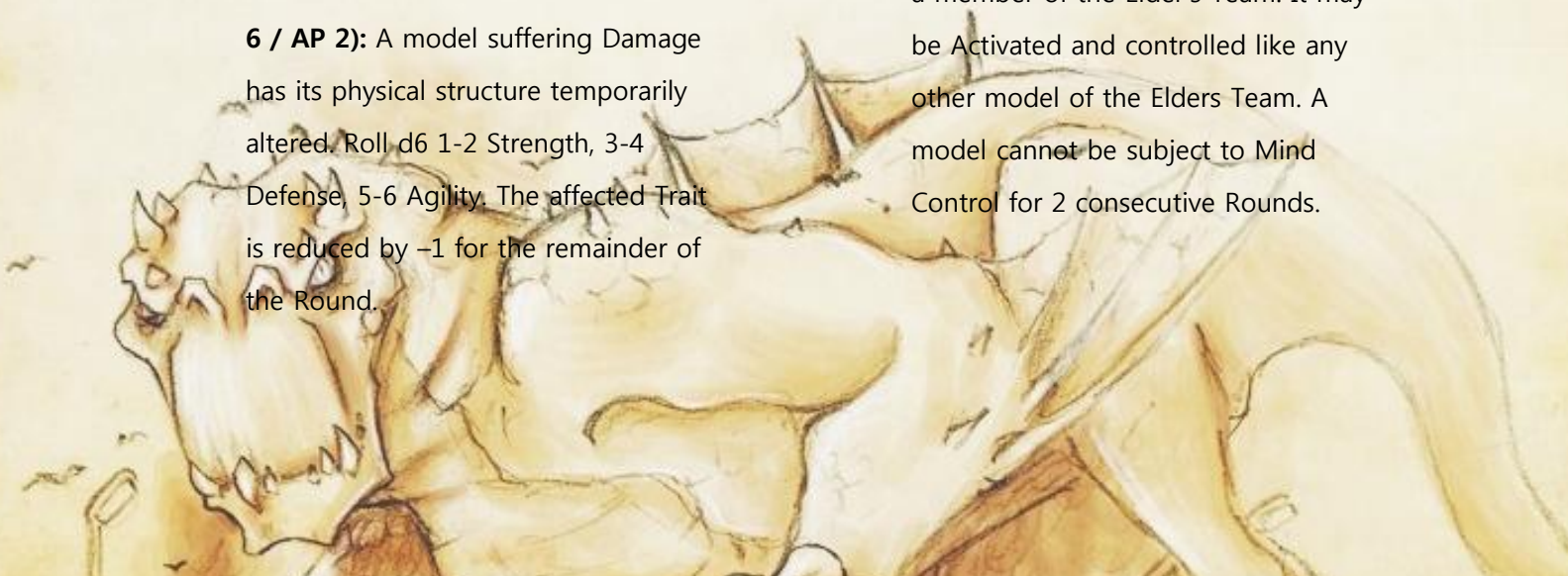
**Skills: Reach 4, Super Damage 6, Leave No Trace, Leader of Minions 5**

### Seals: 11

#### Mental Upgrade 9:

- **Mindful 3:** Increase the Elder's Mind by 3; Mind becomes a Trump Trait.
- **Spirited 2:** Increase the Elder's Spirit by 2; Spirit becomes a Trump Trait.
- **Chaos 1 (Pr Mind vs. Defense /RNG 6 / AP 2):** A model suffering Damage has its physical structure temporarily altered. Roll d6 1-2 Strength, 3-4 Defense, 5-6 Agility. The affected Trait is reduced by -1 for the remainder of the Round.

- **Mind Control 3 (Pr Mind vs. Spirit / RNG 6 / AP 3):** This Action deals no damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is counted as a member of the Elder's Team. It may be Activated and controlled like any other model of the Elders Team. A model cannot be subject to Mind Control for 2 consecutive Rounds.





**Form Upgrades 6:**

- **Wings 1:** The Elder gains **Blitzer +1**.
- **Strong 3:** Increase the Elder's Strength by 3; Strength becomes a Trump Trait.
- **Tentacles 2:** The Elder gains **Reach +2**.

**Mystical Upgrades 6:**

- **Mind Blast 3 (R Mind vs. Spirit / RNG 6 / AP 3)**
- **Warped Reality 2 (BI3 / Energy / RNG 6 / AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 5 vs. Agility) that remains in place for the remainder of the Round.
- **Arcane Bolt 1 (Pr Energy vs. Agility / RNG 6 / AP 2):** Arcane Bolt benefits from **Technophobe 1**.

**Ritual Upgrades 6:**







- **Null Zone 1 (AU2 / Mind / AP 3):** All **Living** models suffer -1 to Combat Actions they use while in the Aura. Null Zone 1 lasts for the remainder of the Round.
- **Otherworldly Light 2 (Mind / AP 2):** Any Projectile, Ray or Blast Combat Action targeting the Elder must reduce its RNG by d3 inches. Roll for each separate Action used. In addition, All Projectile, Ray or Blast Combat Actions used against the Elder cost 1 extra AP. Otherworldly Light 2 lasts until the following Effects Phase.
- **Hellish Wind 3 (R Mind vs. Defense / RNG 8 / AP 5):** Models losing the Opposed Roll are moved 4 inches directly away from the Elder and are **Knocked Down**. Even those Supremes with Defense Trump Trait will be affected by this Action, however they may spend a **Power-Up** die to prevent being **Knocked Down**.



## Proto-Bot: Rank 1 Robot

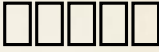
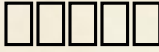
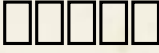
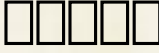


The strange bio-mechanical Robot dubbed the Proto-Bot by reporter June Summers has been spotted at least 3 times in the last 2 years. From the information C.O.R.E. has been able to acquire the Proto-Bot is an alien probe of some sort. Sent to Earth amidst a meteor shower of unusual intensity the Proto-Bot seeks to cause as much damage as possible before it is destroyed by Earth's defenders. During the last Proto-Bot attack members of the Coven raced to destroy the Robot, and make off with vital pieces of Alien technology.

While active the Proto-Bot uses a mixture of missiles and a powerful short range laser blast. For close ranged defense it uses an energy based point defense grid. Proto-Bot can also re-attune the enhanced shock absorbers in its leg into an offensive weapon creating a miniature seismic blast around itself. All told this is a formidable piece of alien technology. C.O.R.E. has confirmed that larger and more powerful Proto-Bot's exist and may be in route to earth at this moment.

