



DANGEROUS DAMES

Card Set 01 & 02

PULP
skull **alley**

**DANGEROUS
DAMES**

CARD SET 01

FEATURING **PULP FIGURES**

1306-1

PULP
skull **alley**

**DANGEROUS
DAMES**

CARD SET 02

FEATURING **PULP FIGURES**

1306-2

**DANGEROUS DAMES
CARD SET 01**

This 15-card pack includes artwork and characters created by Bob Murch. Miniatures for these characters are available through Pulp Figures:

pulpfigures.com

PHP-21 Rugged Adventuresses
PHP-22 Ladies Exploration Society
PHP-23 Daughters of the Empire

PULP FIGURES

1306-01 Pulp Alley © 2019

**DANGEROUS DAMES
CARD SET 02**

This 15-card pack includes artwork and characters created by Bob Murch. Miniatures for these characters are available through Pulp Figures:

pulpfigures.com

PCS-20 Daughters of the East
PGJ-22 Gangland Gals
PWM-20 Evil High Priestess

PULP FIGURES

1306-02 Pulp Alley © 2019



3

Sarah Winfield



Brawl	2 d6
Shoot	3 d8
Dodge	3 d8
Might	2 d6
Finesse	2 d6
Cunning	3 d8

Veteran: Ignore all multiple-fights penalties when you roll Shoot dice.

Hard-Nosed: You may re-roll one Might, Finesse, or Cunning die. 1/T

d8 d6 Down Out
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3

Bessie Brooks



Brawl	3 d8
Shoot	3 d8
Dodge	2 d6
Might	3 d8
Finesse	2 d6
Cunning	2 d6

Burst Fire: As an action, place a 3" Burst.

Indomitable: Once per turn, Race may re-roll a Recovery check.

d8 d6 Down Out
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3

Natasha



Brawl	3 d8
Shoot	2 d6
Dodge	3 d8
Might	2 d6
Finesse	2 d6
Cunning	3 d8

Moxie: Ignores all multiple-fights penalties when rolling Brawl dice.

Close Combat: Cannot shoot over 12". Once per turn, discard to gain a +1 Shoot or Brawl bonus.

d8 d6 Down Out
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3

Della Dare



Brawl	2 d6
Shoot	3 d8
Dodge	4 d8
Might	2 d6
Finesse	3 d8
Cunning	2 d6

Agile: Included.

Daredevil: Once per turn, you gain a +1 bonus for a peril.

d8 d6 Down Out
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3

Lois Grant



Brawl	2 d6
Shoot	3 d8
Dodge	3 d8
Might	2 d6
Finesse	3 d8
Cunning	2 d6

Quick-Dodge: Shift your Dodge dice down to gain a +2 bonus.

Dashing: Your Shoot and Finesse dice-type are not affected by your injuries.

d8 d6 Down Out

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3

May Carter



Brawl	2 d6
Shoot	2 d6
Dodge	4 d8
Might	2 d6
Finesse	4 d8
Cunning	4 d8

Hindrance: Shoot and Brawl are hindered.

Agile: Included.

Clever: Included.

Savvy: Included.

d8 d6 Down Out
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3

Aloha Wanderwell



Brawl	- d -
Shoot	2 d6
Dodge	4 d8
Might	2 d6
Finesse	3 d8
Cunning	4 d8

Brainy: Included above.

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

d8 d6 Down Out
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3

Dr Ann Beasley



Brawl	2 d6
Shoot	2 d6
Dodge	3 d8
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Aid: Once per turn, a colleague within 6" gains a +1 bonus for a challenge. Cannot apply to self.

Deductive: As an action, draw one Fortune card.

d8 d6 Down Out
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3

June Johansen



Brawl	2 d6
Shoot	4 d8
Dodge	3 d8
Might	2 d6
Finesse	2 d6
Cunning	3 d8

Marksman: Included above.

Deadeye: You are not limited to shooting the nearest enemy.

d8 d6 Down Out
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3 Professor Christie



Brawl	- d -
Shoot	2 d6
Dodge	3 d6
Might	3 d8
Finesse	4 d8
Cunning	3 d8

Quick-Witted: Shift your Might, Finesse, or Cunning down for a +2 bonus in the same skill. 1/T

Sly: Included.

d8 d6 Down Out
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3

Mrs. Lau



Brawl	- d -
Shoot	2 d6
Dodge	4 d8
Might	2 d6
Finesse	4 d8
Cunning	3 d8

Sly: Included.

Shrewd: Your Dodge and Cunning dice-type are not affected by your injuries.

d8 d6 Down Out
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3

Chan



Brawl	5 d8
Shoot	- d -
Dodge	4 d8
Might	3 d8
Finesse	2 d6
Cunning	2 d6

Two-Fisted: Included.

Fierce: Included.

d8 d6 Down Out
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3

Agent Lotus Flower



Brawl	2 d6
Shoot	2 d6
Dodge	3 d8
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Shadowy: +1 bonus to all stealth and spotting rolls.

Covert: When you are hidden, an enemy must win (roll more successes) a Spotting check to spot you.

d8 d6 Down Out
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3

Princess Yuan



Brawl	- d -
Shoot	- d -
Dodge	3 d8
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Harmless: An enemy over 6" cannot rush/attack you. You never target/attack an enemy.

Noblesse: Not k.o.'d for failing a Recovery. While down, an enemy may k.o. you by passing a random challenge (action).

d8 d6 Down Out
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3

Suyin



Brawl	4 d8
Shoot	- d -
Dodge	4 d8
Might	2 d6
Finesse	2 d6
Cunning	3 d8

Two-Fisted: Included.

