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Contents

Pulp War 35 - Weird War II Skirmish Rules

Ch. 1: Pulp War 35 Essentials

Welcome to Pulp War 35

An endless war where Vril and Tesla science are matched by arcane secrets unleashed by all factions fighting for decisive victory!

Masked fighters with colourful code-names face off across Vril Zones.

Special agents roam battlefields, envoys of their war masters focused on the mission at hand. This is the world of **Pulp War 35!**

Pulp War 35 is a skirmish miniature game where elite soldiers face off against opposing forces determined to control the world or destroy it! These rules will help you create conflicts emulating your favourite weird war TV, movie, and comic book battles using your preferred models. While written with 1/35 scale in mind, the rules can easily be adapted for other scales.

There are a few things any good table-top skirmish game needs, and some key things to keep in mind when playing your Pulp War 35 Missions. It should be obvious, but the most important rule for Pulp War 35 games is to have fun!

Even if you are not familiar with miniatures-based skirmish games, the Pulp War 35 rules are simple and easy to learn. You will be able to master the basics after your first game, but over time you may find your own subtle strategies to outwit opponents.

Keywords

When reading the rules, Keywords are always capitalised and represent a rule which may interact with other rules. Keywords are a way of clearly linking rules interactions together.

Rules Priority

Where a specific rule that conflicts with the primary rules in this book, the specific rule is considered an exception to the normal rule and is used as written, superseding the core rules.

Where rules state 'must' this over-rides rules stating that something 'may' or 'can' occur. Where rules state that something 'cannot' happen, this over-rides rules that states something 'must', 'may' or 'can' happen.

Dice

The game uses six-sided dice (also called D6s) to resolve random outcomes such as Attacks; you can pick up dice in a game store or online if you don't have them already.

Dice Rolls

There are three main types of die rolls: Attack Rolls, Trait Rolls and initiative Rolls.

Attack Rolls: These require the Character to roll results equal to or above the Target model's Discipline; each result is equal to the face value of the die plus or minus relevant Combat Modifiers (see the Combat section for more detail).

The Rule of 1 and 6 in Combat: An Attack Roll die which has '1' on its Face is always a Miss, while a die which has '6' on its face is always a Hit, regardless of Combat Modifiers.

Trait Rolls: These require the Character to roll equal to or under their own designated Trait (usually Discipline, but also occasionally Movement or Health) using the indicated number of dice (for example, a 1D6 Trait roll would be a single die).

The Rule of 1 and 6 for Trait Rolls: A Trait Roll die which has '1' on its face is an Automatic Success, while a Trait Roll which has '6' on its face is an Automatic Failure.

Initiative Rolls: To determine the winner of an Initiative Roll each player rolls 1D6 and adds the result to their nominated model's DSP; the player who had the last turn in the same Round applies -1 to their roll. Whoever rolls the highest Activates their nominated model, in the event of a tie roll again.

Dice Modifiers
Modifiers always add or subtract to the die rolled, and not to the relevant Trait.

Modifiers to Attack Rolls are called Combat Modifiers; they add to the roll if they are favourable or subtract from the roll if they are unfavourable. Combat Modifiers are described in greater detail in the Combat section.

Trait Roll Modifiers subtract from the roll if they are favourable or add to it if they are unfavourable.

Rerolls
Some special rules allow dice to be rerolled in given situations. Rerolls apply to the indicated die or dice; if multiple sources of reroll apply, the reroll can only be taken once per source per roll unless specifically stipulated (therefore a die could be rerolled again if two or more sources of reroll apply).

Models
Models are table-top representations of your combatants, and the Battlefield features they can interact with; therefore, models can represent many things.

Characters: These are each mounted on a designated base size and are the playing pieces of your Squad.

Model Size: Each model has a defined Model Size, which is part of their Trait profile. Characters Sizes are different to Structure Sizes. Characters of the same size should be mounted on same or similar sized bases to reduce confusion.

Structures: Immovable Terrain that can provide concealment and protection. Buildings are the primary Structures in Missions.

Areas: Sometimes scenery cannot be Damaged but will have an impact on a Mission such as presenting its own threat; such Area Terrain is covered in the sections describing Dangerous Terrain.

Markers: A Marker is a special objective item modelled on a 40mm base that is used for some Missions and Secondary Objectives. They cannot usually be Damaged and cannot be moved unless otherwise stated. Well-modelled Markers can always add a lot to a game when they are the focal victory requirement for a Mission.

Tokens: These are used to denote key game-states. They may be placed on the table for clarity, but do not affect play directly.

Friendly and Enemy

Some rules refer to 'Friendly' or 'Enemy' models. Any models in your Squad are 'Friendly', while any models in the opposing Squad are 'Enemy' models.

A model is always Friendly to itself. If playing a Mission with more than one player per side it is up to players to agree if 'Friendly' extends to others Squads on the same side or not.

Models & Basing

Characters must be based on round or oval bases. Most Characters are Medium (Size). How players base most of their 'regular' (Medium) sized models should influence base sizes for Large, Huge or Gargantuan Characters. The assumption the author has made is that Medium Size miniatures will be on 40mm round bases, however players may choose their own base sizing – it is recommended that all Medium Size Characters are on similar sized bases, likewise all Large Characters etc., and that players agree their adjusted basing sizes in advance. Large Characters should be on larger bases than medium sized characters, likewise Huge should be on larger bases than Large and so on.

As base size correlates to Character Size, base sizes are recommended as follows, but players can vary these as mutually agreed:

- μ   Small - 30 mm
- μ   Standard - 40 mm
- μ   Large - 50 mm
- μ   Huge - 80 mm
- μ   Gargantuan – 120 mm

Base Length

A Character's base size is also used as a unit of measurement (Base Length). Due to this, it is important that players base their models in a mutually agreed consistent manner.