							Fuel
Proto-Bot	4	4	7	1	1	4	120

**Skills: Reach 2, Super Damage 6, Mechanical, Armored, Immune/Mind**

### CPU Battery Packs: 3

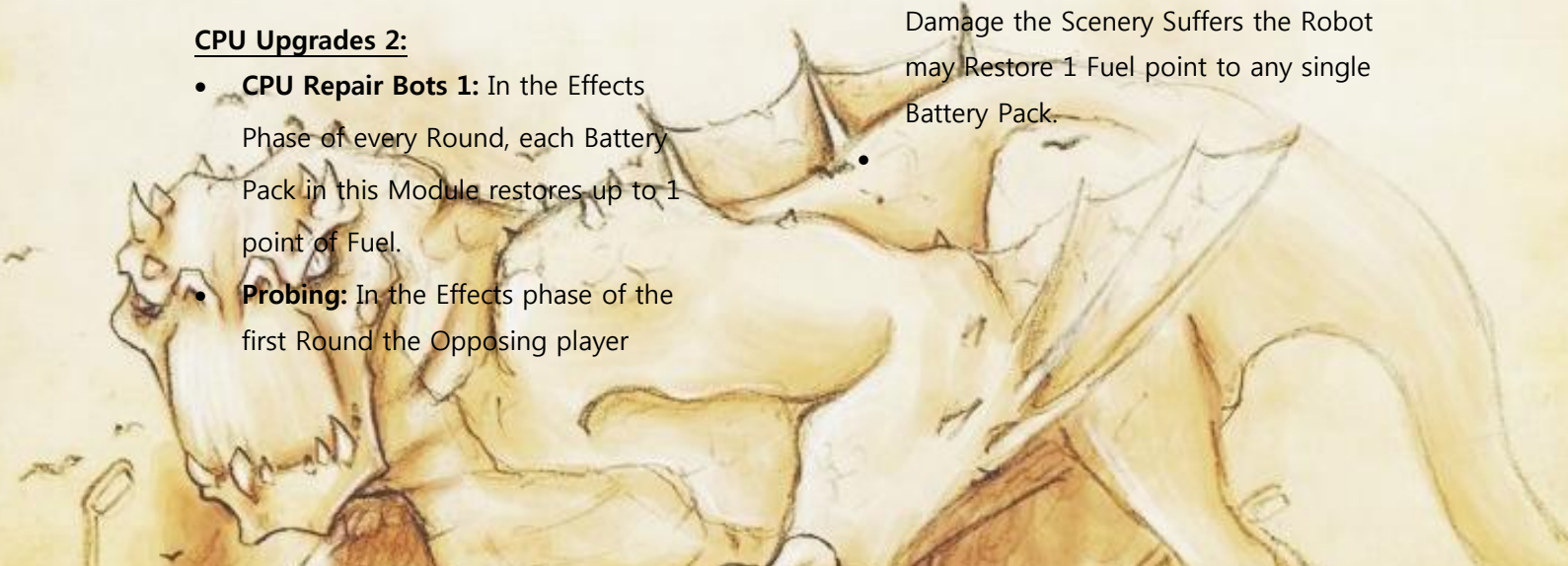
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### CPU Upgrades 2:

- **CPU Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.
- **Probing:** In the Effects phase of the first Round the Opposing player

nominates a piece of Scenery that the Robot can **Recycle** in order to restore its Battery Packs.

- **Recycle (Energy + 1 vs. Defense):** While in Base to Base with Recyclable Scenery the Robot may make an Opposed Roll. For every point of Damage the Scenery Suffers the Robot may Restore 1 Fuel point to any single Battery Pack.





**Weapon Module Battery Packs: 3**

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**Weapon Module Upgrades 3:**

- **Energized 1:** Increase the Robot's Energy by 1; Energy becomes a Trump Trait.
- **Missile Swarm 1 (Bl2 / Energy vs. Agility / RNG 6 / AP 3):** A swarm of micro missiles.
- **Alien Laser (Pr Energy vs. Agility / RNG 4 / AP 3):** Targets losing the Opposed Roll suffer 2 extra Damage.

**Bulkhead Module Battery Packs: 3**

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**Bulkhead Module Upgrades 2:**

- **Assimilation Device 1:** Each time the Robot Incapacitates a Supreme, restore up to 5 points to one Battery Pack in any Module.
- **Shield Modulation 1 (AP 2):** The Robot Gains **Deflect 2** for the remainder of the Round.

**Movement Module Battery Packs: 3**

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**Movement Module Upgrades 2:**






- **Point Defense 1: (SBL 2 / Energy vs. Defense / AP 3)**
- **Stomp 1 (SBL 1 / Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round



## Necroplane Harvester: Rank 2 Robot

The dreaded Harvester Ships from the Necroplane are a scourge to all living beings. These massive lumbering hover ships float slowly above a city killing everything around them. The harvester's main weapon is an energy beam that pulls the soul from the body and fuels the relentless Necroplane society. The Harvester is also equipped with robotic tentacles that it uses to reach out and snatch "interesting" subjects for further experimentation.

Pulp City was warned about the Harvester Ships thanks to Six Feet Under. His tireless efforts to warn against the Necroplane threat are all that saved Pulp City the last time. When the Harvesters invade next it's anyone's guess how we shall fare.

							Fuel
Harvester	4	5	8	1	1	4	160

**Skills: Reach 2, Super Damage 6, Mechanical, Armored, Immune/Mind, Powerful Rays, Flight 3**

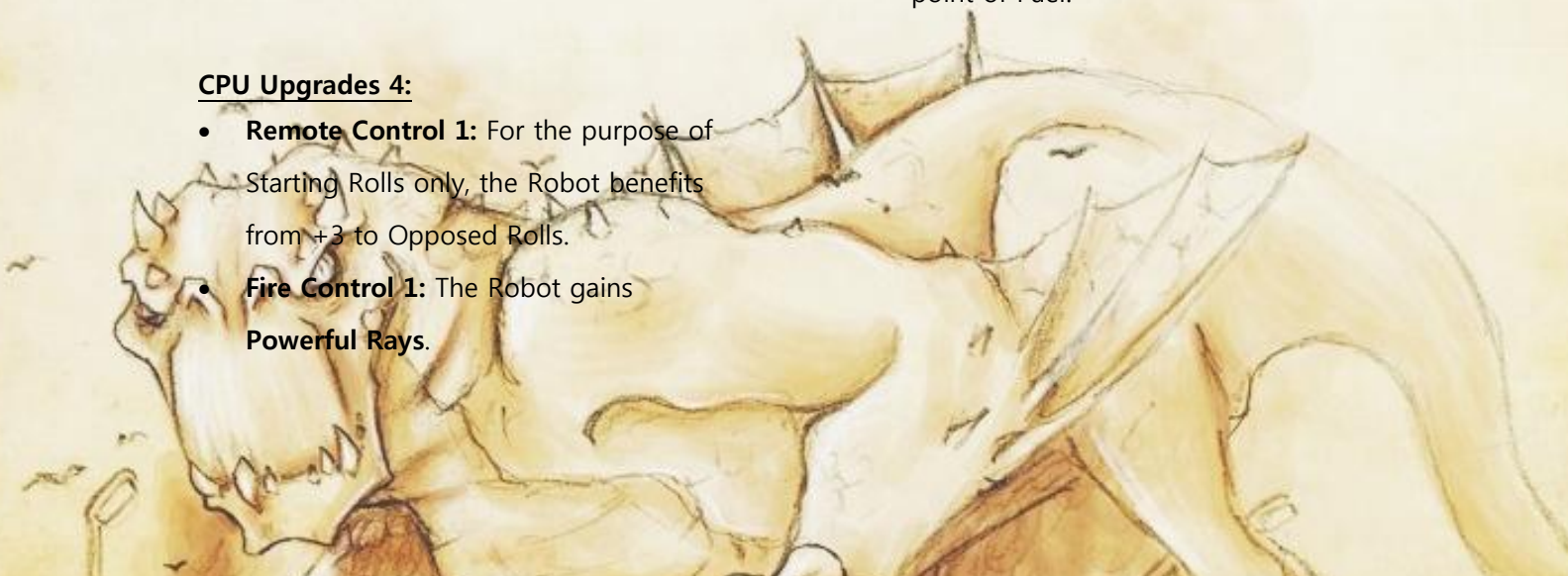
### CPU Battery Packs: 4

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- **Target Designator 1 (Pr / Energy vs. Agility/ Range 8 /AP 1):** This Actions inflicts no Damage. If successful you gain a +2 to your next Combat Action against the target in this Round.
- **CPU Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.

