



A FISTFUL OF KUNG FU

Hong Kong Movie Wargame Rules

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WARGAMES

A FISTFUL OF KUNG FU

HONG KONG MOVIE WARGAME RULES



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INTRODUCTION

WHAT THIS GAME IS ALL ABOUT

A Fistful of Kung Fu is a set of skirmish rules reproducing on the tabletop the wild, extravagant action seen in Hong Kong movies, be they crime dramas, horror thrillers, urban martial-arts adventures or period *wuxia* with splendid costumes and impeccable fight choreography. We hope you'll have as much fun playing this game as we had writing it and testing it. Good luck!

WHAT YOU NEED TO PLAY

To play this game, you'll need:

- Three standard six-sided dice (d6) per player.
- Miniatures (about 6–15 per player, or more in larger games if you wish).
- Three measuring sticks – Short (7.5cm), Medium (12cm), and Long (18cm).
- A playing surface of at least 90x90cm (3'x3').
- About four tokens per player to represent Chi. Glass beads or spare dice are perfect.
- All the scenic material you can put together – watch the films for inspiration! *A Fistful of Kung Fu* is a terrain-heavy game, and the scenery is as much a character as the miniatures. Characters manoeuvre around difficult going, exploit terrain features to their advantage and use everyday items as improvised weapons. Objects are thrown, fish tanks explode, cars burst into flames, sand is kicked in the opponents' eyes, and innocent bystanders are caught up in the chaos of high-powered kung fu combat.

(© North Star Military Figures)



MODELS AND BASING

The game can be played using any miniatures with a consistent scale and basing. All must be independently based. Facing is irrelevant. We use round bases (washers or coins) but squares or hexagons are just as viable.

GAME LENGTH AND SCALE

A satisfactory game can be played in under one hour, making it possible to play a short campaign in a long evening or over a weekend. The game is scalable: to play larger battles, simply increase the points total. The rules are written for two players but more can play (see Appendix 1). The ground scale is 1cm = 1 yard. One figure represents one person. A turn represents a few seconds of real time. All distances are measured with three sticks: Short (7.5cm), Medium (12cm), and Long (18cm). Players may measure distances at any time. The recommended playing area is 90x90cm (3'x3').

PROTAGONISTS AND EXTRAS

A character in the game is either a named Protagonist (the hero or villain of the piece), a nameless Extra, or a slightly more capable Bruiser.

Protagonists are vastly superior – they generally possess many special abilities and are hard to defeat. While Extras fall by the dozen, Protagonists can shrug off a lot of punishment – as long as their player has Chi Points to spend. Lost Chi can be recovered and more can be gained during the game. A player has only one Protagonist.

A gang will also have 5–14 Extras. These are the grunts, foot soldiers, and followers that support the Protagonist – low-level ninja, novice Shaolin monks, Hong Kong cops on the beat, acolytes of a Taoist sorcerer, minions of a hopping vampire, and so on.

A gang may also have a single Bruiser. This is an Extra with better-than-average fighting skills, and represents a Protagonist's right-hand man, bodyguard, or similar.

Every character is described by a profile. Here is an example:

Jack Liang	104 points	Protagonist
Q2	C4	Acrobat, Two Guns, Protected, Jumper

NAME

The character's name or archetype (e.g. 'Drunken Monkey Master', 'Heroic Cop'). Protagonists and Bruisers deserve to be given names!

POINTS

This is the cost of the character. More powerful characters cost more points.

TYPE

The character's type – Protagonist, Bruiser, or Extra.

QUALITY (Q)

This is an overall indication of reaction speed, initiative, and morale of the character. The lower the number, the better. To determine whether a character manages to perform an action, roll against their Q value. For example, a monk climbing on a slippery roof may be required to pass a Q test to see if he makes it or if he loses his footing. The player rolls a die. If it is equal to or greater than the Q value, the character succeeds. Quality is also used for activation, to determine how many actions the character may perform in a turn. Protagonists are usually Q2+, Extras Q4+ and civilians Q5+.

COMBAT (C)

This value measures how well the character fights. Strength, martial training, agility, and weapon skill are all factored into this number. Protagonists are usually C4, Bruisers C3, Extras C2, and Civilians C0 or C1.

TRAITS

This catch-all category includes a character's equipment, weapons, abilities, and powers. Beneficial Traits increase a character's points cost, and detrimental ones decrease it.

CHI LEVEL

In addition to the character profiles, each gang will have a Chi Level – a measure of the inner strength and mystical energies available to its fighters. A gang receives 1 Chi Point per full 100 points. So a gang built to a total of 400 points would have 4 Chi Points, as would one built to 403 points.



