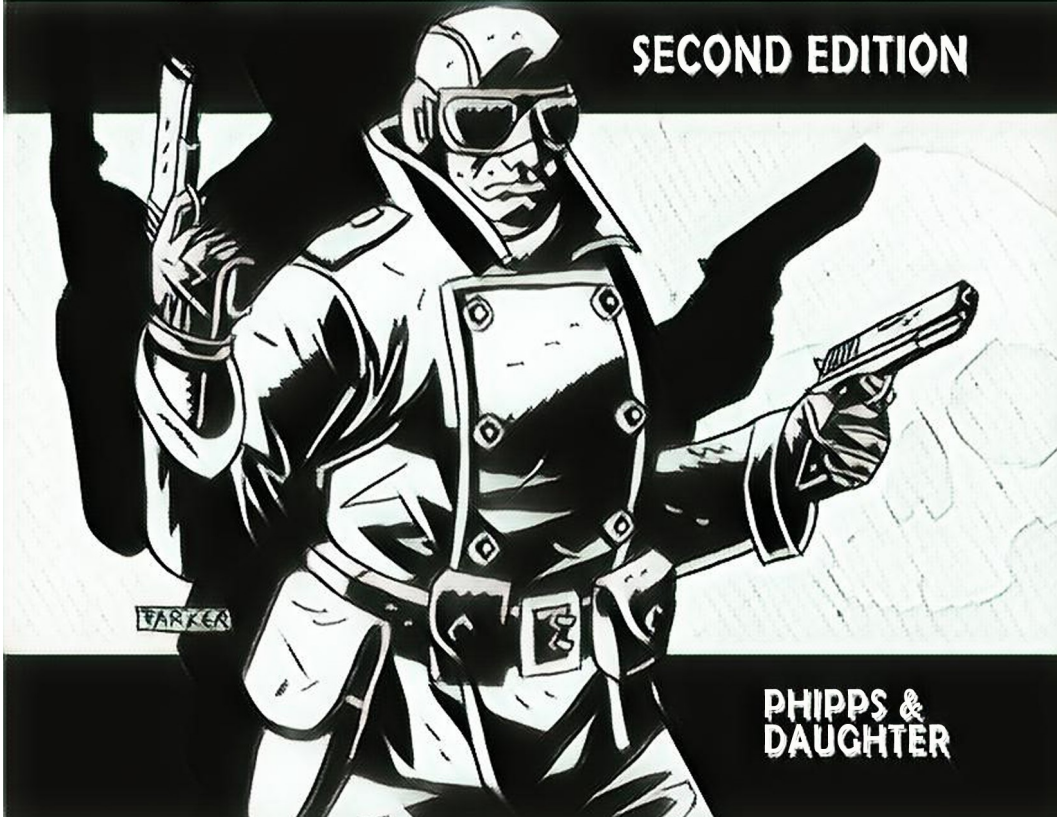


PULP alley

QUICKSTART

SECOND EDITION



PHIPPS &
DAUGHTER

PULP ALLEY

Welcome to Pulp Alley

Pulp Alley plays like your favorite fast-paced, action and adventure stories. It is jam-packed with heroes, villains, and plenty of unexpected perils. Pulp Alley is designed primarily as a tabletop miniatures game for 1 to 4 players. You can play **solo**, **versus**, or **co-op** in any time period, setting, and genre — science fiction, fantasy, horror, westerns, war, and many more!

- ◆ Watch our Pulp Alley videos — youtube.com/c/PulpAlley
- ◆ Visit our Pulp Alley store — store.pulpalley.com
- ◆ Share your comments on Facebook — facebook.com/Pulp-Alley
- ◆ Join the Pulp Alley Community Forum — pulpalley.com/index.php

Pulp Alley: Quickstart Rules

This Quickstart version covers the basic Pulp Alley rules that are most frequently used, and is meant to help players get familiar with these key rules of play.

Within this booklet are references to some rules and situations that are covered in the full version of the rules. For example, the rules for character creation, vehicles, stealth, bursts, horror, and so on have been omitted from the quickstart rules.

We have included two league rosters and two scenarios to get you playing right away. And don't forget to download your free **Starter Deck** from our Pulp Alley online store —

<https://store.pulpalley.com/free-downloads-a/257.htm>

PULP ALLEY, RULE #1: HAVE FUN

Dave & Mila

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INTRODUCTION

Pulp Alley Scale — Although we use 28mm figures throughout this publication, Pulp Alley is designed to be played with models ranging from 15mm to 54mm.

Tabletop-Skirmish Game — 1 to 4 players normally control one **league** each. Most leagues include 3 to 6 characters — Leader, Sidekick, Allies, and so on.

Bases — We recommend 20mm to 25mm bases. Some larger figures may need larger bases. The base represents the area controlled by a character. When we refer to the location of a character, this includes their base.

What is Needed — The basics are this book, a Fortune deck, league roster, dice, measuring tape, miniatures, terrain, and a 3' x 3' area.

Measuring — To determine the distance between characters or objects, measure the distance between the bases or to the nearest edge of the object.

You Can't See Everything — Players are encouraged to use models that represent their characters without being limited by a *WYSIWYG* dogma. A pulp character is defined by their profile—not by a miniature figure.

No Charts — Players very rarely need to reference charts or rulebooks during a Pulp Alley scenario. The action is on the table—not on a chart.

Plot Driven — Scenarios are plot-driven and offer multiple paths to victory. In Pulp Alley, victory is won by focusing on the story and completing goals — rather than blindly fighting with no purpose.

Action Sequence — Every character may activate, move and fight every turn without counting or tracking *action points*.

Director — Control of the initiative is determined by events that occur in the scenario rather than some arbitrary die-roll every turn.

Combat — Fights represent a pulse-pounding struggle, rather than shooting or punching inanimate objects. In Pulp Alley, characters do not act like statues — so fights are simultaneous and dangerous for both characters.