### CPU Upgrades 4:

- **Remote Control 1:** For the purpose of Starting Rolls only, the Robot benefits from +3 to Opposed Rolls.
- **Fire Control 1:** The Robot gains **Powerful Rays**.








**Weapon Battery Packs: 4**

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**Weapon Module Upgrades 6:**

- **Energized 2:** Increase the Robot's Energy by 2; Energy becomes a Trump Trait.
- **Laser Beam 1 (Pr Energy vs. Agility / RNG 8 / AP 2):**
- **Harvest Ray (R Energy vs. Agility / RNG 6 / AP 5):** Models losing the Opposed Roll suffer **Aftershocks** 3. Models Incapacitated by the Harvest Ray are Eliminated instead.

**Bulkhead Battery Packs: 4**

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**Bulkhead Module Upgrades 4:**

- **Harvester:** Any time a **Living** model within 4 inches of the Robot is Eliminated, restore up to 3 Fuel for

each of its Supreme or Minion Levels to one Battery Pack in any Module.

- **Defensive 1:** Increase the Robot's Defense by 1; Defense becomes a Trump Trait.

**Movement Module Battery Packs: 4**

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**Movement Module Upgrades 4:**

- **Flight Modules 2:** Robot gains **Flight** 3.
- **Point Defense 2: (SBL 3 / Energy vs. Defense / AP 3):** This Action benefits from **Super Damage 3** against models on 30mm bases.




## **Byte Dragon: Rank 3 Robot**



In an hour of desperate need C.O.R.E. is able to shape himself into the Byte Dragon. This fearsome avatar of destruction was used to thwart the Ulthar Invasion. This massive dragon of steel and scrap is fearsome at range and in close. Its metal claws are capable of shredding any armor. Additionally the Byte Dragon constantly spawns smaller robots to aid it in the fight. Thus Byte Dragon is never outnumbered and in fact will re-absorb destroyed robots in order to re-fuel itself.











Due to the massive energy requirements C.O.R.E. lacks the impressive analytical mind he normally possesses while controlling the Byte Dragon. He is still capable of incredible reaction but his actions are crude and often destructive. C.O.R.E. is unable or unwilling to form the Byte Dragon except in the most desperate of times. Many believe that he is unable to truly control the raging war machine he inhabits.



							Fuel
Rank 3 Robot	7	6	7	1	1	4	200

**Skills:** Reach 2, Fury 1, Super Damage 6, Mechanical, Armored, Immune/Mind, Leader of Minions 3

#### CPU Battery Packs: 5











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#### CPU Upgrades 6:

- **CPU Repair Bots 2:** In the Effects Phase of every Round, restore a total of up to 5 points of Fuel to any single Battery Pack, or divide 5 points of Fuel to restore to any Battery Packs in this Module.
- **Remote Control 2:** For the purpose of Starting Rolls only, the Robot benefits from +5 to Opposed Rolls.
- **Servitors 2:** Robot begins the Encounter with 5 Levels of Minion Cards (any combination). Robot gains

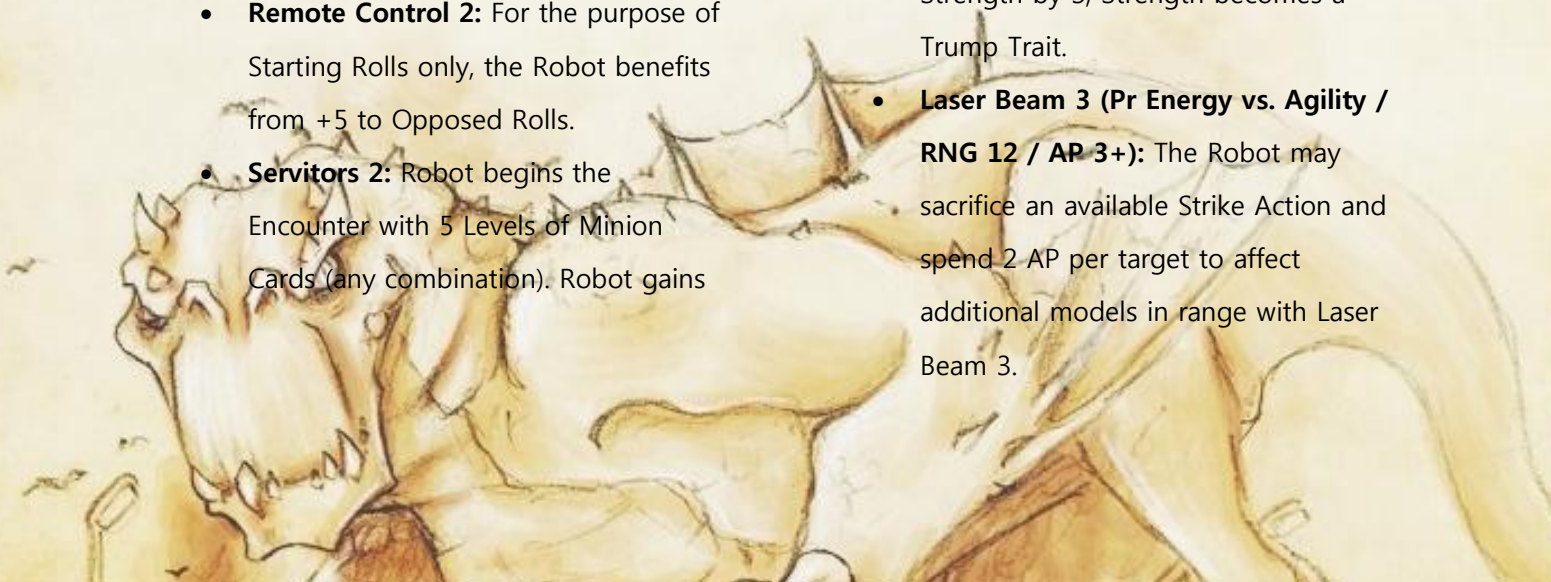
**Leader of Minions 3** or +2 to **Leader of Minions**.

#### Weapon Battery Packs: 5

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#### Weapon Module Upgrades 9:











- **Energized 2:** Increase the Robot's Energy by 2; Energy becomes a Trump Trait.
- **Strong 3:** Increase the Robot's Strength by 3; Strength becomes a Trump Trait.
- **Laser Beam 3 (Pr Energy vs. Agility / RNG 12 / AP 3+):** The Robot may sacrifice an available Strike Action and spend 2 AP per target to affect additional models in range with Laser Beam 3.



- **Piston Punch 1 (STR vs. Def / AP 2):**

This Action benefits from **Ram 2** or +  
2 to **Ram**.

**Bulkhead Module Battery Packs: 5**

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**Bulkhead Module Upgrades 6:**

- **Replicator 1\* (Mind / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Robot. The AP cost is equal to the Level of the Minion card re-spawned plus 1. The Minions are able to be Commanded within the same Activation in which they are re-spawned.
- **Defensive 2:** Increase the Robot's Defense by 2; Defense becomes a Trump Trait.
- **Recycler 2:** Any time a **Mechanical** model within 4 inches of the Robot is Eliminated, restore up to 2 Fuel for

each of its Supreme or Minion Levels to one Battery Pack in any Module.