GETTING STARTED

CASTING – SELECT YOUR CHARACTERS

Select your characters with the following restrictions:

- The total points cost of your force must not exceed 400. A leeway of 10 points is acceptable, but the gang built on fewer points receives a +1 on the attacker/defender roll.
- Your gang must have between 6 and 15 characters, either chosen from the sample characters provided, or built from scratch (see Appendix 2).
- The gang must contain 1 Protagonist and no more than 1 Bruiser.
- There are no limits on what types of characters may be included in a gang – police and gangsters may work together against a common foe, a Taoist sorcerer might recruit a ninja, a Triad gang might resort to sending a hopping vampire against their cybernetically enhanced Yakuza enemies, etc.
- You have 4 Chi Points and a Chi Level of 4. The Chi Level may change in campaigns. Chi Points are spent and recovered during the game, but you may never have more Chi Points than your Chi Level. All Chi Points spent are recovered between games. Your Chi Level increases when you achieve a scenario objective or defeat a Protagonist.

DETERMINE ATTACKER AND DEFENDER

Both players roll a die, re-rolling ties. The gang built on fewer points gets a +1 on this roll. The high roller decides if he wants to be the **attacker** or the **defender**. The attacker determines the Plot of the scenario to be played, while the defender sets up the Location, laying out terrain (see the Scenarios section for more detailed information).

After the defender has set up the terrain, the attacker deploys a character **anywhere on the tabletop**. The defender then does the same, placing a character anywhere, but at least 2x Medium away from any visible enemy. The first player then places a second character with the same restriction, and so on, with players alternating deployment until all characters have been placed. There is no obligation to deploy the Protagonist before the Extras, or vice-versa. If one player has more characters than the other, he deploys all of his remaining characters in one go after his opponent has deployed his final character.

SCENARIO COMPLICATIONS

All scenarios will come with a Complication (and maybe an unexpected V.I.P. for good measure), which is determined once deployment is complete. See the Scenarios section for a full guide to introducing Complications and V.I.P.s to your game.

ROLL INITIATIVE

When all characters have been deployed, both players roll a die. The side built on fewer points adds +1. Re-roll any ties. The high roller is the acting player and takes the first turn, activating his characters in any order he wants. When his turn ends, his opponent becomes the acting player. A turn ends for one of the following reasons:

- The acting player has activated or attempted activation of all of his characters.
- The acting player rolls a turnover.
- The acting player decides to pass.

Initiative is rolled **ONLY** on the first turn of the game. Players then alternate taking turns until the end of the battle.

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ACTIVATION

When it is your turn, nominate a single character that you want to activate. **Roll one, two, or three dice for that character. You decide how many to roll.** Every roll equal to or better than the character's Q is a success. Every roll lower than his Q is a failure. The character may perform one action for every success rolled. There is no need to announce what you are going to do – just point at the character and roll the dice. You may change your mind between actions. For example, if you plan to fire multiple shots at a target, then take him down with your first shot, you can direct the remaining shots against other targets.

When rolling for activation, a roll of 1 is always a failure, and a roll of 6 is always a success.

If you roll two or three 6s, you may perform one additional action. E.g. if you roll 3 dice against Q2 and score 6, 6, and 4, you may perform four actions.

Depending on how many are rolled, failures can result in the opponent being given the opportunity to interrupt the action with his Protagonist, or in play passing to the opponent altogether.

A character is never forced to act or react. A player may also decide to skip a turn altogether if he so wishes.

The possible outcomes of an activation roll, and their consequences, are shown in the following table:



Dice Rolls	Results
1 failure	The chosen character performs no action. Your opponent may immediately perform 1 Reaction with his Protagonist. You may then nominate another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success	The chosen character performs one action. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform one action with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 2 failures	Your opponent may immediately perform 2 Reactions with his Protagonist. You may then perform one action with the chosen character. Turnover – play passes to the opponent.
2 or 3 failures	The chosen character performs no action. Your opponent may immediately perform 2 or 3 Reactions with his Protagonist. Turnover – play passes to the opponent.
2 successes	The chosen character performs two actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
2 successes, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform two actions with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
3 successes	The chosen character performs three actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.

REACTIONS

Reactions are short bursts of activity in which a Protagonist takes advantage of a hesitation in the opponents' actions. Whenever you roll a failure when activating one of your characters, the opponent may try to react with his Protagonist **during your turn**.

To react, a Protagonist must pass a Q test. A Reaction is faster than the action that generated it, and so takes place **before** the character who failed the roll gets a chance to act.

The number of dice rolled in a Reaction is the same as the failures that caused the Reaction. *E.g. you roll two failures, and your opponent reacts – he rolls two dice and performs one action per success.*

A Protagonist may attempt any number of Reactions, until he fails one. When a Protagonist fails a Reaction roll, he may not react again until his next turn.

Possible reactions include movement or performing a hand-to-hand or ranged attack. However, **ranged attacks require one more action than usual during a Reaction.**

E.g. intrepid investigator Jim Choo (Q2) is facing a Tong gang. It is the Tong's turn. The Tong player attempts to activate a thug on a single die, and rolls a failure. Jim chooses to react, so he may roll a single die. He rolls a 3 – a success! Jim interrupts the Tong's turn. He may perform a hand-to-hand attack but not a ranged attack, as a ranged attack would require two actions. Jim uses the action to jump behind an upturned table. After Jim's Reaction is dealt with, the Tong turn continues. The Tong player rolls to activate another gang member, this time on three dice, and scores a success and two failures. Jim chooses to react again, rolling two dice and scoring two successes – enough for a ranged attack! Jim dispatches the thug with a shot from his Beretta before the criminal has a chance to act.