Equipment — Characters are assumed to carry the weapons and equipment appropriate to their skills, abilities, time-period, genre, and so on — whatever that may be. As such, these items are simply part of the character's profile.

Injuries — The injuries that a character sustains will frequently hinder their skills —making them less effective in combat and actions.



ACTION SEQUENCE

QUICK REFERENCE

DIRECT

The Director selects a player to activate one character.

- ◆ The Director can select any player that has one or more **ready** characters — including themselves.

ACT

When you are selected, you must clearly indicate one of your **ready** characters to activate:

1. **Fortune Effects:** Allow time for other players to play Fortune effects when you activate your character.
2. **Automatic Effects:** Resolve effects that occur automatically when you activate — such as **perilous areas**, **horror**, and so on.
3. **Fight On:** If you activate in contact with an enemy then you must immediately **fight**.
4. **Move:** You normally have the option to move up to 12".
 - ◆ If you move over 6" then you cannot perform an **action**.
5. **Attack or Action:** If you move into contact with an enemy, you must **fight**. If you are not engaged, you may have the option to make a ranged attack or perform an **action**. A character's activation ends after an action or fight is resolved.
6. **End of Activation:** Your character's activation ends.

*Repeat the **Action Sequence (Direct & Act)** until there are no **ready** characters in play.*



DICE

Pulp Alley uses 6, 8, 10, and 12-sided dice, referred to throughout the rules as d6, d8, d10, and d12. We recommend having about five to six of each dice type for each player.



What Do I Need to Roll?

When you are fighting an enemy, rolling for a challenge, or anything else, each die that rolls a 4 or higher counts as one **success**. Some situations may require more than one success but no modifier ever changes this rule:

EACH 4+ EQUALS ONE SUCCESS

Dice Modifiers — Modifiers may appear as bonuses/penalties and shifting dice up/down. All modifiers are cumulative. Unless otherwise indicated, temporary modifiers do not last more than one roll.

- ◆ **Bonus or Penalty:** These modifiers temporarily increase or decrease the number of dice you roll. For example, if you gain a **+1 bonus** for a 3d6 roll then you roll 4d6. If your number of dice is reduced to 0 due to modifiers then you cannot roll any dice.
- ◆ **Shift Up or Down:** When a modifier shifts your dice up or down, you must roll the next higher/lower dice-type. For example, if a 3d6 roll is **shifted up**, you roll 3d8. If your dice-type shifts lower than d6 then you cannot roll any dice. The maximum dice-type used in Pulp Alley is d12.

Re-Rolls — When you have the opportunity to **re-roll**, this applies to one die, regardless of how many were originally rolled. Note, you cannot re-roll the same die twice, so the new result must be kept.

No Dice — If a character has **no-dice** for a particular skill on their profile then they can never roll dice for that skill. Any challenge or check involving a **no-dice** skill is automatically failed — regardless of any modifiers.

1d8" Random Direction: Roll 1d8. The number determines distance. The position of the die determines direction.



CHARACTER PROFILE

In addition to the characters in this book, a number of pre-made characters and leagues are available on our **Pulp Alley Community Forum**. You may also create your own characters.

These rules cover nearly every type of character you can imagine, such as humans, supernatural creatures, robots, aliens, or whatever. All characters follow the same rules and have a **character profile** (skills, abilities, and traits). We encourage players to use miniatures that represent their characters appropriately. However, a character is defined by their **character profile** — not by a miniature figure.



Character Profile

Skills — The dice you normally roll for each skill is listed on the profile. The first number indicates how many dice to roll and the second number indicates the dice-type. For example, a Might of 2d6 means you roll two 6-sided dice.

- ◆ **Brawl** represents a character's overall effectiveness at armed and unarmed melee and may be used when fighting an engaged enemy.
- ◆ **Shoot** indicates a character's overall ranged combat effectiveness and may be rolled when fighting an enemy at a distance.
- ◆ **Dodge** determines the character's effectiveness at avoiding injuries and is normally used to evade enemy attacks or perils.
- ◆ **Might** indicates a character's physical strength and mental willpower.
- ◆ **Finesse** measures the character's mental and physical dexterity.
- ◆ **Cunning** represents a character's education and understanding.

Might, Finesse, and Cunning are frequently used to roll for perils and other challenges.

Abilities — All characters have one or more abilities. Abilities represent their talents, training, weapons, equipment, or some combination of these.

Health — This trait represents a character's overall physical and mental condition, including morale and fatigue. Health is identified by specific types of dice, d6, d8, d10, or d12. This determines the dice-type you roll for your Health checks (see **Health** for details).

THE SKY PIRATES

<i>Leader</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Raven	d10	2d8	4d10	4d10	2d8	3d10	3d10

Trick: Once per turn, you may discard to gain a +1 bonus to Shoot or Finesse.

Agile: Add +1 die to Dodge. (included)

Marksman: Add +1 die to Shoot. (included)

<i>Sidekick</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Number-Two	d8	3d8	4d8	3d8	2d6	2d6	2d6

Quick-Shot: Once per turn, shift your Shoot dice-type down to gain a +2 Shoot bonus against an enemy within **close range**.

Marksman: Add +1 die to Shoot. (included)

<i>Ally</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Twenty-One	d6	2d6	2d6	2d6	1d6	1d6	1d6

Agile: Add +1 die to Dodge. (included)

<i>Ally</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Twenty-Four	d6	2d6	2d6	1d6	1d6	1d6	1d6

Burst Fire: Note, this ability is not included with PULP ALLEY QUICKSTART rules.

<i>Follower</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Speedy	d6*	1d6	1d6	2d6	1d6	1d6	1d6

Agile: Add +1 die to Dodge. (included)



Well Armed (perk) — Once per turn, before you roll Shoot or Brawl for one of your characters, you may cancel a -1 penalty.

Ghibli Russo (Associate) — Roll a 4+ to select Tinker or Lucky Charm.