Model Facing & Line of Sight (LOS)

Characters in Pulp War 35 have Facing (Vehicles are handled differently) and Facing affects Line of Sight (LOS). Facing essentially mean the direction a Character is looking (and therefore has LOS to).

Front Plane: Facing is determined by a 180-degree plane to the 'front' (Front Plane) of a Character's base. Unless the front half of the base is clearly

marked, use the following method to determine the front plane: the front plane will be parallel to an imagined line across a Character model's shoulders.

LOS: Only Targets forward of the Front Plane are potentially within LOS. For Character's making Attacks, if a line can be drawn from part of the Attacking Character's body to part of the Target's body and the Target is forward of the Attacker's Front Plan then the Attacker has LOS.

Measuring & Scale

The following convention is used for measurements in games of Pulp War 35: when measuring between models, measure from the closest point of each model's base edge, if possible, otherwise measure from the closest point of each model's volume if it is a Vehicle or Terrain.

In addition, Pulp War 35 is a game about fast-paced action, it is not a game of who is best at guessing distances on the table. Therefore, Pulp War 35 allows players to pre-measure distances at any time.

Engaged

Characters within Base Length of an Enemy Character or Enemy Marker are Engaged; this applies regardless of which model is Activating.

Characters Engaged with Enemy Characters may only declare Fight or Move Actions.

Ch. 2: Core Activation Rules

This chapter sets out the core Activation rules (mechanics for those new to tabletop skirmish gaming) to help you play Pulp War 35 Missions. An Activation are when a model (usually a Character) does something (something being Actions the model takes). Activation occur during turns, and multiple Turns make up the first Phase of each Round.

Rounds & Turns

Pulp War 35 is played in Rounds; during each Round, a sequence of steps (Phases) is followed until the Round is complete. Characters and Vehicles are Activated during the Turns Phase of each Round.

Rounds

Each Round is split into three Phases; when all three Phases have been played then the Round is over, and the Mission continues to the next Round (unless it is the final Round):

1. **Turns**
2. **Effects & Ability End**
3. **Round End**

Each of the Phases is described in greater detail below.

Missions are usually played over six Rounds.

Turns

During each Turn, a player Activates a Character or Vehicle – this is an Activation. Each Turn is split into two Phases:

1. **Initiative Roll**

2. **Activation**
3. **Clean Up**

Initiative Roll

To determine whose Turn it is, players make an Initiative Roll. To make the roll, each player nominates one Character or Vehicle which has not yet Activated in the current Round, then rolls 1D6 and adds the result to the nominated model's DSP – the player who had the last turn in the same Round applies -1 to their roll. Whoever rolls the highest Activates their nominated model; in the event of a tie roll again.

If only one model remains which has not yet Activated, it is Activated with no Initiative Roll required.

Activation

During an Activation, a Character or Vehicle completes one or two Actions (see Action Phase below).

After completing a Turn, the next Turn phase is played, starting with the Initiative Roll.

Characters and Vehicles can only Activate once per Round, even when they can be activated outside of the usual sequence.

Clean Up

During the Clean Up Phase, various rules may start, end or be modified, this includes the Character clearing all of its Reaction tokens.

Clean Up only applies to the Activating model(s).

Ch. 3: Actions

Actions in Pulp War 35 represent the things that Characters do during their Activation. There are several types of Actions which are each described in the Action Types section.

A Character may usually use up to two Actions per Activation and may use the same Action more than once per Activation.

Action Types

There are a variety of Action Types in Pulp War 35. Some Abilities modify how Character's may or may not use certain Action Types. The three main Action Types are:

- μ **Combat Actions**
- μ **Movement actions**
- μ **Tactical Actions**

In addition, Character's may use Free Actions and Reactions.

Free Actions can be used in addition to the usual limit of two Actions per Activation, but only one Free Action may be used per Character per Activation. Free Action choices are usually granted by Abilities.

Reactions are special Actions used outside the usual Turn and Activation sequences when the triggering circumstances (a model using an Action) occur. A Character or Firegroup may only use one Reaction (and no more) per triggering Action.

Combat Actions

Combat Actions are a special class of Action – all general rules which apply to other Actions also apply to Combat Actions. They are classified separately as they are often used in conjunction with a Weapon, and certain Abilities and Effects modify how they are used or applied.

Aim

Models using Aim Actions add +1 Combat Modifier to their next Attack Roll if it is within the same Activation.

Fight

Make an Attack with a Weapon that has Close as listed Range. See Chapter 4 for details about resolving Attacks.

Set Overwatch

This Action allows the Character/Unit to use the Overwatch Fire Reaction. The benefit of Set Overwatch is lost the next time the Character/Unit uses an Action or a Reaction other than Overwatch Fire.

Shoot

Make an Attack with a Weapon that does not have Close as listed Range. See Chapter 4 for details about resolving Attacks.

Movement Actions

Movement Actions are a special class of Action – all general rules which apply to other Actions also apply to Movement Actions. They are classified separately as certain Abilities and Effects modify how they are used or applied.

Move

When a model uses a Move Action, it may be moved a distance in inches up to its MOV value. When moving a model, measure from the leading point of the model's base to a point on the Battlefield fully within its maximum

allowed Movement Distance. At the end of the Move before other Actions are completed, the model's Facing may be changed.

Terrain may affect Movement Distance through the Difficult Ground rule.

Step

Step is a Free Action which can be used by all Characters except where noted; the Character moves up to 2 inches which is affected by Difficult Ground.

Tactical Actions

Tactical Actions are a special class of Action – all general rules which apply to other Actions also apply to Tactical Actions.

Manipulate

Certain Mission requirements and Abilities require the use of a Manipulate Action; the benefit of using Manipulate is set out in the relevant rules.