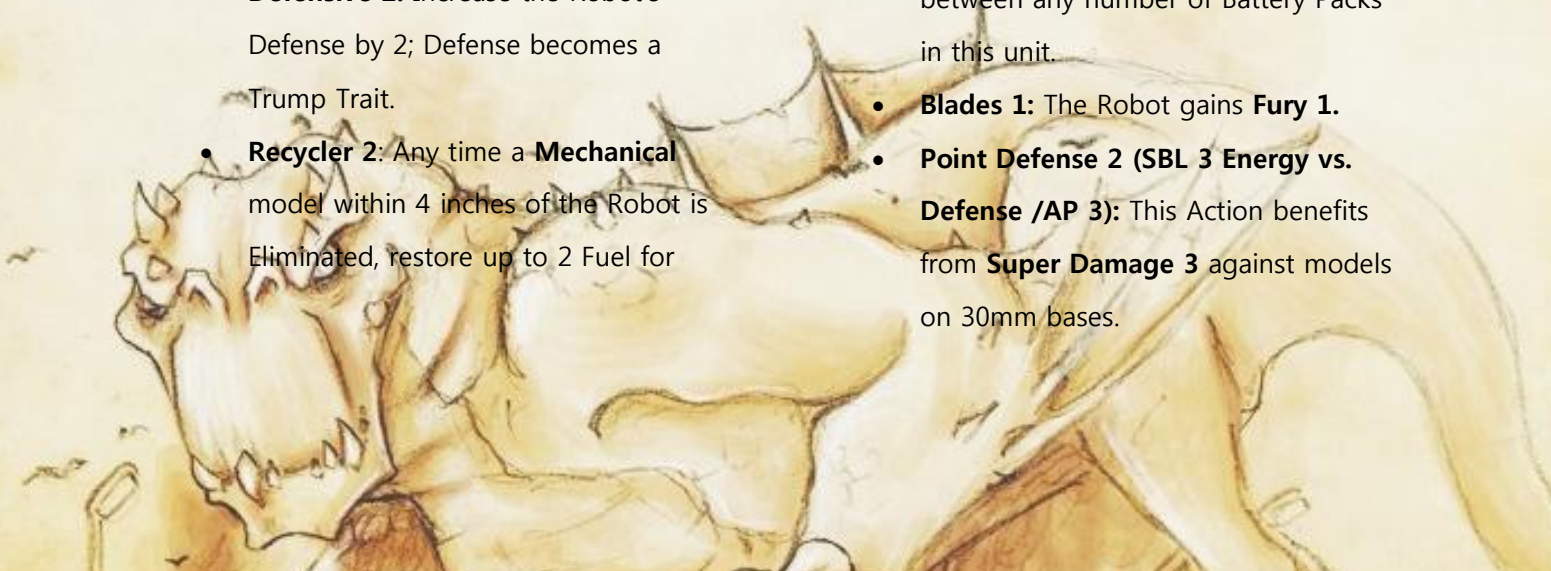
- **Power Distribution 1:** Once per Round during its Activation, the Robot may transfer up to 3 Fuel from a Battery Pack in the Bulkhead Module to a Battery Pack in another Module.

**Movement Module Battery Packs: 5**

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**Movement Module Upgrades 6:**

- **Movement Repair Bots 3:** In the Effects phase of every Round, roll d6 for each **Burnt Out** Battery Pack in this Module; on a roll of 6 the Battery Pack is no longer Burnt Out and comes back with 1 point. After the rolls, restore a total of up to 5 points between any number of Battery Packs in this unit.
- **Blades 1:** The Robot gains **Fury 1**.
- **Point Defense 2 (SBL 3 Energy vs. Defense /AP 3):** This Action benefits from **Super Damage 3** against models on 30mm bases.





## Appendix A: Seals of the Elders

**13<sup>th</sup> Seal:** While this Seal is Active any Opposed Roll using the Elder's Mind or Spirit that rolls a 6 is **Powered Up** for free.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll where the opposing Supremes' total including Trait and all modifiers is exactly 13.
- **Damage :** □□□□□ □□□□□

**Seal of Blood:** While this Seal is Active the Elder gains **Power for Price 2**.

- **Flaw:** If an enemy Supreme within 4 inches of the Elder is Eliminated or chooses to be Eliminated instead of being Activated, then the Seal is destroyed.
- **Damage :** □□□□□ □□□□□

**Seal of the Dead:** During the Effect Phase if this Seal is Active the Elder may spawn 2 cards of Zombie Minions. Place the Minions within 8 inches of the Elder at no cost.

- **Flaw:** This Seal is destroyed if the Elder suffers any Damage from a **Non-Living** model.
- **Damage :** □□□□□ □□□□□

**Seal of Destruction:** While this Seal is Active the Elder gains **Ram 3**.

- **Flaw:** This Seal is destroyed if the Elder takes any Damage from a Trap Resource.
- **Damage :** □□□□□ □□□□□

**Seal of the Divided:** While this Seal is Active any Close Combat or Projectile attack the Elder makes may target an additional model within range at no extra AP cost. The Elder rolls only half its normal Trait value rounded up against all targets when dividing attack Actions this way, but may Power-Up each Opposed Roll normally if allowed to do so.

- **Flaw:** The Seal is destroyed if the Elder suffers Damage from a Supreme that is in Base to Base with two or more other Supremes.
- **Damage :** □□□□□ □□□□□

**Seal of Flames:** While this Seal is Active any model in Base to Base, or entering or leaving Base to Base with the Elder, suffers Fire **Aftershocks 3**, and all of the Elder's Strikes are considered to benefit from Damage Source/Fire.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a Water Damage Source.
- **Damage :** □□□□□ □□□□□

**Seal of the Master:** While this Seal is Active the Elder gains an extra 6 AP. Those extra 6 AP are lost if the Seal is destroyed.

- **Flaw:** This Seal is destroyed if there are no friendly Minions on the board.
- **Damage :** □□□□□ □□□□□

**Seal of Fortune:** While this Seal is Active all non-Power Up dice used for the Elder's Opposed Rolls count a 1-3 as a '1', and 4-6 as a '6'. Only naturally rolled 6's will benefit from Automatic Success.

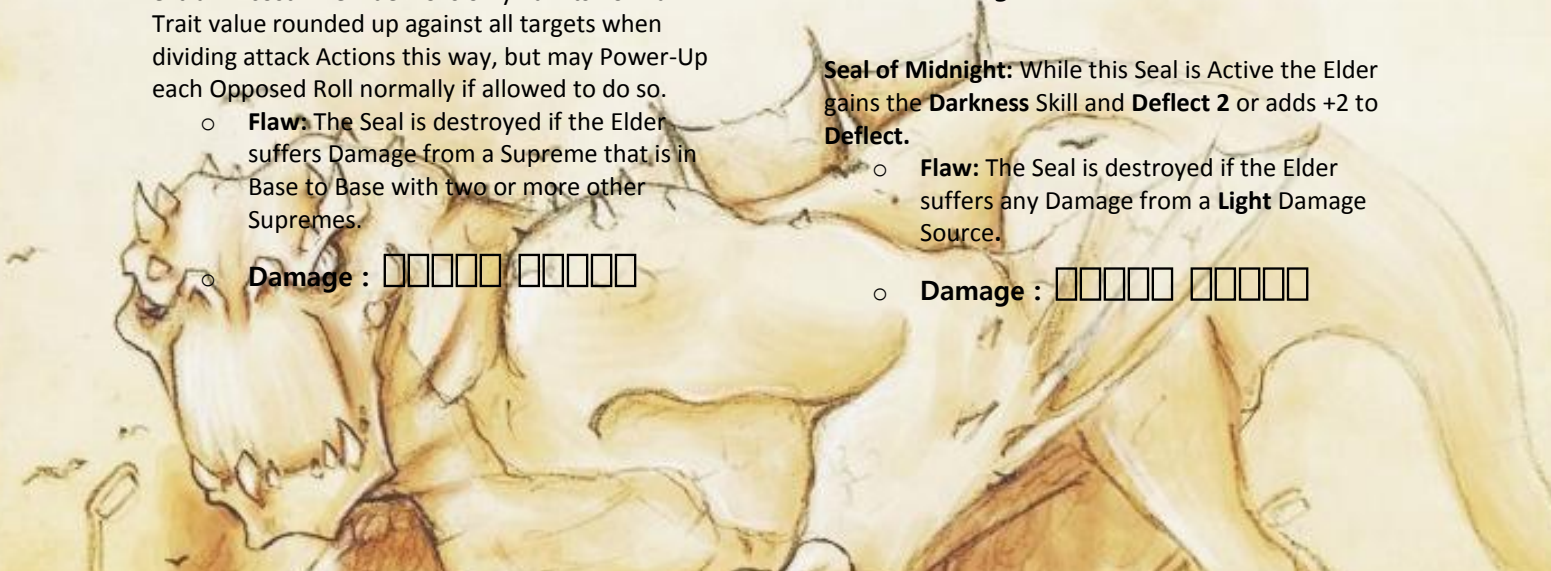
- **Flaw:** If the Elder rolls a natural 1 and an enemy Supreme rolls a natural 6 on any single Opposed Roll then the Seal is destroyed.
- **Damage :** □□□□□ □□□□□