START OF TURN

Draw Cards

At the start of turn #1, each player draws three Fortune cards. At the start of each subsequent turn, each player draws one card.

- ◆ The **Director** draws first, then proceed clockwise around the table.

Start of Turn Effects

If a special effect or scenario rule occurs at the start of the turn, it is resolved after all players draw their Fortune cards.

- ◆ If there are multiple effects to resolve, the **Director** decides the order they are resolved.

After cards are drawn and start-of-turn effects are resolved, proceed to the Action Sequence.



*The icon on the left may help you identify some of the important additions and improvements in **Pulp Alley Core Rules: Second Edition**.*

CALLING ALL PHANTOM AGENTS!

Don't miss a single episode of

**PULP ALLEY
ADVENTURE
THEATER**

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[youtube.com/c/pulpalley](https://www.youtube.com/c/pulpalley)

FORTUNE CARDS

Fortune Deck

A game of Pulp Alley is normally played with a Fortune Deck of at least 50 cards. In addition to the basic 50 cards, you may also include Fortune cards from the Pulp Alley expansion packs and special promo cards. Before the start of each scenario, shuffle your deck and place it near the table.

- ◆ **Discard Pile:** The discard pile is located next to the deck. After a card is played or discarded it is placed face-up in the discard pile.
- ◆ **Reshuffle:** If you run out of cards in the **deck**, shuffle the **discard pile** to create another **Fortune deck** and then continue play.

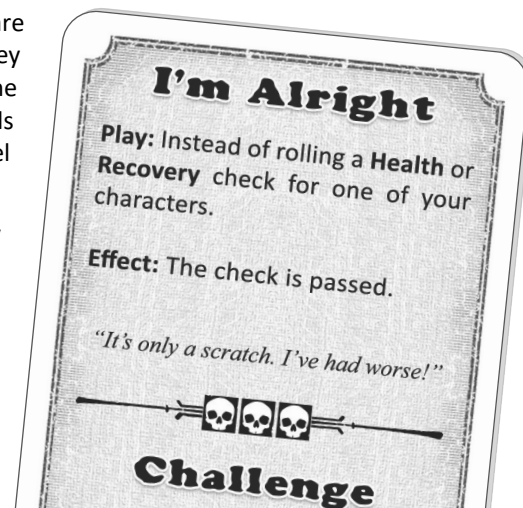
Fortune Hand

At the start of turn #1, each player draws three cards from the top of the deck to form their **Fortune Hand**. At the start of each subsequent turn, each player draws one card and adds it to their hand. The Director draws first, then proceed clockwise around the table. Players are not expected to reveal their cards to other players until they are played or discarded.

Playing Your Cards: The top portion of a card describes a **Fortune Effect**, and indicates when it is played and what it does. The most common way to use the cards from your Fortune hand is to play these effects.

Order of Play: Fortune effects are normally resolved in the order they are played. Exceptions to the normal order of play include cards such as **Misfortune** that can cancel or alter another card's effect.

Discarding: If an effect or ability instructs you to **discard** then you must remove one card from your Fortune hand and place it faceup in the discard pile. Unless the effect specifies a random card, you can choose which card you remove from your Fortune hand.



ACTION SEQUENCE

Who is the Director?

The **Director** is normally determined randomly at the start of a scenario. Being the Director is also called having the **initiative**. Which player is the Director can change many times during a game (even during the same turn), but there can never be more than one Director at a time.

Once a player becomes the Director, that player remains the Director until another player steals the role away. The two most common ways to become the Director are clearly winning a fight or earning a reward.

- ◆ **Clearly Win a Fight:** To **clearly win**, you must inflict an injury without suffering an injury during a fight. You become the Director when you clearly win a fight (**brawl** or **shootout**).
- ◆ **Reward Card:** When you take a **reward** card (not a **spoiler**) you become the Director. Normally, a reward card is drawn by passing a plot point.

Some players find it helpful to use a prop to help keep track of who is the Director. We frequently use an old style director's megaphone.



Directing

As the Director, you must select a player to activate one character. You can select any player that has at least one **ready** character — including yourself. You cannot select a player that does not have any ready characters.

- ◆ **Who is Ready?:** A character is **ready** before and during their own activation. Otherwise, they are not ready. A character that is **down** never counts as being ready. If a character comes into play during the Action Sequence then they are **ready** and may activate this turn.
- ◆ **Direct & Act:** After a character ends their activation, the Director selects another player. That player then activates one of their ready characters, and so on until there are no **ready** characters on the table.

Almost every time a character activates there might be an opportunity for another player to become the Director.

If there are no ready characters in play, proceed to the End of Turn.

MOVING

During your activation, you may normally move before attacking or performing an action. We assume moving includes relatively simple and everyday activities such as opening doors, readying weapons, and so on.

- ◆ You cannot move if you are currently **engaged** (see **Disengage**).

Move Range

You can normally move up to 12" during your activation. Moving up to 6" does not affect your actions or fighting.

Moving Over 6" — Moving over 6" is also called **running** or moving **fast**, and has the following effects and limitations.



- ◆ You suffer a -1 Shoot penalty for moving over 6" in the same activation.
- ◆ You cannot move over 6" and perform an action in the same activation.
- ◆ If your path has any contact with a perilous area, then you cannot move over 6" (see **Perilous Areas**).
- ◆ If your path is over 6" and has any contact with a **difficult area** then you encounter a **peril** (see **Difficult Areas**).

Moving a Character

You may measure your character's move range to determine your intended **destination** and **path**.

Destination — This is simply where you intend to end your move. The destination must be within your move range.

Path — The route your character is moving along to reach their destination is called their **path**. The width of a path is equal to the character's base (20mm minimum). The length of a path is equal to the intended move distance.

- ◆ Your path cannot cross impassible terrain.
- ◆ Your path cannot be closer than 1" to any enemy that you are not intending to engage (see **Rushing**).
- ◆ Your path may freely cross through friendly characters, but not enemies. Note, you path/destination cannot end with you overlapping another character's base (friend or foe).