Order

When a Character uses this Action, a Friendly Character within 6 inches of equal or lower DSP value may immediately use an Action; this does not count as an Activation for the chosen Character.

Recover

This Character may attempt to remove one of the following Effects (one Effect per Recover Action): Pin, Shock, or Weaken. Refer to the Effects section for more details on how recover works for each Effect.

Free Actions

Free Actions are Actions which can be used in addition to the usual limit of two Actions above; Characters are limited to using up to one free Action per Activation.

Reactions

Reactions are special Actions used outside the usual Turn and Activation sequences when the triggering circumstances occur. A Character or Firegroup may only use one Reaction (and no more) per triggering Activation.

Reactions with an asterisk (*) after their name can only be used if an Ability or Action allows.

Each time a Character uses a Reaction it gains one Reaction Token. For each Reaction Token that a Character has it suffers a -1 Combat Modifier To its Attacks.

Once a model has a number of Reaction tokens up to its DSP value it cannot use any more Reactions. Reaction tokens are discarded when a Character has completed its Actions during an Activation.

Counterstrike

Counterstrike is used as a Reaction to being Targeted with a Fight Action. Counterstriking models may use Fight at the same time as the Activating models with a -1 Combat Modifier to their Action. Resolve all Attack Rolls from all models involved before applying Wounds and/or Effects.

Incoming

Incoming is used as a Reaction to being Targeted with a Shoot Action. Models using Incoming add a -1 Combat Modifier to the Attacker's Attack Roll(s) for the triggering Action.

Overwatch Fire*

This Rection may only be used by models which benefit from Set Overwatch. The model may make a Shoot Action once per Activation when another model declares an Action or Free Action; this may be one of your own models. Overwatch Fire is resolved with a -1 Combat Modifier.

Ch. 4: Combat

This chapter describes the essentials of Combat, including how to make Attacks which cause Hits and Wounds.

When using Fight or Shoot Actions, Attackers must declare a Target model as this may allow their Target to use a Reaction.

Attack Rolls

Attackers roll the number of dice indicated by the Weapon they are using; for example, Attacks with a Knife are typically two dice (2D6). This is the Attack Roll.

Attackers then add their relevant Trait bonus (Fight or Shoot Trait depending on the Weapon being used and whether they are Engaged) and any applicable Combat Modifiers (see below).

Each modified die result which equals or exceeds the Targets' DSP is a Hit, unless the die face is a '1', which is always a Miss (the rule of 1 and 6); likewise, if the die face is a '6' it is always a Hit.

> *Example: The Black Baron (Shoot +2) Aims (+1 Combat Modifier) then fires at Captain Shadow (DSP 4) using his Vril Pistol (3 dice) and scores 2, 3 and 3 on the die faces. Captain Shadow is behind a wooden fence (Concealment, -1 Combat Modifier) and is 7 inches away (Long Range, -1 Combat Modifier); The Black Baron adds net +1 (+2+1-1-1) to each die, resulting in two Hits from the dice with 3 as their face results; the face die of 2 would only be a Hit against DSP 3 in this situation*

Combat Modifiers

Combat Modifiers are applied to Attack Rolls. Favourable situations for the Attacker add a bonus to the Attacker's dice rolls, while unfavourable situations subtract from their dice rolls.

Each Combat Modifier is applied only once per roll (multiple instances of the same Modifier do not stack).

Aim
Attackers using Aim Actions add +1 Combat Modifier to their next Attack Roll if it is within the same Activation.

Charge
Attackers which used a Move Action previously in the same Turn add +1 Combat Modifier to their next Attack Roll if it is for a Close range Weapon.

Concealment
If the Attacker has LOS to approximately half the Target model, then the Attacker adds -1 to the Attack Rolls

Cover
If the Target is behind solid intervening Terrain such as brick walls, concrete defences, Vehicles etc., then the Attacker adds -1 to the Attack Roll.

Firing While Engaged
Attackers using Weapons other than those with Close Range while they are engaged add -1 to their Attack Roll.

High Ground - Attacker
If the base of the Attacking model is at least 2 inches or more above the Target model's base, then the Attacker adds +1 to their Attack Roll.

High Ground - Target
If the base of the Target model is at least 2 inches or more above the Attacking model's base, then the Attacker adds -1 to their Attack Roll.

Larger Target
The if the Target is a larger Size then the Attacker, then the Attacker adds +1 to their Attack Roll.

Long Range
If the Target is at Long Range, then the Attacker adds -1 to their Attack Roll.

Outnumber - Attacker
If the Attacker and Target are Engaged with each other, and the Attacker is Engaged with fewer Enemy models than the Target, then the Attacker adds +1 to their Attack Roll.

Outnumber - Target
If the Attacker and Target are Engaged with each other, and the Target is Engaged with fewer Enemy models than the Attacker, then the Attacker adds -1 to their Attack Roll.

Reaction Tokens

For each Reaction Token that a Character has it suffers a -1 Combat Modifier To its Attacks.

Combat Modifiers

- µ Aim   +1
- µ Charge   +1
- µ Concealment   -1
- µ Cover   -1
- µ Firing While Engaged   -1
- µ High Ground – Attacker   +1
- µ High Ground – Target   -1
- µ Larger Target   +1
- µ Long Range   -1
- µ Outnumber – Attacker   +1
- µ Outnumber – Target   -1
- µ Per Reaction token   -1

Hits

Each Attack Roll die result that equals or exceeds the Target DSP after Trait bonuses and Combat Modifiers are applied is a Hit, unless the die face is a '1', which is always a Miss (the rule of 1 and 6); likewise, if the die face is a '6' it is always a Hit.

Each Hit inflicts 1 Wound, and the number of Wounds inflicted can be increased by Critical Hits (see below).