**Seal of Motion:** While this Seal is Active the Elder pays 1 AP for 2 inches of Relentless movement. The Elder has a maximum of 8 inches of extra Relentless movement per Activation.

- **Flaw:** This Seal is destroyed if the Elder is Stunned.
- **Damage :** □□□□□ □□□□□

**Seal of Midnight:** While this Seal is Active the Elder gains the **Darkness** Skill and **Deflect 2** or adds +2 to **Deflect**.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Light** Damage Source.
- **Damage :** □□□□□ □□□□□



**Seal of Mystery:** While this Seal is Active the Elder gains **Gaia's Enemy 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a **Science** Supreme by 3 or more.

- **Damage :** ██████ ██████

**Seal of Nature:** While this Seal is Active the Elder gains **Technophobe 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a **Mystery** Supreme by 3 or more.

- **Damage :** ██████ ██████

**Seal of Sanity:** While this Seal is Active the Elder rolls an additional die on any Opposed Rolls using its Mind, choosing the highest result.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll targeting its Spirit.

- **Damage :** ██████ ██████

**Seal of Science:** While this Seal is Active the Elder gains **Inquisitor 2**.

- **Flaw:** This Seal is destroyed if the Elder loses an Opposed Roll to a Nature Supreme by 3 or more.

- **Damage :** ██████ ██████

**Seal of Steel:** This Seal has 15 Damage instead of 10.

- **Flaw:** This Seal is destroyed if the Elder takes suffers any Damage in the Effects phase.

- **Damage :** ██████ ██████

██████

**Seal of the Mountain:** While this Seal is Active the Elder gains the **Earth** Skill and additionally all of the Elder's Strikes gain +2 to the Opposed Roll (subject to the usual Pulp City Math limit of +3) and **Super Damage 4**. The Elder's Strikes now cost 3 AP.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Air Damage Source.

- **Damage :** ██████ ██████

**Seal of the Sun:** While this Seal is Active the Elder gains the **Light** Skill. Elder ignores all In Cover Conditions as well as the **Blend** and **Deflect** Skills.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Darkness** Damage Source.

- **Damage :** ██████ ██████

**Seal of the Tides:** While this Seal is Active the Elder gains the **Water** Skill. Any model in Base to Base with the Elder at the end of its own Activation is moved 4 inches directly away from the Elder while Seal of the Tides is Active.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from a **Fire** Damage Source.

- **Damage :** ██████ ██████

**Seal of Vendetta:** Nominate an enemy model; while this Seal is Active any Damage done to that model from the Elder, is increased by 2 from a successful Opposed Roll (does not increase fixed Damage or Damage from Aftershocks). If the nominated model is Eliminated or Incapacitated you may select another model.

- **Flaw:** If any model other than your chosen model suffers Damage from the Elder or any of its allies, then this Seal is destroyed.

- **Damage :** ██████ ██████

**Seal of the Warrior:** While this Seal is Active the Elder gains +1 to all Strength Opposed Rolls and **Fury +1**.

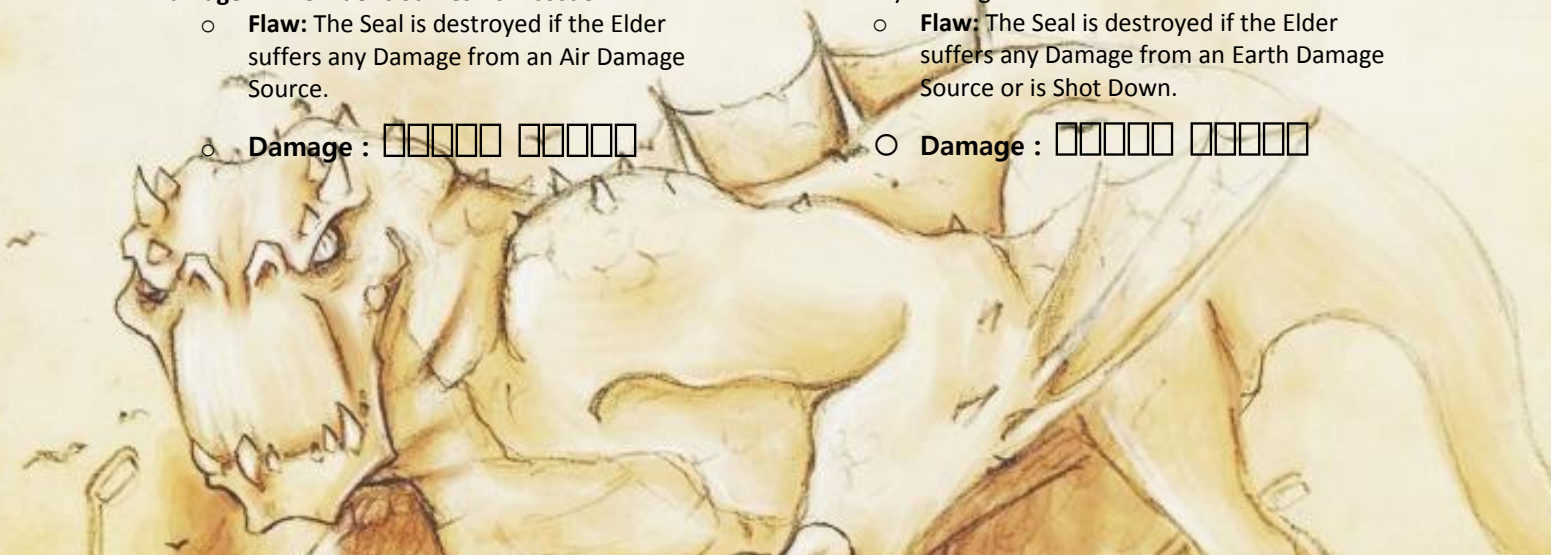
- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Energy Projectile, Blast, or Ray.

- **Damage :** ██████ ██████

**Seal of the Wind:** While this Seal is Active the Elder gains the **Air** Skill and **Flight 2**, or **Flight +2** if it already has Flight.

- **Flaw:** The Seal is destroyed if the Elder suffers any Damage from an Earth Damage Source or is Shot Down.