MOVING

Terrain & Moving

Some terrain may have no effect on movement, and some terrain may be defined as **difficult** or **perilous** — but not both. An area may also be **difficult** or **perilous** without being represented by a piece of terrain. For example, a special rule could specify that the area within 6" of a plot point is perilous.



Perilous Areas — Characters are often faced with dangerous places such as tangled jungles, dark alleys, and twisting tombs. During your activation, you cannot encounter more than one peril due to the same perilous area.

- ◆ **Perilous:** You cannot move over 6" during your activation if you have any contact with a **perilous area**. You automatically encounter a peril when you contact or activate in contact with a **perilous area** (see **Perils**).
- ◆ Moving through a **perilous area** may include some climbing and jumping. The maximum distance you can climb up/down in one activation is 6". The maximum gap you can normally leap across is 3".



Difficult Areas — Difficult areas may include thick foliage, low walls, ditches, fences, or trenches. Moving through a difficult area is not perilous unless you are moving fast (over 6").

- ◆ **Difficult Area:** If you have any contact with a difficult area and move over 6" in the same activation then you encounter a **peril** (see **Perils**).

All perilous and difficult terrain must be clearly identified during set-up.

Players are encouraged to use their own good judgement when defining their terrain. The table below provides some general guidelines.

Rushing

Moving into contact with an enemy is called **rushing**. Line-of-sight is not required to rush. Normally this occurs by choosing to move into contact with the **nearest** enemy, but it can also occur due to an involuntarily move.

- ◆ When you choose to rush, you must normally move by the shortest path possible to engage the nearest enemy.

PERILS

Any potentially harmful situation, other than fighting, is resolved as a **peril**. Perils are most commonly encountered at plot points and perilous areas.

- ◆ **Plot Points:** Each time you attempt a **plot point** you encounter a **peril**.
- ◆ **Perilous Areas:** When you activate or move in a **perilous area** you may encounter one **peril** before continuing your activation.

Encountering a Peril

The challenge for a peril is normally determined by drawing the top card from the deck. You may occasionally have the option to play a peril challenge directly from your Fortune hand due to some special rules and ability-actions, such as **Swarm** and **Cursed Presence**. The **challenge** portion of the card indicates the skill and number of successes needed to pass the peril.

- ◆ **Pass:** You are unaffected and may continue your activation as normal.
- ◆ **Fail:** You suffer hits equal to the challenge number. Your activation ends after the results of failing the peril are resolved.

After a peril challenge is resolved, regardless of the result, place the card in the discard pile. Perils are unpredictable, so a different challenge is normally drawn each time a peril is encountered.

Multiple Characters in Peril


When multiple characters encounter a peril simultaneously, such as a burst, a single **challenge** card is drawn. Each character affected by the peril must roll separately against the same challenge.



Dodging Perils

Instead of using one of the skills listed for a challenge, you have the option to roll your **Dodge** skill against the peril. As normal, this is resolved by comparing your number of successes (4+) against the challenge number.

- ◆ **Pass:** You do not take hits (see **Dodging**). Your activation ends.
- ◆ **Fail:** You suffer hits equal to the challenge number. Your activation ends.

 *Some older scenarios/rules may reference “extreme perils”. In Pulp Alley, Second Edition, all perils are resolved as described on this page.*

CHALLENGES

A character’s skills are frequently challenged when they encounter perils, plot points, and so on. The difficulty of a challenge is normally defined by drawing the top card from the deck. However, a challenge can also be pre-determined by a scenario.

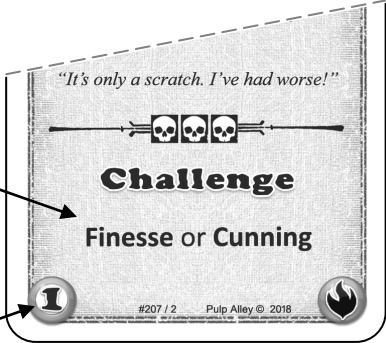
- ◆ The results of passing and failing a challenge varies based on the type of challenge you are facing — peril, plot point, bystander, and so on.

Resolving a Challenge

To resolve a challenge, identify the **skills** and the **challenge** number located on the bottom portion of the card.

Skills — The challenge portion of the card identifies one or more skills that may be used to pass the challenge. Choose one and then roll for your selected skill.

Challenge — The challenge number is on the bottom-left corner of the card. To pass the challenge, you must roll a number of successes equal or higher than this number. For example, the challenge on the right requires at least one success (4+) with Finesse or Cunning.



The most common challenges are Perils and Plot Points		
Challenge	Pass	Fail
Peril	No effect Discard the challenge	Suffer hits equal to the challenge number Discard the challenge
Plot Point	Draw Reward Discard the challenge	No effect (see Long Action) Challenge remains in play

HEALTH

When you come face-to-face with harrowing experiences and grievous injuries, your **Health** determines your willingness and ability to carry on. Health is represented and ranked by dice-types of d6, d8, d10, and d12.

Hits & Health Checks

Whenever you take one or more hits, you must roll a **Health** check.

What type of dice to roll? — Use your current Health dice-type.

How many dice to roll? — Roll 1 die for each hit. To pass a Health check, you must roll a number of successes equal to the number of hits. Normally, this means *all* of your dice must roll a 4+ to pass the check.

- ◆ **Pass:** You do not suffer an injury.
- ◆ **Fail:** Your Health drops one dice-type. Note, Health cannot drop more than one level per check. For example, a d8 Health drops to a d6 Health.

Injured

A character is **injured** when their current Health is lower than their normal starting dice-type. All injured characters in play may roll for Recovery at the end of each turn (see **Recovery**).

- ◆ The maximum dice-type an injured character can roll for any skill is equal to their current Health.