As soon as the number of Wounds inflicted is known, these are applied against the Target model. If the total of Wounds on a model equals or exceeds its HLT it is immediately Eliminated and removed from the Battlefield.

Critical Hit Sets

A Critical Hit Set (also known as a Critical or Crit) is a pool of Hits that contains two or more dice of sequential face value, counting each face value only once per set. The maximum Critical Hit Set size is 5 dice (+4 Wounds).

> *Example: Hits with 2, 3 and 3 on the die faces would be a Critical Set of 2 dice.*

Critical Hit Sets add Wounds to those scored by Hits, increasing with the number of dice in the Set; the number of extra Wounds is equal to the number of dice in the set minus one:

- µ **2 dice Set:** +1 Wound
- µ **3 dice Set:** +2 Wounds
- µ **4 dice Set:** +3 Wounds
- µ **5 dice Set:** +4 Wounds

Hits & Armour Values

Some models benefit from having an Armour Value (AV). When a model with AV suffers Hits, the Hits must be Confirmed by rolling all Hits again; roll all Hits again and those results equal to or above the AV of the Target are Confirmed Hits.

The Weapon Quality AP X adds X to these rolls, and like Hits, if the Confirmation die face is a '1', this is always a Miss (the rule of 1 and 6); likewise, if the die face is a '6' it is always a Hit.

Ch. 5: Effects

Effects are special non-Wound impacts that affect Characters. Vehicles ignore Effects, although their Crew and Passengers may be affected.

Heal

Each Heal Effect immediately removes 1 Wound from a Character.

Pin

A Character which suffers Pin must make a Successful Morale Roll before it takes a Declared Movement Action; if the Morale Roll Succeeds, then the model may make a Movement Action, while if the roll fails another Action cannot be chosen.

A Character may use a Recover Action to try to remove 1 Pin Effect; the Character makes a Morale Roll, and if the roll Succeeds, remove 1 Pin Effect from the Character making the roll. Multiple Pin Effects do stack.

Shock

A Character which suffers Shock is at -1 to its MOV and -1 to its Attack and DSP Rolls. This Character may only choose Fight, Shoot Move or Recover Actions. A Character may use a Recover Action to try to remove the Effect; the Character makes a Morale Roll, and if the roll Succeeds, remove the Shock Effect from the Character using the Recover Action. Multiple Shock Effects do not stack.

Weaken

A Character which suffers Weaken may only take one Action in its Turns. A Character may use a Recover Action to try to remove the Effect; The

Character makes a Morale Roll, and if the roll Succeeds, remove the Weaken Effect. Multiple Weaken Effects do not stack.

Ch. 6: Characters

Your Squads will include several Characters with their own mix of Traits, Abilities and Equipment. Character profile creation is simple, and a Squad can be assembled quickly using the choices in this book.

There are a variety of sample Character profiles at the end of the book for those looking for inspiration. These can be easily adjusted to create just the Character you want.

Characters are defined by their Traits, their Abilities and their Equipment (see Character Creation below).

Squads & Ranks

Squads must comprise a minimum of two Characters and have a maximum of one Elite Rank Character (see 'Ranks' below) per full 10 Discipline (DSP) of the Mission to be played.

When forming a Squad, the total DSP of the Squad determines its value, and this is limited by the size of Mission (game) as below:

- μ **Encounter:** maximum total 10 DSP (typically 2-4 Characters)
- μ **Engagement:** maximum total 15 DSP (typically 3-6 Characters)
- μ **Skirmish:** maximum total 20 DSP (typically 4-8 Characters)
- μ **Conflict:** maximum total 25 DSP (typically 5-10 Characters)

Ranks

Every Character has a Rank, which determines their overall quality on the Battlefield. Rank determines the Discipline Trait (DSP) as well as the number of Abilities and Equipment Options a Character may select.

A Squad can only include one Elite Character unless an Ability allows otherwise.

The Ranks are:

- μ **Green/Partisan** (DSP 2)
- μ **Regular/Experienced Partisan** (DSP 3)
- μ **Veteran** (DSP 4)
- μ **Elite** (DSP 5)

Character Creation

Players are encouraged to create their own Character profiles of Traits, Abilities and Weapons using the rules that follow. It only take a few minutes to create a Character once you are familiar with the choices and options available.

In addition, players may want to think in terms of 'counts as' when defining their favourite pulp weird war heroes and foes. For example, Professor Starlight's Starstaff counts as a Staff and a Vril Pistol in the Character's profile.

Traits

Traits define the basic capabilities of a Character. They are applied as bonuses to Combat (Fight and Shoot), are rolled against (Discipline), define how fast the Character is (Movement), how much damage it can survive (Health) or how big it is (Size).

The six Traits are:

- ‹ Discipline (DSP):
- ‹ Fighting (FGT)
- ‹ Shooting (SHT)
- ‹ Movement (MOV)
- ‹ Health (HLT)
- ‹ Size (SIZ)

Standard Trait Line

All Characters have the following standard Trait line, which is modified by Abilities.

At the following Ranks Characters receive additional points to modify either FGT, SHT or MOV by adding to Traits (but not DSP, HLT or SIZ); other Traits are only modified by Rank (DSP) and/or Abilities (HLT and SIZ).

No bonus points can increase a Trait by more than 2 points beyond the standard Trait line, however Ability bonuses do not count towards this limit.

