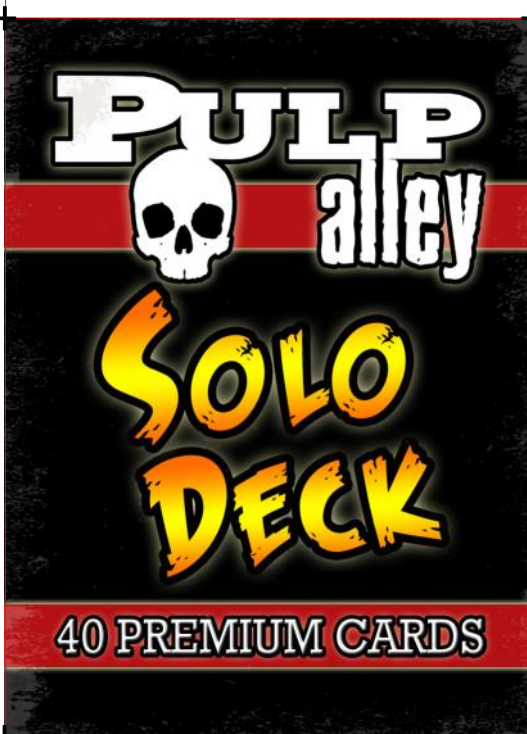




SOLO DECK



Solo Deck

Our 40-card **Pulp Alley Solo Deck** is specifically designed to *replace* the Fortune Deck when playing single-player scenarios.

Instead of holding a hand of cards, there is only one basic rule for using the **Pulp Alley Solo Deck**:

Solo Deck Rule — You must draw and immediately play one Solo card for each of the first three characters to activate each turn.

For more — store.pulpalley.com

Pulp Alley © 2019 #S00

CALLING ALL PHANTOM AGENTS!



Don't miss a single episode of

**PULP ALLEY
ADVENTURE
THEATER**

tune your receiver to:

youtube.com/c/pulpalley



To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.




Hesitation

Effect: This character can not perform any actions and can not run.

Attach: Until end of turn.



"The moment of clarity faded..."

—  — **SOLO**

Challenge

Roll 3 successes with:
Might, Finesse, or Cunning

Peril: 3 hits if failed


 Pulp Alley © 2016 #S02 / x2 

No Shot

Effect: This character can not roll any Shoot dice or place a burst.

Attach: Until end of turn.



"I can't see a thing..."

—  — **SOLO**

Challenge

Roll 1 success with:
Might

Peril: 1 hit if failed

 Pulp Alley © 2016 #S03 / x2 





Quirk of Fate

Effect: All other Solo cards and effects *currently* in play are immediately cancelled/discarded without any other effect. This includes **attached** cards.

"There is no such thing as an accident; it is fate misnamed."

—  **SOLO**

Challenge


Roll 1 success with:
Finesse

Peril: 1 hit if failed

 Pulp Alley © 2016 #S04 / x2 

Foul Play



Effect: The closest enemy to this character encounters a peril immediately. Use the challenge below for this peril. As always, select one enemy at random if you are unable to determine a closest enemy.

—  **SOLO**

Challenge

Roll 2 successes with:
Might, Finesse, or Cunning

Peril: 2 hits if failed

 Pulp Alley © 2016 #S05 / x2 




To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.



Watch Your Back

Effect: This character encounters a peril immediately. Use the challenge below for this peril.



"I have a very bad feeling..."

—  — **SOLO**

Challenge

Roll 1 success with:
Might or Finesse


Peril: 1 hit if failed

 Pulp Alley © 2016 #S06 / x2 

Watch Your Head

Effect: This character encounters a peril immediately. Use the challenge below for this peril.



"You may want to learn how to duck."

—  — **SOLO**

Challenge

Roll 1 success with:
Finesse or Cunning

Peril: 1 hit if failed

 Pulp Alley © 2016 #S07 / x2 






Watch Your Step

Effect: This character encounters a peril immediately. Use the challenge below for this peril.



"Every step brings you closer to the cold awaiting hands of Fate!"

—  — **SOLO**

Challenge


Roll 1 success with:
Cunning or Might

Peril: 1 hit if failed

 Pulp Alley © 2016 #S08 / x2 

Double Down



Effect: Draw and play two Solo cards on the enemy closest to this character. As always, select one enemy at random if you are unable to determine a closest.

—  — **SOLO**

Challenge

Roll 1 success with:
Might

Peril: 1 hit if failed

 Pulp Alley © 2016 #S09 / x2 



To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.



On Guard

Effect: Roll the challenge below —

- ♦ Pass: This character gains a +1d Brawl and +1d Shoot bonus when they are ready.
Attach: Until end of scenario.
- ♦ Fail: This character can not move during this activation.

— SOLO

Challenge

Roll 2 successes with:
Might, Finesse, or Cunning

Peril: 2 hits if failed

2 Pulp Alley © 2016 #S10 / x2

Move Along

Effect: None.

"There's nothing to see here."

— SOLO

Challenge

FREE PASS

This challenge is passed.