Down & Out

When your Health drops below d6 then you are **down**. Place the miniature on its side or place a marker to indicate the character is **down**. While you are **down**, you cannot activate and you do not affect any other character's line-of-sight or movement. In addition, you cannot be engaged, rushed, or attacked.

- ◆ **Down** characters never roll (pass or fail) any Health checks.
- ◆ **Down** characters are never **ready** and their abilities/traits cannot affect any other characters.

Knocked Out — When a character is **down** and then fails a **Recovery** check, they are knocked **out**. Remove the character from play (see **Recovery**).

ACTIONS

Moving and fighting are not actions (see **Moving** and **Fighting**). **Actions** generally relate to attempting plot points, using certain abilities, and so on. If something counts as an action, this is clearly identified as an **action**.

- ◆ A character can perform an action during their activation (only).
- ◆ A character cannot perform an action if they are **engaged**.
- ◆ A character cannot move over 6" and perform an action in the same activation.
- ◆ A character cannot perform more than one action per turn.
- ◆ After a character performs an action, their activation ends automatically.

Performing an Action — Many **actions** do not require you to roll any dice. For those, you simply indicate the action and resolve the effect. Other actions, such as attempting a **plot point**, require you to pass a **challenge**.

Special Actions

Ability Action — Many character abilities are used as **actions**, such as **Burst Fire**, **Deductive**, **Iron Will**, and so on.

- ◆ **Special Attacks:** An action that creates a peril (including bursts) or targets an enemy is a special attack. Special attacks do not start a fight. If an effect prohibits attacks then special attacks are prohibited as well.

Full Action — Full actions generally require more time and concentration to complete. You cannot move and perform a **full action** in the same activation.

Long Action — When your character fails a plot point challenge, any success (4+) you rolled counts towards your next attempt — or an attempt by any friendly character. Note, a new peril must be drawn each time any character attempts a plot point.

Opposed Check — An **opposed** check normally requires two or more characters to roll dice for a specific skill. Compare the number of successes rolled by each character. To win an opposed check, you must roll more successes than each of the other characters.

Reaction: Characters are frequently forced to react to perils, enemy attacks, and so on. Reacting is not an action.



PLOT POINTS

Plot points represent important scenario goals and help provide some context for your scenarios. A scenario normally includes 1 major plot point and 4 minor plot points. These rules apply to all plot points (major and minor).

A plot point must be identified by a .75" (20mm) diameter marker. Although a plot point may be part of a larger area or piece of terrain, this marker identifies the exact location where the plot point can be attempted.

Plot points determine **victory points** and the overall scenario **winner**. You can also earn league rewards from plot points, such as Resources, Experience, Reputation, and so on. In addition, passing a plot point allows you to draw for a **Scenario Reward** card.

- ◆ Drawing a reward makes you the **Director**.
- ◆ Rewards may provide benefits in the current scenario.

Plot Point Action

Attempting a plot point is an **action**. You must be in contact with the plot point to perform this action.

1. **Peril** — When you attempt a plot point, first you encounter a peril. Draw and resolve a peril challenge.

- ◆ **Pass:** Proceed to the **plot point**.
- ◆ **Fail:** You suffer hits equal to the challenge number. Your activation ends.

2. **Plot Point** — If the challenge for this plot point has not already been revealed, draw a challenge from the top of the deck.

- ◆ **Pass:** Take a random card from the **rewards stack**.
- ◆ **Fail:** Unlike perils, you do not take hits for failing a plot point challenge. Instead, set the challenge card near the plot point and place counters to indicate the number of successes you rolled (see **Long Action**).



Plot Point Challenges

After a challenge is determined for a specific plot point, the challenge does not change until the plot point is **passed**. After a plot point is passed, discard the challenge. If this same plot point is dropped later in the scenario, a new challenge is drawn from the top of the deck as normal.

Holding a Plot Point

When you take a **reward** card, reveal it to all other players and remove the plot point from the table. Stack the reward with your character card to clearly indicate who is **holding** the plot point. In addition, you become the **Director**.

- ◆ **Scenario Reward:** While you hold a plot point, you gain the benefits indicated by the reward. If you drop a plot point, you also lose the reward card and its benefits.
- ◆ When a **reward** card is determined for a specific **plot point**, this cannot change for the duration of the scenario — even if it gets dropped.
- ◆ A plot point cannot be attempted by any other character while it is held.
- ◆ There is no limit to the number of plot points a character may hold.

Dropping a Plot Point

A character immediately drops all **plot points** when they are knocked **down** or **out**. When plot points are dropped, they return to the table at the spot where the plot point was lost. Dropped plot points are uncontrolled and can be attempted again as normal — with new **perils** and new **plot point challenges**.

- ◆ Return each dropped plot point to the table where the character went **down** or **out**.
- ◆ Place the reward card face-up near the table. If a dropped plot point is subsequently passed, this is the reward that is earned.
- ◆ **No-Drop Plot Points:** If a plot point is identified as **no-drop** then it cannot be dropped, transferred or lost for the duration of the scenario.

Transferring a Plot Point

As an **action**, you may transfer a **plot point** to a colleague within 6". If the characters are in contact, the transfer is automatically successful. Otherwise, the character currently holding the plot point must draw and roll for a random challenge. Note, a plot point cannot be moved and/or transferred by more than one character per turn.

- ◆ **Pass:** The colleague takes control of the plot point and reward card. Note, you do not become the Director for transferring a plot point.
- ◆ **Fail:** The plot point is **dropped** and returned to the table X" from the colleague in a random direction.