- ‹ **Green:** no extra points
- ‹ **Regular:** +1 point to either FGT, SHT or MOV
- ‹ **Veteran:** +3 points which can be allocated between FGT, SHT or MOV
- ‹ **Elite:** +5 points which can be allocated between FGT, SHT or MOV

DSP	FGT	SHT	MOV	HLT	SIZ
=Rank DSP	+0	+0	4	=DSP+2	Medium

Example Character - Silent Shadow

DSP	FGT	SHT	MOV	HLT	SIZ
5 / Elite	+2	+2	5	7	Medium
ABILITIES	Close Combat, Loner, Stealth				
EQUIPMENT	Machine pistol (Submachinegun), Sword, 1 Grenade				

Basic Equipment

All Squad Characters receive one the following Basic Equipment sets unless Skills indicate otherwise:

- µ Knife, Pistol and x1 Grenade, or
- µ Knife and Rifle

Equipment Options

Certain Abilities grant Equipment options, which may be chosen from the list below.

In addition, Veteran Characters may select one upgrade from the list below, while Elite Characters may select two upgrades (both choices may be the same).

Rare options are each limited to one per full three Characters in the Squad.

Unique options may only be chosen once per Squad:

- μ   Exchange a Knife for an Axe, a Staff or a Sword
- μ   Exchange a Pistol for a Shotgun or a Submachinegun
- μ   Exchange a Pistol for Poisoned Throwing Knives (Rare)
- μ   Exchange a Pistol for a Hand Cannon (Rare)
- μ   Exchange a Pistol for a Graviton Pistol or Tesla Pistol or a Vril Pistol (Unique)
- μ   Exchange a Rifle for an Assault Rifle
- μ   Exchange an Assault Rifle for a Machinegun or Semi-Automatic Grenade Launcher (Rare)
- μ   Take 1 additional Grenade
- μ   Exchange 1 Grenade for 1 Tesla Grenade or 1 Vril Grenade (Rare)

Weapons

Each Weapon has a profile which is included in the Weapons Table later. The profile indicates the number of dice the Weapon uses for Attack Rolls, its Short and Long ranges, and any Qualities it has. Qualities are special rules which cause extra effects in addition to damage, or that modify how the weapon interacts with other rules.

AP X: The AP value (X) is added to Armour Value (AV) rolls where required.

Buckshot: Attacks with this Weapon are at +1 die at Short Range and -1 die at Long Range. Cover Bonuses are doubled against Attacks with this Weapon.

Burst: Burst Weapon Attacks never benefit from Aim.

Defend: Friendly Characters within Base Length add -1 Combat Modifier to Fight Attacks against them.

Heavy: This Weapon is at -1 to its Attack Rolls if the Attacking Character uses a Movement Action in the same Turn.

Ignores Cover: Attacks with this weapon ignore the Concealment and Cover Combat Modifiers.

Parry: Characters equipped with a Parry Weapon add -1 Combat Modifier to Fight Attacks against them.

Pin: Characters Attacked by this Weapon gain the Pin Effect.

Recharge X: After using this weapon, place X Recharge Tokens against it; remove 1 Recharge Token in the Character's Clean Up Phase.

Shock: Characters suffering 1 or more Hits from this Weapon gain the Shock Effect.

Weaken: Characters suffering 1 or more Hits from this Weapon gain the Weaken Effect.

Weapons Table

Weapon	Dice	Short	Long	Qualities
Unarmed	1	Close	Close	-
Knife	2	Close	Close	-
Axe	4	Close	Close	-
Staff	2	Close	Close	Defend, Parry
Sword	3	Close	Close	Parry
Ancient Vril Sword	3	Close	Close	Parry, AP 2, Ignores Cover, Weaken
Pistol	2	6	12	-
Hand Cannon	3	6	12	AP 1
Graviton Pistol	4	4	8	AP 1, Ignores Cover, Pin, Recharge 2, Weaken
Tesla Pistol	3	6	12	AP 1, Pin, Shock
Vril Pistol	3	6	12	AP 2, Ignores Cover, Weaken
Radium Pistol	3	4	8	AP 2, Shock, Weaken
Submachinegun	3	6	12	Burst, Pin
Shotgun	3	4	8	Buckshot
Rifle	2	12	24	-
Assault Rifle	4	12	24	Burst, Pin
Machine Gun	6	12	24	Burst, Pin
Tesla Rifle	3	12	24	Pin, Shock
Vril Rifle	3	12	24	AP 2, Ignores Cover, Weaken
Machinegun	6	12	24	Burst, Heavy, Pin
Grenade	4	4	8	1-Shot, Blast 2
Tesla Grenade	4	4	8	1-Shot, AP 1, Blast 2, Pin, Shock
Vril Grenade	4	4	8	1-Shot, AP 2, Blast 2, Ignores Cover, Weaken
Poisoned Throwing Knives	2	4	8	Shock, Weaken

Abilities

Characters may choose a selection of Abilities according to their Rank. Some abilities are limited to specific Ranks.

- ‹ **Green:** choose 2 Abilities
- ‹ **Regular:** choose 3 Abilities
- ‹ **Veteran:** choose 4 Abilities
- ‹ **Elite:** choose 5 Abilities

Rare Abilities are each limited to one per full three Characters in the Squad (in other words a squad of six Characters could choose the same rare Ability for up to two characters).

Unique Abilities are each limited to one Character per Squad.

Ancient Vril Sword (Unique)
The Character exchanges its Knife, Sword or Axe for an Ancient Vril Sword.

Armoured (Rare)
This Character has Armour Value 2 and +1 HLT. This Character applies -1 to its MOV.

Close Combat
This Character may reroll up to two dice per Fight Attack it makes.

Combat Stimulants (Rare)
This Character begins the Mission with 3 Combat Stimulant Tokens. While this Character has 1 or more Combat Stimulant Tokens, it adds +1 die per Token to its Attack Rolls, and +1 per Token to its MOV value. In the

Character's Clean Up Phase make 1 DSP Roll per Token that it has; for each failure remove 1 Token and inflict 1 Wound on the Character.

Crack Shot
This Character may reroll up to two dice per Shoot Attack it makes.