1 Pulp Alley © 2016 #S11 / x2






All Clear

Effect: This character ignores all perils, including perilous areas and bursts.

Attach: Until end of turn.



"Some guys get all the luck."

—  **SOLO**

Challenge

Roll 1 success with:
Finesse

Peril: 1 hit if failed


 Pulp Alley © 2016 #S12 / x2 

Make it Count

Effect: This character gains a +1d bonus to one Brawl, Shoot, or Dodge roll.

Attach: Until the effect is used.



"Take your best shot!"

—  **SOLO**

Challenge

Roll 1 successes with:
Cunning

Peril: 1 hit if failed

 Pulp Alley © 2016 #S13 / x2 



To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.




When it Counts

Effect: This character gains a +1d bonus to one **Might**, **Finesse**, or **Cunning** roll.

Attach: Until the effect is used.



"Give it all you got!"

—  **SOLO**

Challenge

Roll 2 successes with:
Might or Finesse

Peril: 2 hits if failed


 Pulp Alley © 2016 #S14 / x2 

Held in Place

Effect: This character can not move.

Attach: Until end of turn.



"What's the big hurry anyway?"

—  **SOLO**

Challenge

Roll 2 successes with:
Finesse or Cunning

Peril: 2 hits if failed

 Pulp Alley © 2016 #S15 / x2 






Sprint

Effect: This character may run an extra +3”.

Attach: Until the effect is used.



“You can’t keep up with me!”


SOLO

Challenge

Roll 2 successes with:
Cunning or Might


Peril: 2 hits if failed

Pulp Alley © 2016 #S16 / x2

Surprise Twist



Effect: This side’s activations end immediately. Switch to activating the opposing characters, if able. Return to activating this side after all the opposing characters have activated.


SOLO

Challenge

Roll 1 success with:
Cunning

Peril: 1 hit if failed

Pulp Alley © 2016 #S01 / x2




To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.



The Storm



Effect: Instead of drawing a Solo card for the *first three* characters only, you must draw and play one Solo card when each character activates for the remainder of this turn.

—  — **SOLO**

Challenge

Roll 3 successes with:
Might, Finesse, or Cunning


Peril: 3 hits if failed

 Pulp Alley © 2016 #S24 / x1 

Missing Clue

Effect: Roll the challenge below —



- ◆ **Pass:** This character gains a +1d bonus when rolling for any plot point.
- ◆ **Attach:** Until end of scenario.
- ◆ **Fail:** This character can not run during this activation.

—  — **SOLO**

Challenge

Roll 2 successes with:
Finesse or Cunning

Peril: 2 hits if failed

 Pulp Alley © 2016 #S17 / x1 





Decoy

Effect: Roll the challenge below—

- ◆ Pass: This scenario is extended by +1 turn.
- ◆ Fail: This character can not run during this activation.

SOLO

Challenge

Roll 2 successes with:
Might or Finesse

Peril: 2 hits if failed

Pulp Alley © 2016 #S18 / x1

Furious

Effect: Roll the challenge below—

- ◆ Pass: This character ignores all multiple combat penalties. Attach: Until end of scenario.
- ◆ Fail: This character must rush the closest enemy — if able.

SOLO

Challenge

Roll 2 successes with:
Cunning or Might

Peril: 2 hits if failed

Pulp Alley © 2016 #S19 / x1




To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.



The Calm



Effect: No character can run, rush, attack, or roll any Shoot or Brawl dice. This effects all characters for the remainder of this turn.

—  — **SOLO**

Challenge

Roll 1 success with:
Might, Finesse, or Cunning


Peril: 1 hit if failed

 Pulp Alley © 2016 #S20 / x1 

Watchful Eye

Effect: Roll the challenge below—



- ♦ Pass: This character gains a +1d bonus when rolling for any peril.
- ♦ Fail: This character can not move during this activation.

—  — **SOLO**

Challenge

Roll 2 successes with:
Cunning or Might

Peril: 2 hits if failed

 Pulp Alley © 2016 #S21 / x1 





Stand Firm

Effect: Roll the challenge below —

- ◆ Pass: Shift this character's Recovery checks up one die-type (d12 max).
- ◆ Fail: This character can not move during this activation.

Attach: Until end of scenario.

◆ Fail: This character can not move during this activation.

————— ————— **SOLO**

Challenge

Roll 2 successes with:
Might or Finesse

Peril: 2 hits if failed

Pulp Alley © 2016 #S22 / x1

Short Cut

Effect: Roll the challenge below —

- ◆ Pass: This character may move an extra 3" when passing through perilous areas.
- ◆ Fail: Take 2 hits.

Attach: Until end of scenario.

◆ Fail: Take 2 hits.

————— ————— **SOLO**

Challenge

Roll 2 successes with:
Finesse or Cunning

Peril: 2 hits if failed

Pulp Alley © 2016 #S23 / x1



To make your own 40-card Solo Deck, include 2 copies of each card on pages #02 to #09, and 1 copy of each card on pages #10 to #13.