REWARD CARDS

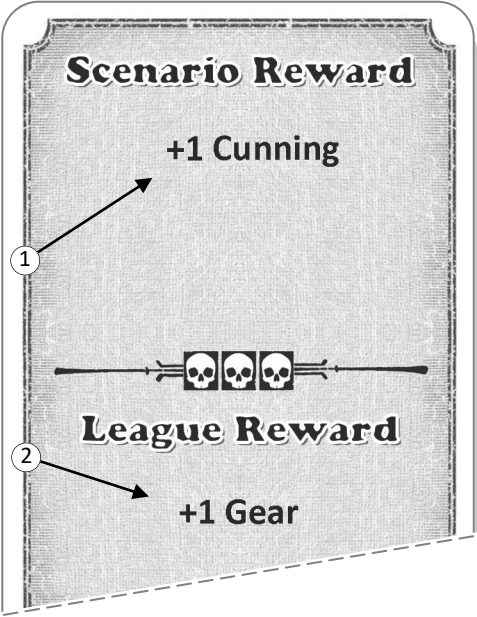
A **Pulp Alley** scenario normally includes five Reward cards. These cards are also referred to as the **rewards stack**. During set-up, these cards may be selected randomly or determined by the scenario.

◆ A rewards stack may also include **spoilers**.

A reward is normally drawn randomly from the scenario **rewards stack** when you pass a **plot point** challenge. When you take a reward card, you become the Director. Each card includes a Scenario Reward at the top and a League Reward below.

1. Scenario Reward — The Scenario Reward applies to the character currently holding the plot point. Scenario Rewards do not carry over to other scenarios.

2. League Reward — League Rewards are earned based on the plot points held by your characters at the end of the scenario. League Rewards may provide Experience, Resources, and other advantages.



The Phantom Agents (left to right): Phantom Ace, Gauge, and Roswell



League Perks: Network of Supporters and Company of Heroes

DODGING

Dodging & Fights

Dodge can be used during a fight instead of rolling **Brawl** or **Shoot** (see **Fighting**). Most fight modifiers do not apply to Dodge, but it can be affected by deep water, injuries, card effects, and so on.

- ◆ **Attack & Dodge:** It is acceptable for the acting character (attacker) to Dodge. This tactic may represent a harrying attack or suppressive fire.

Dodging & Perils

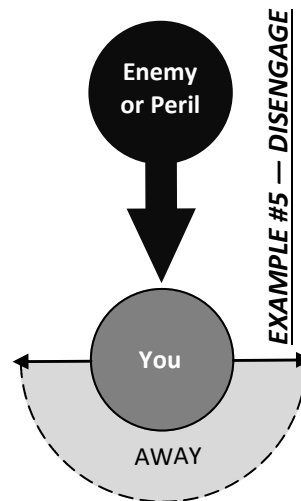
Instead of attempting to pass a **peril** as normal, you can attempt to Dodge a peril. Roll your Dodge dice and compare your successes to the challenge.

- ◆ **Pass:** If you roll the number of successes required by the challenge then you suffer no **hits** and your activation ends.
- ◆ **Fail:** If you do not roll the required number of successes, you suffer hits equal to the challenge number (see Health) and your activation ends.

Disengage

Each time you choose **Dodge** for a fight or peril you have the option to move 1" away (**disengage**) if you also avoid taking any **hits**. Note, you may also **disengage** when you **recover** from being **down** (see **End of Turn**).

- ◆ You cannot move through any other character (friend or foe) or barrier to disengage.
- ◆ You must end your disengage move at least 1" away from all enemies. If this is not possible, then you cannot disengage.
- ◆ Your 1" move must be away from the enemy or peril (see example). You may disengage in any direction if you are surrounded by the peril — such as being completely inside a perilous area, or burst template.
- ◆ If you contact a perilous or difficult area when you **disengage**, you do not encounter a peril.
- ◆ If two characters disengage away from each other, the acting character moves first.



FIGHTING

Fights represent a short moment of intense action, with both characters at risk in the violent struggle. A character cannot normally fight more than once per activation, except for **Brawling Multiple Enemies**, **Shooting Multiple Enemies**, and certain abilities and card effects. .

When to Fight?

1. **Fight On:** If you activate and are already engaged with an enemy then a **brawl** starts.
2. **Ranged Attack:** If you make a ranged attack against an enemy during your activation, this starts a **shootout**.
3. **Rush:** If you move into contact with an enemy during your activation then a **brawl** starts.

The active character is always the **attacker** and the other character is the **defender**, regardless of which skill they choose.



Fight Summary

1. **Skills:** Declare the skill you are using in the fight.
2. **Modifiers:** Apply modifiers — including cards, abilities, and so on.
3. **Roll:** Roll dice. Each 4+ is one success.
4. **Block:** One player may block dice.
5. **Results:** Each remaining **success** (4+) scores 1 **hit** on the enemy.

The attacker's activation ends after the fight is resolved.

Blocking

Only one character may **block** during a fight. Blocking may occur during a brawl or a shootout, and simply represents how aggressively or tactically the characters are fighting.

- ◆ The attacker normally has control of the **blocking**.
- ◆ The defender controls the **blocking** only if they choose to Dodge.

Blocking: The player with control of the blocking has the option to cancel one of the opponent's successes by cancelling one of their own successes of equal or higher value — on a one-for-one basis.

BRAWL

Engaged

In Pulp Alley, a **fight** between engaged characters is called a **brawl**. A character is engaged when they are in contact with an enemy.

- ◆ If a character activates in contact with an enemy then a brawl starts.
- ◆ If the acting character moves into contact with an enemy then a brawl starts.



Brawl

A **fight** between engaged characters is resolved in the following steps:

- 1. Skills** — Declare the skill you are using for this fight. In a brawl, both characters normally have the option to **Brawl** or **Dodge**. If you cannot attack or roll Brawl dice then you must choose to Dodge.
 - ◆ The attacker declares first, then the defender.
 - ◆ If the attacker moved over 3" during this activation see **Defensive Fire**.
 - ◆ Your selected skill determines the base number and type of dice you roll.
- 2. Modifiers** — Apply modifiers, including card effects, abilities, and so on.
 - ◆ The attacker applies modifiers first, then the defender.
- 3. Roll** — Both players roll their dice. Each die that rolls a 4+ is one **success**.
- 4. Blocking** — If the defender chose to **Dodge**, only the defender can **block** dice. Otherwise, only the attacker can **block**. To block/cancel an opponent's success (4+) you must cancel one of your own successes of equal or greater value — on a one-for-one basis.
- 5. Results** — Each success (4+) that is not blocked scores 1 hit on the enemy (see Health). Note, Dodge successes never inflict hits. It is possible for the attacker and defender to suffer hits in the same fight.