Determined
This Character add +1 to its DSP for Morale Rolls and may reroll Morale Rolls.

Fiery Blast (Unique)
This Character may use the following Weapon:

Weapon	Dice	Short	Long	Qualities
Fiery Blast	3	3	6	Ignores Cover, Pin, Recharge 2, Shock, Weaken

Fast
This Character adds +2 to its MOV.

Feral
This Character adds +1 to its FGT and MOV, however this Character has no Basic Equipment or Equipment Options.

Extra Loadout
Prerequisite: Minimum DSP 3

This Character may choose two extra Equipment Options.

Healing Touch (Unique)

As a Manipulate Action, this Character may make a DSP Roll; this Character may choose to suffer 1 Wound before dice are rolled to add two dice to the DSP roll – each Successful DSP Roll applies one Heal Effect to one Character within 3 inches (which may be this Character; multiple heal Effects can only be applied to one Character).

Incense Burners (Unique)
Prerequisite: Minimum DSP 3

This Character may use the Manipulate Action to add +1 die to all Friendly Characters' (including this Character, but excluding Characters with the Entity, Robot or Undead abilities) Attack Rolls until the end of the current Round. In addition, this Character adds +2 dice to its Unarmed Attacks.

Indestructible Shield (Unique)

Unless this Character is affected by Shock it applies a -1 Combat Modifier to Attacks against it and always counts as having Cover against Attackers to which this character has LOS. In addition, this Character benefits from the Defend and Parry Weapon Qualities (unless it is affected by Shock).

Inspiring Leader (Unique)

Friendly Characters within 6 inches and in LOS of this Character (including this Character) add +1 to their DSP when making DSP Rolls.

Large (Rare)

This Character is Large Size and adds +1 to its HLT and +1 die to its Attacks.

Lightning Fast (Unique)
Prerequisite: Fast and Quick Reactions Abilities

This Character may use Movement Actions as a Free Action.

Martial Arts
Prerequisite: Minimum DSP 3

This Character adds +1 die and +1 to its Attack Rolls with Unarmed Attacks.

Loner (Unique)
This Character adds +1 die to its Attacks and ignores Pin if it is at least 6 inches from a Friendly Character. If this Character is Elite Rank, it does not count against the limit of Elite Rank Characters which may be included in the Squad.

NCO (Rare)
Prerequisite: Minimum DSP 3

When this Character completes an Action, it may use a Free Action to allow a Friendly Character within 6 inches of equal or lower DSP value to immediately take an Activation; the chosen Character cannot be Activated again in the current Round. Once the chosen Character has completed its activation this Character's Activation resumes.

Pack Member
This Character adds +1 die to its Unarmed Attacks and +1 to its DSP when within 3 inches of one or more Friendly Characters with identical name, Traits, Abilities, and Equipment selections.

Precise Shot (Rare)

When this Character uses a Shoot Action it may change the die face of one Hit to any face value.

Precise Strike (Rare)

When this Character uses a Fight Action it may change the die face of one Hit to any face value.

Quick Reactions (Rare)

This Character adds +2 to its Initiative Rolls.

Rocket Pack (Rare)

When using a Move Action this Character may move up to 9 inches and ignores Difficult and dangerous Terrain as long as it doesn't begin or ned its movement within such Terrain. When moving using this ability the Character does not benefit from Concealment or cover against Overwatch Attacks.

Scout

This Character Deploys in the Scout Phase of deployment, and may be deployed anywhere on the Battlefield at least 8 inches from Enemy models and the Enemy Deployment Zone(s).

Special Resource/X (Rare)

One Ability, Item, or Weapon (X) in this Character's Squad is no longer Rare if it is normally Rare, or is Rare if it is normally Unique.

Spirit Form (Unique)
Prerequisite: Undead; minimum DSP 3

This Character ignores Hits from Weapons that are not Vril or Tesla Weapons and ignores Dangerous and Difficult Terrain. This Character may reroll its Morale Rolls. This Character applies -1 to its HLT. This Character has no Basic Equipment or Equipment Options. This Character can only use Combat or Movement Actions and cannot use Free Actions.

Spirit Guardian (Unique)
This Character is Large Size and adds +1 to its HLT, adds +1 die to its Fight Attacks and ignores Pin and Shock Effects.

Steadfast (Rare)
This Character may reroll Morale Rolls and adds +1 to its HLT.

Stealth (Rare)
Attacks at Long Range against this Character apply an additional -1 Combat Modifier and an additional -1 Combat Modifier if this Character benefits from Cover. This Character may also optionally exchange a Knife for a Sword as part of its Basic Equipment.

Strategist (Rare)
Friendly Characters (including this Character) add +1 to their Initiative Rolls.

Tactician (Rare)
This Character may use the Order Action as a Free Action or a Tactical Action.

Teeth & Claws
This Character adds +2 dice to its Unarmed Attacks.

The Power To Cloud Men's Minds (
Prerequisite: Minimum DSP 4

Attacks made against this Character require a DSP Roll; if the Attacker fails it applies a -2 Combat Modifier to the Attack Roll. Characters with the Entity, Robot or Undead Abilities are unaffected by this Ability. This Character may reroll its DSP Rolls.

Tough (Rare)
Prerequisite: Minimum DSP 3

This Character may reroll Morale Rolls for the Recover Action and adds +1 to its HLT.

Twin Pistols
This Character may double the of dice it rolls when Attacking with a Weapon with Pistol in its name, applying a -1 Combat Modifier to the Attack Roll.

Undead
This Character ignores Pin and Shock Effects and cannot benefit from the Heal Effect.

Vampire (Rare)
This Character adds +1 to its HLT. In addition, for every 2 Wounds this Character inflicts from an Unarmed Fight Attack it recovers 1 lost Wound up to its maximum HLT.

