



PULP!

Solo and Cooperative Rules

Marco Arnaudo

OSPREY
WARGAMES

PULP! SOLO AND COOPERATIVE MODE

The following rules will allow you to play *Pulp!* in solitaire or in cooperative mode against an Enemy warband controlled by an AI. These rules are designed for an Arena type scenario (see *Pulp!* page 48) but could be used for other scenarios with more complex objectives with just a few minor tweaks.

Preparation

First, create your own warband as normal. Next, prepare an enemy warband that is similar in strength to your own, but improve the Experience level of 1, 2, or even 3 enemy Units by one level (for example, increasing them from Veteran to Elite). This is meant to account for the fact that the AI won't be as tactically sophisticated as you, the player. Choose how many enemies receive an extra Experience level, the more enemy units that receive these extra levels, the harder the game will be. These extra levels are then assigned to Enemy Units randomly. Each Enemy Unit can only receive one extra level.

On a sheet of paper, write down a list of Enemy Units in decreasing order of Experience, from best (at the top) to worst (at the bottom). You can place Units of equal Experience in any order. This list will be important later.

Next, set up the play area as normal, but randomly decide which side each warband will enter from. Warbands still enter from opposite sides.

Place the strongest (the highest Experience level) Enemy Unit as close as possible to the center of its starting side. Try to make sure that it is not in LOS of an opponent or cannot be targeted by a ranged attack before it activates in turn 1. Place the remaining Enemy Units along the starting edge, in as equal a number as possible to the right and left of the strongest Unit. Place these units in a random order, at a distance of 3" or 4" from one another, depending on the size of the arena.

Initiative Phase

Roll for initiative as in a normal game of *Pulp!*.

Continuing Melee Phase

Resolve the continuing melee fights in any order you want. For each fight, first you choose what your Model will do (withdraw or stay). Then roll a die for the involved Enemy Model: 1–2, it withdraws; 3–6, it stays. Resolve the outcome as normal. A withdrawing Enemy Model moves directly away as far as possible from its opponent. This is as long as it does not reach a position that would cause it to be KO'd or cause it damage.

Action Phase

Which Enemy Unit Activates?

The order in which Enemy Units activate changes from turn to turn, adding uncertainty to the confrontation.

If You Have Initiative This Turn

After you activate one of your Units, roll a die: on a roll of a 1–3, activate the Unspent Enemy unit that is the closest to the Unit you just activated; 4–6, activate the strongest (highest Experience) Unspent Enemy unit, using the list you wrote before the game as a guide.

If You Don't Have Initiative This Turn

When you must activate an Enemy Unit, roll a die: 1–3, activate the weakest (lowest Experience) Unspent Enemy Unit; 4–6, activate the strongest (highest Experience) Unspent Enemy Unit. Both of these use the list written before the game.

Break possible ties for Experience randomly.

Activation Check

Roll for the Activation of the active Enemy Unit as normal.

Partial Activation

All Models in an Enemy Unit that receive a Partial Activation move 2" toward your closest Model. Afterwards, roll a die for each Model in the Unit: 1–2, it goes in Defensive Stance; 3–6, it goes into Reaction Fire mode.

Enemy Units in Reaction Fire mode will spend their token against the first of your Models they can fire upon.

Full Activation

Activate Models in a Unit that receives a Full Activation individually. Start from the Model in the Active Unit that is furthest from any of your Models, then move to the next furthest, going through them all in decreasing order of distance.

Each fully activated Model attempts to do one of the Actions in the list below, from first to last. Stop at the first Action that applies, and execute it in its entirety, before moving to the next Model in the Unit. Continue this way until all Models in the active Unit have performed their Action.

1. If the active Enemy Model can Charge into Melee, it will do so, targeting the player's closest Model.
2. If the active Enemy Model can perform Aimed Fire, it will do so. In case multiple targets are possible, roll a die: 1–3, the player's closest Model within range is targeted; 4–6, the player's farthest Model within range is targeted.
3. If the active Enemy Model can Walk and then target one of the player's Models with a Ranged Attack, it will do so. In case multiple targets are possible, roll a die: 1–3, your closest Model within range; 4–6, your farthest Model within range.
4. If none of the cases above apply, the Enemy Model Runs toward the player's closest Model.

Enemy Models cannot voluntarily move in ways that would cause them to receive damage from Terrain. An amount of common sense should be used in such cases, try to think what the 'real' individual would do in such an instance. They are still vulnerable to actions of yours that would cause them to receive damage from Terrain (for example, if they were pushed them into a vat of acid).

Moving Enemy Models always attempt to end their movement IT with at least another member of their Unit, if compatible with their Action.

Special Benefits

Starting from the **second turn**, when you start activating enemy Models in a Unit with Full Activation, roll a die for each Model. If the result is within the range shown on the Special Benefits Table, the Model spends one of the Unit's SPs to receive a Special Benefit. *Only one Model per Unit can receive a Special Benefit each turn.* If a Model receives a Special Benefit, stop checking for the remaining Models in the Unit this turn.

Special Benefits Table	
Unit Experience Level	D6 Roll
Superhuman	4-6
Hero / Villain	4-6
Elite	5-6
Veteran	5-6
Seasoned	6

Each time one of the Units receives a Special Benefit, it consumes one of its SP's. Once it has used all its SP's, it cannot receive Special Benefits anymore. In this case, you can skip this check when you activate that Unit. As usual, Extras and Green Units have no SP's and receive no Special Benefits.

A Model that receives a Special Benefit will use it in Melee, or in a Ranged Attack, or in a Move, in this order of preference, as it applies to the situation. For each kind of Special Benefit (melee, ranged, or move), choose the one that seems to be the most damaging to your Models under the circumstances. When in doubt, roll a die and choose randomly.

Enemy Models in solo and coop mode only use Special Benefits to enhance melee, ranged attacks, and movement – nothing else.

End of Turn

Continue to activate Units following the procedures outlined above. If after all your Units have acted there still are Unspent Enemy Units, activate them in a random order. Then perform the normal procedures for the end of the turn.

Due to the scenarios and narratives that players develop there might be some adjustments to the activation priorities required or even desired. For example, if the scenario pits the player's units against unaware guards, then changing point 4 of the priority order so that then enemy only head towards Models to which they can draw LOS would make thematic sense.

It's also best to think what the Enemy Units would want to achieve when playing the scenario. Are the Enemy merely there to stop your units? Or are they trying to beat you to an artefact. In this latter example, maybe have some units (to be decided beforehand or randomly determined) head towards this objective, rather than trying to close with the player's Units.

There is a great deal of potential in the Pulp setting for varied encounters, and with minor tweaks like those shown above, plenty can be accounted for.

Solo / Coop Reference

Continuing Melee Phase Table	
D6 Roll	Result
1-2	Withdraws
4-6	Stays

Activation Order Table		
Initiative	D6 Roll	Result
Player Has Initiative	1-3	Closest to just activated Unit
	4-6	Strongest Enemy Unit
Player Does Not Have Initiative	1-3	Weakest Enemy Unit
	4-6	Strongest Enemy Unit

Partial Activation Table	
D6 Roll	Result
1-2	Defensive Stance
3-6	Reaction Fire

Enemy Action Priority Order

- Charge
- Aimed Fire
- Walk then Fire
- Run

Target Selection (in Range) Table	
D6 Roll	Result
1-3	Your closest Model
4-6	Your farthest Model

Special Benefit Check Table	
Unit Experience Level	D6 Roll
Superhuman	4-6
Hero / Villain	4-6
Elite	5-6
Veteran	5-6
Seasoned	6