- **Damage :** ██████ ██████





## Appendix B: Monsters of Legend

### Terrorsuar: Rank 1 Beast


								AP
Terrorsaur	6	4	5	3	2	2	80	18

**Skills:** Absorb 1, Reach 2, Super Damage 6, Leader of Minions 2

- **Dino Bite (Str vs. Def / AP 2):** A Damaged Model is **Knocked Down** and suffers **Aftershocks 2**.
- **Wrecking Blow 1 (Str vs. Def / AP 2):** The Beast makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**.
- **Tail 1: (SBL1 / Strength vs. Agility / AP 2):** This Action deals no Damage. Losing models are **Knocked Down**.
- **Stomp 1 (SBL 1 / Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round.
- **Pack 1:** The Beast begins the games with 3 Levels of Minion cards (any combination). The Beast also gains **Leader of Minions 2** or **+1 to Leader of Minions**.



## Ulthar Cyclopes: Rank 2 Beast

							Damage	AP
Ulthar Cyclopes	7	3	8	3	4	2	100	23







**Skills: Reach 2, Super Damage 6, Super Blast, Mind Shield**

- **Battle Roar (SBL3 / Mind vs. Spirit / AP 3):** Any model losing the Opposed Roll suffers -1 to any Opposed Roll targeting the Cyclopes for the remainder of the Round.
- **Trident Throw (Pr / Eng vs. Agl / Range 6 / AP 2):** The Cyclopes throws his Trident at his foes. If successful Trident Throw deals 2 Damage to up to 2 additional Models within 2" of the original target.
- **Bio-Plasma (BI4 / Energy vs. Agility / Range 10 / AP 2):** All Minions and Supremes benefit from +1 to the Opposed Rolls against Bio-Plasma. Bio-Plasma benefits from **Aftershocks 3**.
- **Speedy 1:** The Cyclopes moves 3 inches during its Relentless move, instead of the normal 2 inches.





## Ging Gong: Rank 3 Beast







							Damage	AP
Ging Gong	8	5	5	5	2	4	120	30

**Skills:** Reach 2, Super Damage 6, Fury 3, Wallcrawler, Thick Bones

- **Head-butt 1 (Str vs. Def / AP 1):** A Damaged Supreme or Minion must pay +1 AP for any Actions performed for the remainder of the Round.
- **Chest Thumping (SBL3 / Strength vs. Spirit / AP 5):** Any model losing the Opposed Roll suffers -2 to any Opposed Roll targeting Ging-Gong until the Effects Phase of the following round
- **Gorilla Smash (Str vs. Def / AP 2):** Ging-Gong makes a mighty body slam capable of leveling buildings. This Action benefits from **Ram + 2**.
- **Stomp 2 (SBL 2 / Strength vs. Defense / AP 4):** All Damaged Supremes reduce their AP by 2 for the remainder of the Round.
- **Ape 3:** If Ging Gong voluntarily moves off a building or other height treat it as a Primate Pile Driver:
  - **Primate Pile Driver (SBL 3 / Defense vs. Defense):** Any model suffering Damage is Knocked Down. Can be used only once per Round.
- **Shake it Off 3 (Spirit / AP 4):** Heal 8 Damage to Ging Gong.



## Soul Golem: Rank 1 Elder

							Damage	AP
Soul Golem	3	3	5	2	6	3	10	20

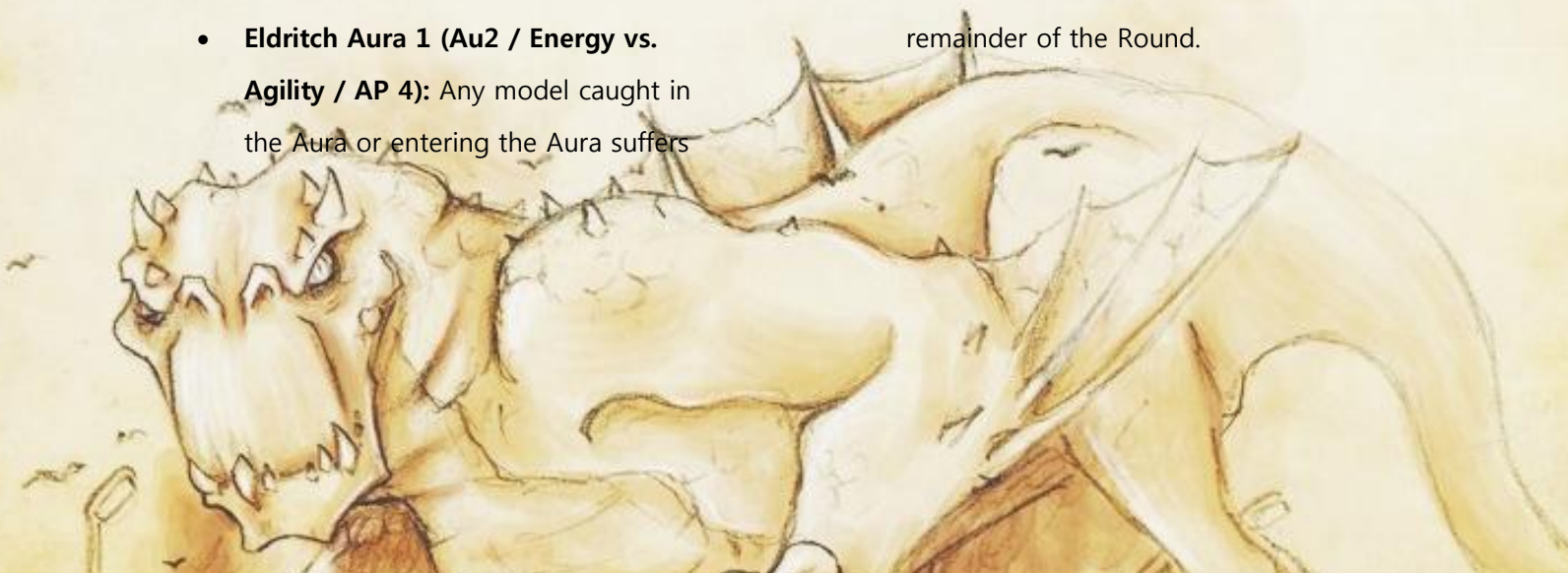
**Skills:** Reach 2, Super Damage 6, Leave No Trace, Telekinesis 4

### Seals: 7

- **Walking Death 1:** (Pr Mind vs. Spirit / RNG 6 / AP 2): Any model losing the Opposed Roll gains the **Non-Living** Skill until the Effects phase of the following Round.
- **Ethereal 1 (Spirit / AP 3):** The Elder gains **Spectral** until the end of the Round or until it uses any Relentless movement.
- **Soul Gaze (Pr Energy vs. Agility / RNG 6 / AP 2):** Targets suffering damage from Soul Gaze also suffer **Aftershocks 1**.
- **Eldritch Aura 1 (Au2 / Energy vs. Agility / AP 4):** Any model caught in the Aura or entering the Aura suffers


an Opposed Roll. The Eldritch Aura lasts for the remainder of the Round, or until Relentless movement is used.

- **Necromancer 2 (Pr Spirit vs. Mind / RNG 4 / AP 1 + Supreme Level):** This Action deals no Damage. A **Non-Living** Supreme that loses the Opposed Roll is counted as a member of the Golem's Team. It may be Activated and controlled like any other model. A model cannot be subject to Necromancer 2 for 2 consecutive Rounds. Necromancer lasts for the remainder of the Round.