Vril Armour (Unique)

This Character has Armour Value 2 and ignores Pin, Shock and Weaken.

Zealot
Prerequisite: Maximum DSP 4

This Character always Succeeds in Morale Rolls and adds +1 die to its Attack Rolls if there is at least one Friendly Character with the Zealot Ability within 3 inches.

Zealous Leader (Unique)
Prerequisite: Zealot Ability

Friendly Characters (including this Character) with the Zealot Ability ignore the Pin Effect.

Zombie
Prerequisite: Undead

This Character always Succeeds in Health and Morale Rolls and ignores the Weaken Effect. This Character applies -1 to its MOV. This Character can only be DSP 2 (Green). This Character has no Basic Equipment or Equipment Options. This Character can only use the Fight or Move Actions and cannot use Free Actions.

Ch. 7: The Battlefield

The Battlefield where your Missions will take place is not just a nice backdrop for your miniatures; in Pulp War 35 games your Squad will want to use the Terrain to maximum advantage.

Difficult Terrain

Some rare areas of the Battlefield and certain other rules will subject Characters to Difficult Terrain.

Each half inch of movement within Difficult Terrain is considered one inch for Move purposes.

If a model is subject to Difficult Ground from two or more sources at the same time, then this is considered Very Difficult Ground. Each quarter inch of movement within Difficult Terrain is considered one inch for Move purposes.

Difficult Terrain Areas should be used sparingly in games, representing truly challenging environments such as quicksand, truly treacherous rubble, near-frictionless surfaces and so on.

Impassable Terrain

Although unusual in Pulp War 35 Missions, Impassable Terrain may apply to some situations. Impassable Terrain that prohibits normal movement, for example the thick walls of a bunker may need to be destroyed or opened by special means before your Squad can move inside.

The edges of the Battlefield should be considered Impassable Terrain. Models may not leave the table voluntarily or because of Enemy Actions or Attacks except due to failed morale Rolls or where specified in a Mission or Secondary Objective.

Dangerous Terrain

Some regions of the Battlefield may be considered Dangerous Terrain. These locations could represent Vril mines, burning buildings, toxic chemical pools, mine-fields, or other threats from the environment.

Areas of Dangerous Terrain should be defined and agreed upon by the players before the game begins.

Models may not voluntarily move into Dangerous Terrain without first making successful DSP Roll.

A model which spends any part of its Activation in Dangerous Terrain suffers 1 Wound.

Falls From Terrain

A Fall results from a model moving off a Terrain feature without sufficient movement distance to reach a viable destination; this is not something that a model may do voluntarily.

A Falling model automatically suffers 1 Wound for each full 2 inches of height they Fall from. Falls from less than 2 inches do not have any Effect on a model. Characters may not voluntarily Fall unless from a height of 2 inches of less.

When a model Falls, place the Falling model as close to immediately below the point of Fall as possible. If the Fallen model's Base is within Base Length of an Enemy model's base, then that other model is subject to Crash Damage and the models are Engaged.

Crash

A Crash inflicts 1 Wound for each full 2 inches of height of the triggering Fall on each model Engaged with a Falling model.

Ch. 8: Missions

This chapter sets out how players can play Missions - scenarios where opposing forces clash on the battlefield to gain strategic superiority.

Mission Rules

Specific Missions are described later in the chapter, but the key principles for all Missions are that they describe relevant Special Rules (that are specific to that scenario) and how Victory is achieved through scoring Mission Points (MPs).

Unless noted, Missions last for a duration of 6 Rounds. In addition, Missions follow the Deployment rules below unless noted.

Terrain should be placed before Deployment Markers are placed.

Deployment

Each player places a Deployment Marker somewhere on the Battlefield – randomly determine which player will place their Marker first unless otherwise stated. A Deployment Marker must be placed at least 9 inches from the centre of the table, at least 1 inch from any table edge, and at least 18 inches from any other Deployment Marker.

Models must be Deployed within 3 inches of their Deployment Marker.

Models are Deployed in order of DSP (low to high), all DSP 1 models first, then all DSP 2 models and so on. For each DSP value, the player who placed the first Deployment Marker Deploys a model then then their opponent and alternating until restarting with the next DSP value.

Scout Deployment

Models with the scout Ability Deploy after all other models have been Deployed; they are Deployed in order of DSP and alternating between players as above.

Mission: Clash!

Eliminate your foes – no quarter given!

Special Rules: None.

Victory: In final Round End, each player totals up the DSP values of Characters they have on the Battlefield (doubling DSP for Characters which have no current Wounds); the player with the higher total scores 2 MP.

Mission: Battlefield Control!

Control the Battlefield!

Special Rules: None.

Victory: In the final Round End, if one player has more Characters in a Battlefield quarter than there are Enemy Characters, it wins that quarter; the player who wins the most quarters scores 2 MP.

Mission: Enemy Territory

Capture Enemy territory while holding your own!

Special Rules: None.

Victory: In the final Round End, if one player has more Characters in a Battlefield quarter than there are Enemy Characters, it wins that quarter; the player who wins the most quarters scores 2 MP.

Mission: Strongpoints!

Capture Enemy territory while holding your own!

Special Rules: Randomly determine which player is Attacker and which is Defender. The Defender places two Strongpoints, each at least 3 inches from their Deployment Marker. The Strongpoints are open topped and should be able to provide Concealment and Cover for two to three Characters. The Defender chooses at least on-third of the DSP of their Squad which is not used in the Mission. The Defender Deploys all of their models first and may Deploy models within 3 inches of the Deployment Marker or within the Strongpoints.

Victory: In final Round End, each player totals up the DSP values of Characters they have on the Battlefield (doubling DSP for Characters which have no current Wounds); the player with the higher total scores 2 MP.

