CHAPTER 1: Pulp City SE Core Rules Update

This chapter outlines key changes to the core rules as set out in Pulp City Supreme Edition (SE). All the rules in this chapter should be considered additional or changed core rules as outlined in Pulp City SE.

The next chapter then updates the rules for Effects, and likewise these replace the existing Supreme Edition rules. Finally, other chapters set out optional rules which can be employed if all players agree.

Origins Revisited

Pulp City Power Up heralds a new Origin type: **Cosmic**.

Origins determine the source of a Supreme or Monster's amazing abilities. There are four Origins available to the Supremes and Monsters of Pulp City. Other than Minions, the character models in your Team will each have one of these Origins:

Cosmic ☹

Entities from beyond Earth, or those able to wield the powers of Mystery, Nature and Science in harmony, Supremes with Cosmic power wield energies unfathomable to man, a step beyond those of the other Origins. These beings have now begun to turn their gaze towards Pulp City.

Mystery ☠

The occult, divine interventions, pacts with demons or opening portals to the Necroplane – these events grant common people powers beyond imagination. These powers usually come with the highest price to pay.

Nature ☣

Children born to minor deities of Nature or those who dabble with ancient druidic powers become Supremes of Nature. Their abilities mimic the raging powers of the elements or of wild animals. Other Supremes seem to be born with these powers as if gifted by Gaia herself. Even a high-tech society like Pulp City is helpless against the unchained fury of Nature.

Science ☢

Some Supremes are born where science collides with their ordinary human lives. Radiation, chemicals or toxic fumes alter the bodies and minds and push evolution toward a new frontier. Others simply use high-tech gadgetry to augment themselves to superhuman levels.

The Origins Triad continues to work between **Mystery** (☠), **Nature** (☣) and **Science** (☢) as usual with one key change – **Cosmic** beats all three (Mystery, Nature AND Science) and is only tied against Cosmic. When Cosmic is tied, as usual the Defender wins the roll.

Supremes and Monsters beat Minions as usual.

A way to think of the hierarchy is as follows (top to bottom)

- **Supremes and Monsters beat Minions**

- **Cosmic** beats other **Origins,** then
    - **Mystery** beats Nature
    - **Nature** beats Science
    - **Science** beats Mystery
- **Minions** vs **Minions** do not have a tie-break

And remember, if the result is still tied, the Defender wins.

[insert new Origins graphic]

Updated & Alt Character Cards

Update Cards

To reflect the changes some Supremes have experienced because of events such as the failed Ulthar and Necroplane invasions, and the cataclysmic effects of The Fall, as well as key design updates, some characters will have an updated profile card.

Updated Cards are noted with the symbol right on their front side. They are relevant to the particular model they update.

Players may choose to play with or without Updated Cards, however if they use any Updated Cards, then any Supremes that they recruit must use their Update Card profile if they have one.

*For example: Kieron wants to use the **Tanuki** Update Card in his Team; if he also wanted to recruit **Yeti** to the same Team, he would have to use Yeti's Update card. Kieron can also include Supremes in the same Team which don't have an Update card.*

Alt Cards

We began producing Alt Cards with the Pulp City crowd-funding campaigns. Players can ignore the Update card requirement when they use an Alt Card. Examples of Alt Cards include **Perun** and **Arquero** (both Supreme Alliance Affiliation), **Tangent** (Red Republik Affiliation, and **Sister Bedlam** (Coven Affiliation). Future Alt Cards will include the symbol to the right on their front side. <insert symbol>

Minion Recruitment Update

If a Team is recruited based on Faction, Minions can also be recruited even if they lack the same Faction; in this case recruited Minions must have a common Alignment with the Supreme(s) providing Minion+ points (consider additional Minion+ through Leader cards to be the same Alignment as the Leader).

Movement Updates

Open spaces

The main text omits this but should be included when Movement Types is explained (after the first paragraph but before the specific Movement Type entries):

All Movement Types ignore open space between their starting point and the end of their move; this is limited to a single movement distance for Sprint but may be the distance of two Combined Movement Actions for other types.

Bounding

Bounding grants Immune/Fall which was missed from the main text.

Summary Updates

The 5th bullet point of the summary should read:

All Movement Types ignore open space between their starting point and the end of their move; this is limited to a single movement distance for Sprint but may be the distance of two Combined Movement Actions for other types.

The 10th bullet point of the summary should read:

Wall Crawling: May move X inches horizontally and vertically; Immune/Fall; Immune Dangerous/Terrain if the distance of a single Movement Action completely clears the Dangerous Terrain; benefits from High Ground while in BtB with Terrain.

Smash It Up Revision

To better represent how different Objects can be used as weapons in Pulp City Encounters, the following text replaces Smash It Up from SE (chapter 6).

Smash It Up Combat Bonus

Models with named Smash/Power Smash or Takedown/Power Takedown Combat Actions, or any THR (Throw) Action Type, add +1 die per Object Rank to their Action Rolls. To benefit the Attacker must be in BtB with an Object or must have contacted an Object during its own Movement Action within the same Activation that Smash It Up is used. After the Action Roll is resolved the Object suffers Damage 1 and if it is not destroyed it must be placed in BtB with the Defender or as near as possible after the Combat Action is resolved (placed by the Attacking player).

Terrain

The ⛨ Trait for Structures and Objects is treated like a T#, and therefore no Combat Bonus dice are rolled unless they are noted to affect Objects or Structures in an Action profile or Power description.

Terrain Manipulation Update

Models which use Traits other than 👊 for Exclusive Actions allowing Terrain Manipulation (such as Throws with Traits other than 👊), use that Trait value not F to determine what Rank of Object they can Manipulate; e.g. Boreas' Gale Action uses his ✸ Trait to determine the Rank of Objects Boreas can Manipulate with the Action.