Quick-Strike: Shift your Brawl down for a +2 Brawl bonus. 1/T

d8 d6 Down Out

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3

Mrs. Mallowan



Brawl	2 d6
Shoot	4 d8
Dodge	4 d8
Might	2 d6
Finesse	2 d6
Cunning	3 d8

Marksman: Included.

Eagle-eyed: Your close range goes up to 12" and your long range is over 48".

d8 d6 Down Out
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3

Agatha Plumb



Brawl	2 d6
Shoot	4 d8
Dodge	3 d8
Might	3 d8
Finesse	2 d6
Cunning	2 d6

Marksman: Included.

Indomitable: Once per turn, Race may re-roll a Recovery check.

d8 d6 Down Out
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3

Sylvia Trent



Brawl	2 d6
Shoot	4 d8
Dodge	2 d6
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Marksman: Included.

Sharp: Re-roll one Shoot or Finesse die. 1/T

d8 d6 Down Out
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3

The Maharani



Brawl	3 d8
Shoot	3 d8
Dodge	3 d8
Might	2 d6
Finesse	2 d6
Cunning	2 d6

Close Combat: Cannot shoot over 12". Once per turn, discard to gain a +1 Shoot or Brawl bonus.

Brash: You are not limited to rushing the nearest enemy.

d8 d6 Down Out
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3

Flo MacShane



Brawl	3 d8
Shoot	4 d8
Dodge	2 d6
Might	2 d6
Finesse	3 d8
Cunning	2 d6

Marksman: Included.

Trick: Re-roll one Shoot or Finesse die. 1/T

d8 d6 Down Out

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3

Mrs. Dietrichson



Brawl	- d-
Shoot	2 d6
Dodge	4 d8
Might	2 d6
Finesse	3 d8
Cunning	4 d8

Brainy: Included.

Insight: After a challenge is revealed for this character, you may replace it with a challenge from your Fortune hand. 1/T

d8 d6 Down Out
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3

Ma Brown



Brawl	3 d8
Shoot	3 d8
Dodge	2 d6
Might	3 d8
Finesse	2 d6
Cunning	2 d6

Slam: You may discard to gain a +1 Brawl or Might bonus.

Buckshot: Your targets cannot roll any **cover** saves. (see Crackshot).

d8 d6 Down Out
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3

Roxie O'Hara



Brawl	3 d8
Shoot	3 d8
Dodge	3 d8
Might	2 d6
Finesse	2 d6
Cunning	2 d6

Long Burst: As an action, place a long burst.

Quick-Shot: Shift your Shoot dice down to gain a +2 Shoot bonus against an enemy in close range.

d8 d6 Down Out
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3

Marlene



Brawl	- d-
Shoot	- d-
Dodge	2 d6
Might	3 d8
Finesse	3 d8
Cunning	3 d8

Harmless: An enemy over 6" cannot rush or attack you. You never target/attack any enemy.

Crafty: Once per turn, may re-roll one Dodge or Cunning die.

d8 d6 Down Out
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3

Bonnie Parker



Brawl	2 d6
Shoot	3 d8
Dodge	2 d6
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Ruthless: You may shoot into a brawl including friends. This is a **unopposed** attack and all hits are randomly assigned.

Plan: Discard to gain a +1 Dodge or Cunning bonus . 1/T

d8 d6 Down Out

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3

High Priestess



Brawl	2 d6
Shoot	3 d8
Dodge	2 d6
Might	2 d6
Finesse	3 d8
Cunning	3 d8

Spellbook: 2

During set-up, when you are using your resources, select two spells for this scenario.

d8 d6 Down Out
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3

Acolyte



Brawl	3 d8
Shoot	-d-
Dodge	3 d8
Might	3 d8
Finesse	3 d6
Cunning	3 d6

True Believer: You always roll 3 dice for all skills. You ignore all modifiers except for Fortune card effects. You cannot have any other abilities.

d8 d6 Down Out
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Anatomy of a Spell

Target: Identifies who the spell may be cast on.

Range: Maximum distance the spell may be cast.

Action: Identifies the skills and successes required.

Effects: Explains what the spell does.

Duration: When a spell ends it is retrieved and is ready to be cast again.



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Spell Casting: Basics

Casting a spell is an action.

You cannot cast a spell if it is currently **attached**.

You cannot retrieve a spell if it has any tokens.

When you remove tokens from a spell that you attached to yourself (such as Deflection), you may remove a number of tokens equal to your level. Otherwise, you cannot remove more than one at a time.



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3 **Crash Callahan**



Brawl	2 d6
Shoot	2 d6
Dodge	3 d8
Might	3 d8
Finesse	3 d8
Cunning	2 d6

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

Daredevil: Once per turn, you gain a +1 bonus for a peril.

d8 d6 Down Out
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Crash Callahan is a bonus card for ordering both sets of the Dangerous Dame cards.

Spell: Imperil

Target: Enemy

Range: 24" and line-of-sight

Action: Roll one success with **Cunning** or **Might**

Effects: Attach card to target and add 1 token per success.

Remove 1 token each time the target activates to force a random peril.

Duration: Spell is returned when all tokens are removed.



Spell: Deflection

Target: Self or Colleague

Range: 12" and line-of-sight

Action: Roll one success with **Finesse** or **Cunning**

Effects: Attach card to target and add 1 token per success.

Remove 1 token each time the target takes hits to reduce the number of hits by 1.

Duration: Spell is returned when all tokens are removed.