Ch. 9: Sample Characters

The endless war is fought on many fronts. The recent discovery of Vril Zones has led to the formation of units of enhanced personnel, individuals with specialist skills, and the use of advanced technology and arcane magic.

This section provides a list of sample Character profiles based on **Pulp War 35** models and those from other ranges.

Avenger Nun

An agent of the Silver Chamber, the Avenger Nun has been extensively trained in both combat and healing arts.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+1	+1	5	Medium	7
ABILITIES	Close Combat, Healing Touch (Unique), Steadfast (Rare), Twin Pistols				
EQUIPMENT	Knife, Pistol, 1 Vril Grenade				

Captain Shadow

A vigilante who worked in secret in New York City during the 1930s, before bringing his talents to the Sword Alliance.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+1	+1	5	Medium	8
ABILITIES	Close Combat, Crack Shot, Steadfast (Rare), Tough (Rare)				
EQUIPMENT	Knife, Pistol, 1 Tesla Grenade				

Cleric Partisan

A hot-headed Italian priest; a big man, tall and strong with hard fists, and a sharpshooter's eye.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Experienced Partisan	+1	+0	4	Medium	6
ABILITIES	Close Combat, Crack Shot, Steadfast (Rare)				
EQUIPMENT	Knife, Rifle				

Colonel Karnstein

Among the last of his bloodline, Colonel Karnstein is an integral part of Ultima Thule's supernatural projects.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+2	+0	5	Medium	7
ABILITIES	Special Resource/Vampire (Rare), Teeth & Claws, Undead, Vampire				
EQUIPMENT	Knife, Pistol, 1 Vril Grenade				

Dog Soldier

Dog soldiers are grotesque experiments, human-dog hybrids made real by Vril technology.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+2	+0	6	Medium	3
ABILITIES	Feral, Pack Member, Teeth & Claws				
EQUIPMENT	None				

Doomtrooper

Unrelenting, hulking powerhouses, the Doomtroopers are the product of one of Ultima Thule's super-soldier projects.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+2	+0	6	Large	7
ABILITIES	Feral, Large (Rare), Steadfast (Rare)				
EQUIPMENT	None				

Fleur de Lys

The Fleur de Lys codename dates to the French Revolution, used by special agents, with the latest operating as part of the Sword Alliance.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+0	+1	4	Medium	5
ABILITIES	Determined, Stealth (Rare), Twin Pistols				
EQUIPMENT	Knife, Pistol, 1 Grenade				

Masked Patriot

From protecting the streets of Empire City, the masked prodigy known as Mr. Mask has become invaluable overseas for the Sword Alliance.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+0	+1	4	Medium	5
ABILITIES	Determined, Martial Arts, Quick Reactions				
EQUIPMENT	Knife, Pistol, 1 Grenade				

Rocket Ace

After investigating murders of prominent Vril and Tesla scientists, a journalist mastered their technology to become Rocket Ace.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+1	+1	5	Medium	6
ABILITIES	Crack Shot, Extra Loadout (Rare), Quick Reactions (Rare), Rocket Pack (Rare)				
EQUIPMENT	Knife, Pistol, 1 Tesla Grenade, 1 Vril Grenade				

Rocket Trooper

Able to zoom above battlefields with incredibly mobility, Rocket Troopers use the latest Vril technology to aid the war effort.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+0	+1	4	Medium	5
ABILITIES	Military Discipline, Rocket Pack (Rare)				
EQUIPMENT	Knife, Pistol, 1 Grenade				

Shadowdragon

Wreathed in darkness, outcast by the Dragon Clan, Shadowdragon is now deployed to serve the Great Pacific Empire.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+2	+0	5	Medium	7
ABILITIES	Close Combat, Scout (Rare), Steadfast (Rare), Stealth (Rare)				
EQUIPMENT	Sword, Shuriken (Poisoned Throwing Knives), 1 Grenade				

Tenebra

Dependent on Ultima Thule combat stimulants, Tenebrae is one of the organisation's greatest assassins.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+2	+0	5	Medium	6
ABILITIES	Ancient Vril Sword (Unique), Close Combat, Combat Stimulants (Rare), Steadfast (Rare)				
EQUIPMENT	Knife, Vril Pistol, 1 Grenade, 1 Vril Grenade				

The Black Baron

The 13th Black Baron is a prime architect of Ultima Thule's scientific advances, frequently testing his latest protypes in the field.

DSP	FGT	SHT	MOV	SIZ	HLT
4 / Veteran	+1	+2	4	Medium	7
ABILITIES	Extra Loadout, Steadfast (Rare), Strategist (Rare), Tactician (Rare)				
EQUIPMENT	Knife, Vril Pistol, 1 Grenade, 1 Vril Grenade				

Thule Vampire

Recruited under Colonel Karnstein, the vampire section is one of Ultima Thule's greatest assets.

DSP	FGT	SHT	MOV	SIZ	HLT
3 / Regular	+1	+0	4	Medium	6
ABILITIES	Teeth & Claws, Undead, Vampire (Rare)				
EQUIPMENT	Knife, Pistol, 1 Grenade				

Zombie

Walking dead have been used by all sides across the abominable Vril warzones.

DSP	FGT	SHT	MOV	HLT	SIZ
2 / Green	+1	+0	4	Medium	4
ABILITIES	Undead, Zombie				
EQUIPMENT	None				

Changes

‹ Abilities: several Abilities tidied up
‹ Abilities: Fiery Blast, Precise Shot, Precise Strike, and Spirit Form added
‹ Characters' base HLT is now DSP+2

Future Rules Additions

In no particular order:

‹ Character Volume to LOS rules
‹ New Missions
‹ Firegroup Activations
‹ Vehicles