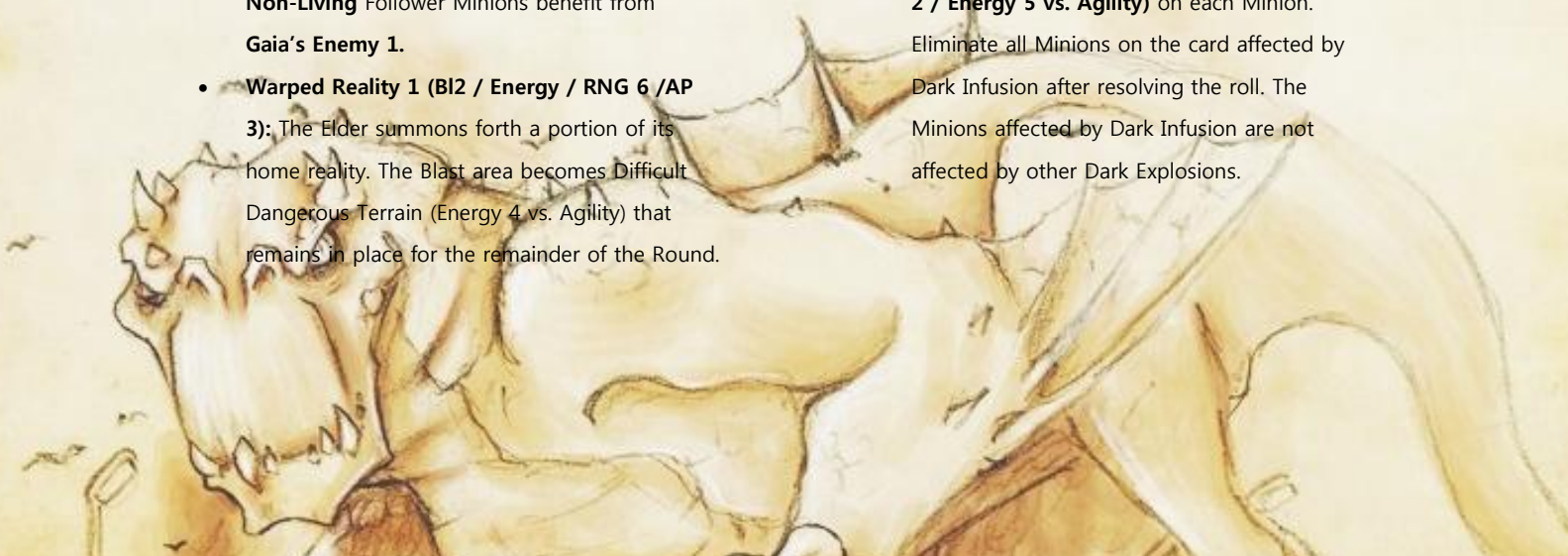
## The Controller: Rank 2 Elder

							Damage	AP
Controller	3	3	5	4	6	4	10	28







**Skills: Reach 2, Super Damage 6, Leave No Trace, Leader of Minions 5, Molecular Manipulation 2**

### Seals: 9

- **Mental Dominance 3:** The Elder begins the game with 7 Levels of Minion cards (any combination).
- **Mind Control 1 (Pr Mind vs. Spirit / RNG 6 / AP 2):** This Action deals no damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is **Dominated**. The Elder may spend AP equal to the AP of any Action the **Dominated** model takes to cancel that Action. A model cannot be subject to Mind Control for 2 consecutive Rounds.
- **Mind Blast 2 (Pr Mind vs. Spirit / RNG 6 / AP 2):** Sacrifice one available **Strike** and pay an extra 2 AP to target one additional model within RNG with Mind Blast 2.
- **Followers 1:** The Elder begins the Encounter with 3 Levels of Minion Cards (any combination). **Non-Living** Follower Minions benefit from **Gaia's Enemy 1**.
- **Warped Reality 1 (Bl2 / Energy / RNG 6 / AP 3):** The Elder summons forth a portion of its home reality. The Blast area becomes Difficult Dangerous Terrain (Energy 4 vs. Agility) that remains in place for the remainder of the Round.
- **Null Zone 1 (AU2 / Mind / AP 3):** All **Living** models suffer -1 to Combat Actions they use while in the Aura. Null Zone 1 lasts for the remainder of the Round.
- **Summoning 1\* (Spirit / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 3 inches of the Monster. The AP cost is equal to 1 AP plus the Level of the Minion card re-spawned. The Minions are able to be Commanded during the same Activation in which they are re-spawned.
- **Dark Infusion 2 (Pr /Mind / RNG 6/ AP 3):** May only target friendly Minion, affecting a whole Minion card if just one model is affected. During its next activation the affected Minion card gains +2 to all Opposed Rolls. At the end of that Activation resolve a **Dark Explosion (SBI 2 / Energy 5 vs. Agility)** on each Minion. Eliminate all Minions on the card affected by Dark Infusion after resolving the roll. The Minions affected by Dark Infusion are not affected by other Dark Explosions.



## Dread Sleeper: Rank 3 Elder

							Damage	AP
Rank 1 Elder	6	3	5	3	9	5	10	36

**Skills: Reach 4, Super Damage 6, Leave No Trace, Leader of Minions 5**

### Seals: 11

- **Chaos 1 (Pr Mind vs. Defense / RNG 6 / AP 2):**

A model suffering Damage has its physical structure temporarily altered. Roll d6 1-2 Strength, 3-4 Defense, 5-6 Agility. The affected Trait is reduced by -1 for the remainder of the Round.

- **Mind Control 3 (Pr Mind vs. Spirit / RNG 6 / AP 3):**

This Action deals no damage. If the target model loses the Opposed Roll, then for the remainder of the Round that model is counted as a member of the Elder's Team. It may be Activated and controlled like any other model of the Elders Team. A model cannot be subject to Mind Control for 2 consecutive Rounds.

- **Mind Blast 3 (R Mind vs. Spirit / RNG 6 / AP 3)**

- **Warped Reality 2 (Bl3 / Energy / RNG 6 / AP 3):**

The Elder summons forth a portion of its home reality. The Blast area becomes Difficult

Dangerous Terrain (**Energy 5 vs. Agility**) that remains in place for the remainder of the Round.

- **Arcane Bolt 1 (Pr Energy vs. Agility / RNG 6 / AP 2):**

Arcane Bolt benefits from **Technophobe 1**.

- **Null Zone 1 (AU2 / Mind / AP 3):**

All Living models suffer -1 to Combat Actions they use while in the Aura. Null Zone 1 lasts for the remainder of the Round.

- **Otherworldly Light 2 (Mind / AP 2):**

Any Projectile, Ray or Blast Combat Action targeting the Elder must reduce its RNG by d3 inches. Roll for each separate Action used. In addition, All Projectile, Ray or Blast Combat Actions used against the Elder cost 1 extra AP. Otherworldly Light 2 lasts until the following Effects Phase.

- **Hellish Wind 3 (R Mind vs. Defense / RNG 8 / AP 5):**

Models losing the Opposed Roll are moved 4 inches directly away from the Elder and are **Knocked Down**. Even those Supremes with Defense Trump Trait will be affected by this Action, however they may spend a **Power-Up** die to prevent being **Knocked Down**.











## Proto-Bot: Rank 1 Robot







							Fuel
Proto-Bot	4	4	7	1	1	4	120

**Skills: Reach 2, Super Damage 6, Mechanical, Armored, Immune/Mind**

### CPU Battery Packs: 3







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  - **CPU Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.
  - **Probing:** In the Effects phase of the first Round the Opposing player nominates a piece of Scenery that the Robot can **Recycle** in order to restore its Battery Packs.
    - **Recycle (Energy + 1 vs. Defense):**  
While in Base to Base with Recyclable Scenery the Robot may make an Opposed Roll. For every point of Damage the Scenery Suffers the Robot may Restore 1 Fuel point to any single Battery Pack.