After a fight is resolved, the attacker's activation ends. Both characters count as being in a fight—regardless of the results.

SHOOTOUT

During your activation, you may make a ranged attack against an enemy if you are not currently engaged. In Pulp Alley, any fight between unengaged characters is called a **shootout**.

- ◆ **Target:** You must normally attack the nearest unengaged enemy.
- ◆ **Shoot:** You cannot make a ranged attack unless you can normally roll at least 1d6 Shoot (before modifiers).
- ◆ **Range:** You cannot attack an enemy outside your shooting range.
- ◆ **Line-of-Sight:** Your target must be in line-of-sight. Line-of-sight can be blocked by characters (friend or foe), terrain, vehicles, and so on. As always, good judgment is encouraged.

Shootout

A **shootout** between unengaged characters is resolved in the following steps:

1. **Skills** — Declare the skill you are using for this fight. In a shootout, both characters normally have the option to **Shoot** or **Dodge**. Note, if you cannot attack or roll Shoot dice then you must choose to Dodge.

- ◆ The attacker declares first, then the defender.
- ◆ Your selected skill determines the base number and type of dice you roll.

2. **Modifiers** — Apply modifiers, including card effects, abilities, and so on.

- ◆ The attacker applies modifiers first, then the defender.

3. **Roll** — Both players roll their dice. Each die that rolls a 4+ is one **success**.

4. **Blocking** — If the defender chose to **Dodge**, only the defender can **block** dice. Otherwise, only the attacker can **block**. To block/cancel an opponent's success (4+) you must cancel one of your own successes of equal or greater value — on a one-for-one basis.

5. **Results** — Each success (4+) that is not blocked scores 1 hit on the enemy (see Health). Note, Dodge successes never inflict hits. It is possible for the attacker and defender to suffer hits in the same fight.

After a fight is resolved, the attacker's activation ends. Both characters count as being in a fight—regardless of the results.

END OF TURN

After all the **ready** characters have activated, the **Action Sequence** ends and the scenario proceeds to the **End of Turn**.

Health Recovery

Roll a 1d6 Recovery check for each of your **injured** characters. A roll of 4+ indicates that you **pass** the check and the character's Health improves by 1 dice-type. Failing this check has no other effect, unless your character is already **down**.

Down & Out — When a character is **down**, their recovery check determines if they still have the will and ability to carry on. Roll for recovery as normal.

- ◆ **Pass:** Your character's Health recovers to d6 and they are no longer **down**. If they are currently in contact with an enemy, you have the option to **disengage** — if possible (see **Disengage**).
- ◆ **Fail:** Your character is knocked **out**, removed from the table, and does not participate in the remainder of the scenario.

End of Turn Effects

If a special effect or scenario rule occurs at the **end of the turn**, it is resolved after the result of all Recovery checks are determined.

- ◆ If there are multiple effects to resolve at the end of a turn, the **Director** decides the order they are resolved.

End of Scenario

If this was the final turn of the scenario then proceed to the **Scenario Wrap-Up**. Otherwise, start the next turn.



SCENARIO SET-UP

Scenario Set-Up

This section covers the normal scenario set-up procedure. Pulp Alley scenarios frequently include special rules that may adjust the basic set-up.

Players — Pulp Alley scenarios are normally designed for 1 to 4 players. Each player controls one league. Select the characters for your league roster before determining the scenario. Players must share their rosters (characters, abilities, perks, and so on) with the other players prior to each scenario. This information is not intended to be kept secret.

Scenario — Select a scenario or create your own. If you are playing a campaign such as **Perilous Island**, **Vice Alley**, **Tomb of the Serpent**, or **Lost World of Lemuria**, follow the campaign rules for determining the scenario.

- ◆ Players are encouraged to read the entire scenario before proceeding.

Resources — After the scenario is determined, you may use your league associates, resources, and so on.

- ◆ **Special Rules:** Resolve any special rules that may apply to your league for this scenario.
- ◆ **Associates & Abilities:** Roll for your Associates and any abilities or perks that are used during set-up.
- ◆ **Select Assets:** You may use your resource points to gain assets for the upcoming scenario. Assets are selected for one scenario and do not carry over to other scenarios.



Events — Each player rolls for one event (see **Random Events**). Some scenarios and campaigns may have a special events table.

Terrain — Take turns placing 7-12 terrain pieces around the 3'x3' table. Any special areas or obstacles must be clearly identified during set-up — perilous, difficult, deep water, and so on.

- ◆ Identify all areas that block line-of-sight or are obscuring.

Rolling Before or After a Scenario: You may occasionally need to roll dice for a character before the start of turn #1 or after the scenario ends. Note, bonuses and re-rolls are never applied before or after a scenario.

Plot Points — Normally, the **major plot point** is placed in the center then the players take turns placing the four **minor plot points**. All plot points must be over 6" from the sides of the table and the other plot points.

- ◆ Use the **Plot Point** tables to determine the plot points. Some scenarios may have predetermined plot points.
- ◆ Plot points must be identified by markers measuring .75" (20mm) dia.

Director — High-die (d6) to determine which player starts as the **Director**.

Deploy — Characters must deploy over 6" from all plot points and enemies. In addition, see the scenario to determine which deployment zones apply. Note, if a character is **delayed** then they are deployed at the start of turn #2.

- ◆ **Sides:** Starting with the Director, each player selects and then deploys their league within 6" of one side of the table. One league per side.
- ◆ **Corners:** Starting with the Director, each player selects and then deploys their league within 12" of one table corner. One league per corner.
- ◆ **Scattered:** Starting with the Director, the players take turns deploying one character at a time, until all leagues are deployed. Note, the entire table counts as the deployment area for all leagues.

Rewards — Draw five random Reward cards to form the **rewards stack**.

Deck — Shuffle the Fortune deck and place it near the table.

Start the action!

Here are some general suggestions for basic terrain —

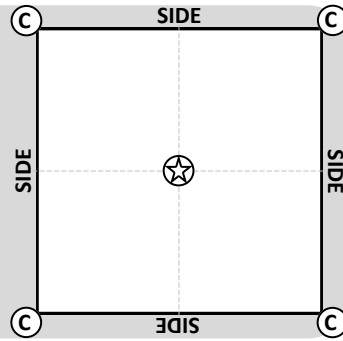
- ◆ **Building:** Blocks line-of-sight. Climbing a building may be perilous.
- ◆ **Low Wall/Fence (under 1"):** May be difficult area.
- ◆ **High Wall/Fence (1" to 3"):** May be perilous or difficult. May be obscuring or block line-of-sight.
- ◆ **Thick Foliage:** May be perilous and/or block-line-of sight.
- ◆ **Light Foliage:** May be difficult and/or obscuring.
- ◆ **Swamp:** May be perilous or difficult.
- ◆ **Rickety Rope Bridge:** May be perilous or difficult.
- ◆ **Wide Ditch or Gap (1" to 3"):** May be perilous.
- ◆ **Dense Smoke/Fog:** May be difficult and/or obscuring.

SCENARIOS

The Table: Pulp Alley scenarios are normally designed to be played on a 3' x 3' table. If a scenario is designed for a different size table then this will be indicated in the set-up rules for that scenario.

Ⓢ **Corners**

☆ **Center**



Scenario #1: Smash & Grab

“Get in and grab the goods. This should be simple enough...”

Players/Leagues — 1 to 4

Plot Points — 1 Major Plot Point + 4 Minor Plot Points

Deployment Zones — Sides: 6”

Turn Limit — 6 turns

Rewards — 5 random Reward cards

Special Rules — This scenario has no special rules.

Scenario #2: The Lost Keys

“Let us begin by mastering the more elementary problems.”

Players/Leagues — 1 to 4

Plot Points — 1 Major Plot Point + 4 Minor Plot Points

Deployment Zones — Scattered

Turn Limit — 6 turns

Rewards — 5 random Reward cards

Special Rules — A character cannot attempt the **major plot point** unless they are holding a **minor plot point**.

SCENARIO WRAP-UP

Scenario Wrap-Up

Leagues may recover, earn rewards, reorganize, and spend experience points.

- ◆ All uncontrolled plot points go unclaimed and are abandoned at the end of the scenario. All Fortune hands are discarded.

Victory — You earn 3 victory points for holding the **major plot point** and 1 victory point for each **minor plot point**. The league with the most victory points **wins** the scenario.

League Development

Reputation — Your league earns 1 point of Reputation for each victory point. Update your total and check for new Reputation Perks.

Rewards — League rewards are located at the bottom of each reward card. Record the resources and experience points earned from your reward cards.

Recuperate — You may choose to use the optional **Harrowing Escape** table. Otherwise, all injured characters are assumed to fully recuperate and are ready for action in the next scenario.

Reorganize — You may reorganize your roster by removing colleagues and associates. By removing colleagues and associates, the slots may be used as normal. Note, any character that faces a Harrowing Escape cannot be removed from your roster until after next scenario is played.

Character Development — You may use your league's Experience Points to select new abilities for your colleagues (see **Experience**).

The Explorers League: AJ Cerny, Mak O'Reilly, Zdenko Cerny, Rook, and Speck



League Perks: Bastion of Science

THE PHANTOM AGENTS

<i>Leader</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Phantom Ace	d10	4d10	4d10	2d8	3d10	3d10	2d8

Veteran: You ignore the **multiple fights** penalty in shootouts.

Fierce: Add +1 die to Brawl. (included)

Marksman: Add +1 die to Shoot. (included)

<i>Sidekick</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Gauge	d8	3d8	2d6	3d8	2d6	2d6	4d8

Inventor: During set-up, roll Cunning. Equip one asset with a Gear cost equal or lower than the number of successes you roll.

Clever: Add +1 die to Cunning. (included)

<i>Sidekick</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Roswell	d8	5d8	<i>no-dice</i>	4d8	3d8	2d6	2d6

Beast: Cannot perform action

Speedy: May move up to 16" — instead of 12".

Animal: Add +1 die to two skills. Reduce Shoot to no-dice. (included)

Fierce: Add +1 to Brawl. (included)



Network of Supporters (perk): During set-up, roll your Leader's Finesse dice. Each success (4+) adds a +1 Contacts point to select assets for this scenario.

Company of Heroes (perk): League may include a second Sidekick. In addition to the cost of this perk, this second Sidekick also requires 3 roster slots.

PULP ALLEY

START OF TURN

1. **DRAW** — Each player draws one Fortune card.

ACTION SEQUENCE

2. **DIRECT** — The **Director** selects one player.

3. **ACT** — The selected player must **activate** one of their **ready** characters

Repeat steps 2 & 3 until there are no ready characters.

END OF TURN

4. **RECOVERY** — Characters may recover.



ACTIVE CHARACTER

First, you normally have the option to move up to 12".

◆ You cannot move if engaged.

Next, you may perform an action or attack.

◆ You cannot perform an action if you moved over 6".

FIGHT MODIFIERS

◆ **Close Range:** +1 bonus to Shoot if your target is within 6".

◆ **Long Range:** -1 penalty to Shoot if your target is over 24".

◆ **Moving Fast:** -1 penalty to Shoot if you move over 6" and shoot in the same activation.

◆ **Multiple Fights:** -1 penalty to Shoot and Brawl for each previous fight in the same turn.



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