### Weapon Module Battery Packs: 3







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  - **Missile Swarm 1 (BI2 / Energy vs. Agility / RNG 6 / AP 3):** A swarm of micro missiles.

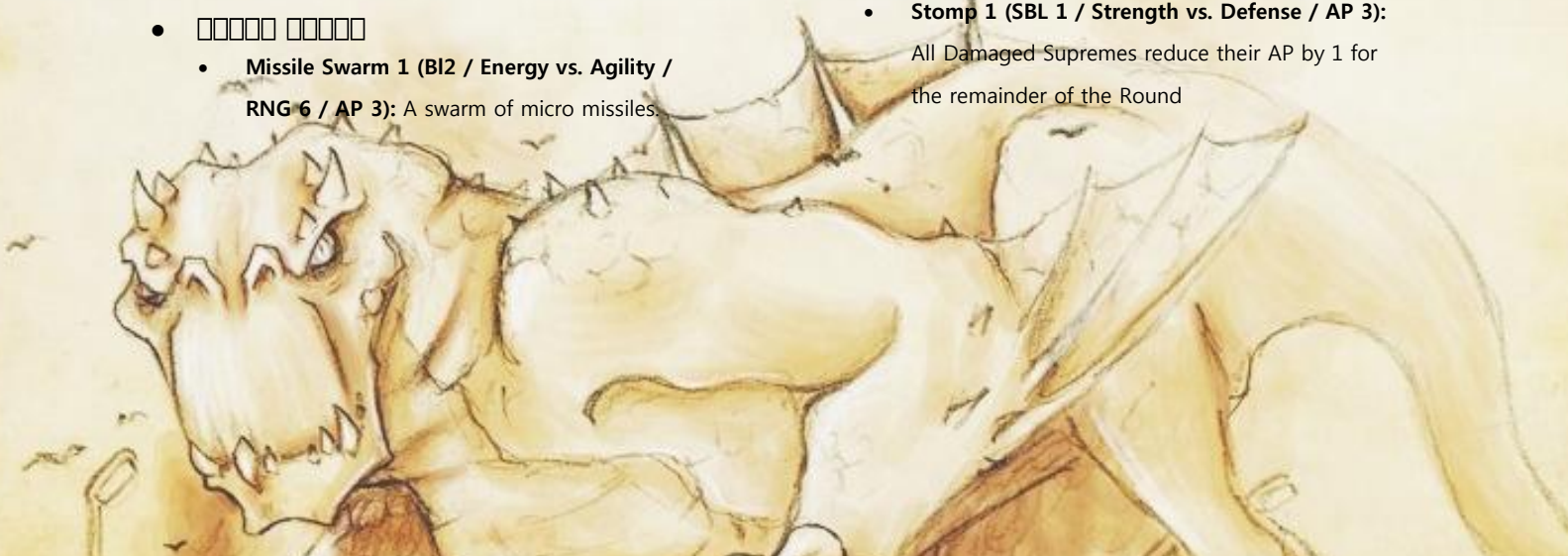
- **Alien Laser (Pr Energy vs. Agility / RNG 4 / AP 3):** Targets losing the Opposed Roll suffer 2 extra Damage.

### Bulkhead Module Battery Packs: 3


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  - **Assimilation Device 1:** Each time the Robot Incapacitates a Supreme, restore up to 5 points to one Battery Pack in any Module.
  - **Shield Modulation 1 (AP 2):** The Robot Gains **Deflect 2** for the remainder of the Round.

### Movement Module Battery Packs: 3

-  
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  - **Point Defense 1: (SBI 2 / Energy vs. Defense / AP 3)**
  - **Stomp 1 (SBL 1 / Strength vs. Defense / AP 3):** All Damaged Supremes reduce their AP by 1 for the remainder of the Round











## Necroplane Harvester: Rank 2 Robot









							Fuel
Harvester	4	5	8	1	1	4	160

**Skills: Reach 2, Super Damage 6, Mechanical, Armored, Immune/Mind, Powerful Rays, Flight 3**

### CPU Battery Packs: 4









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  - **Remote Control 1:** For the purpose of Starting Rolls only, the Robot benefits from +3 to Opposed Rolls.
  - **Target Designator 1 (Pr / Energy vs. Agility/ Range 8 /AP 1):** This Actions inflicts no Damage. If successful you gain a +2 to your next Combat Action against the target in this Round.
  - **CPU Repair Bots 1:** In the Effects Phase of every Round, each Battery Pack in this Module restores up to 1 point of Fuel.

### Weapon Battery Packs: 4









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  - **Laser Beam 1 (Pr Energy vs. Agility / RNG 8 / AP 2):**
  - **Harvest Ray (R Energy vs. Agility / RNG 6 / AP 5):** Models losing the Opposed Roll

suffer **Aftershocks 3**. Models Incapacitated by the Harvest Ray are Eliminated instead.

### Bulkhead Battery Packs: 4

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- **Harvester:** Any time a **Living** model within 4 inches of the Robot is Eliminated, restore up to 3 Fuel for each of its Supreme or Minion Levels to one Battery Pack in any Module.

### Movement Module Battery Packs: 4

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  - **Point Defense 2: (SBL 3 / Energy vs. Defense /AP 3):** This Action benefits from **Super Damage 3** against models on 30mm bases.















## Byte Dragon: Rank 3 Robot











							Fuel
Rank 3 Robot	7	6	7	1	1	4	200

**Skills:** Reach 2, Fury 1, Super Damage 6, Mechanical, Armored, Immune/Mind, Leader of Minions  
3

### CPU Battery Packs: 5











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- **CPU Repair Bots 2:** In the Effects Phase of every Round, restore a total of up to 5 points of Fuel to any single Battery Pack, or divide 5 points of Fuel to restore to any Battery Packs in this Module.
- **Remote Control 2:** For the purpose of Starting Rolls only, the Robot benefits from +5 to Opposed Rolls.
- **Servitors 2:** Robot begins the Encounter with 5 Levels of Minion Cards (any combination).

### Weapon Battery Packs: 5

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- **Laser Beam 3 (Pr Energy vs. Agility / RNG 12 / AP 3+):** The Robot may sacrifice an available Strike Action and spend 2 AP per target to affect additional models in range with Laser Beam 3.

- **Piston Punch 1 (STR vs. Def / AP 2):** This Action benefits from **Ram 2** or + 2 to **Ram**.

### Bulkhead Module Battery Packs: 5

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- **Replicator 1\* (Mind / AP 1 + Special):** Once per Round you may re-spawn an Eliminated friendly Minion card anywhere fully within 6 inches of the Robot. The AP cost is equal to the Level of the Minion card re-spawned plus 1. The Minions are able to be Commanded within the same Activation in which they are re-spawned.
- **Recycler 2:** Any time a **Mechanical** model within 4 inches of the Robot is Eliminated, restore up to 2 Fuel for each of its Supreme or Minion Levels to one Battery Pack in any Module.
- **Power Distribution 1:** Once per Round during its Activation, the Robot may transfer up to 3 Fuel from a Battery Pack in the Bulkhead Module to a Battery Pack in another Module.



**Movement Module Battery Packs: 5**

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- **Movement Repair Bots 3:** In the Effects phase of every Round, roll d6 for each **Burnt Out** Battery Pack in this Module; on a roll of 6 the Battery Pack is no longer Burnt Out and comes back with 1 point. After the rolls, restore a total of up to 5 points between any number of Battery Packs in this unit.
- **Point Defense 2 (SBL 3 Energy vs. Defense /AP 3):** This Action benefits from **Super Damage 3** against models