REACTIONS SUMMARY

- Performing a Reaction is never mandatory.
- A Reaction is rolled for on as many dice as were failed by the opponent.
- Reactions happen before the opponent's actions, if any.

- Only Protagonists react. Extras and Bruisers may never perform Reactions.
- If the Protagonist fails a Reaction, he may not react again until the next turn.
- Reactions happen only during the opponent's turn.
- There is no such a thing as 'reacting to a Reaction'.
- Most Traits can be used in Reactions. Exceptions will be noted in the Trait descriptions.
- Extras may never perform Reactions.
- Ranged attacks may be performed as Reactions, but require one additional action.

THE TURNOVER

If a character rolls two or more failures on an activation roll, in addition to any reactions caused, your turn ends and initiative passes to your opponent. This happens after the opponent has performed any Reactions and your character acts on its one success, if it had one.

E.g. you activate a character and roll three dice. You roll one success and two failures. You cause a Reaction on two dice and a turnover. Things happens in this order: 1) the opponent may attempt a Reaction on two dice, 2) you perform one action with the character, 3) your turn ends and the initiative passes to the opponent.

You may ignore a Turnover by sacrificing 1 Chi Point.

ACTIONS

An activated character may perform one, two, or three actions. Among other things, actions are used to move and to attack. An Extra may not perform more than one ranged or hand-to-hand attack per turn. All characters may spend additional actions on an attack (hand-to-hand or ranged) to make it more powerful, taking a few seconds to aim or putting all their strength into a punch. Extras and Bruisers may boost an attack by a maximum of one additional action, and Protagonists by any number of available actions.

A character may spend his actions as follows:

Action	Cost
Move	one action per move
Chi Jump	one action, 1 Chi Point
Unit with Short Move in difficult terrain	two actions
Hand-to-hand or ranged attack	one action
Hand-to-hand or ranged attack at +1	two actions
Hand-to-hand or ranged attack at +2	three actions (Protagonists only)
Hand-to-hand or ranged attack at +3	four actions (Protagonists only)*
Hand-to-hand or ranged attack at +4	five actions (Protagonists only)*
Hand-to-hand or ranged attack at +5	six actions (Protagonists only)*
Stand up	one action
Use a Chi Trait	zero or more actions (see description), 1 Chi Point
Other actions	As determined by scenario or player agreement

* Due to focusing, Protagonists may roll up to 6 activation dice in certain circumstances.

You may perform actions in any order. You may perform actions not explicitly prohibited by the rules as long as players agree.

FREE ACTIONS

A few actions may be performed by just spending a turn doing them, instead of rolling to activate a character. The player simply declares that 'this character is performing a free action'. The character does not roll for activation and instead performs one action from the following list:

- Focusing.
- Draw, unjam, or reload a firearm.
- Perform a Free Move.
- Miscellaneous action: pick up an object or wounded friend, open a lock, defuse a trap or bomb, copy data from a computer, open a puzzle box, search a room, or any other similar task.

There are some restrictions:

- Focusing may only be performed by a Protagonist who is not in hand-to-hand combat.
- A Free Move may be performed only if there is no active, visible enemy within 2x Medium of the character.
- Miscellaneous actions may be performed in hand-to-hand combat, but any adjacent enemy receives a Free Hack at the character. If the Free Hack hits, in addition to any combat effects, the action is interrupted.

FOCUSING

Focusing allows the Protagonist to bank one activation die, allowing him to roll up to 4 activation dice on his next turn. He may focus and bank dice for 2 consecutive turns to roll up to 5 activation dice on the third turn, or focus for 3 turns to roll up to 6 activation dice on the fourth turn. However, if the Protagonist suffers a combat effect before activating, all his banked dice are lost.

The Protagonist may also focus to recover 1 spent Chi Point. The Chi Point is recovered immediately at the end of the character's action. No gang may recover more Chi Points than its Chi Level. If the gang has spent no Chi, the Protagonist may not recover Chi Points.

FREE MOVES

When a character has no active enemies within 2x Medium, it may perform a single non-combat move instead of dicing for activation. This Free Move represents a slow tactical advance. Think of the cop that keeps his head low and sneaks behind the counter in a restaurant firefight. As soon as the character's movement brings him within 2x Medium of an active enemy, the character may not perform any more Free Moves. Civilians do not count as enemies. Bound, chained, Knocked Out, drugged, heavily intoxicated, and dead enemies do not count as 'active'. The Free Move may bring the character closer than 2x Medium to an enemy, but not into contact. No other action may be performed during a Free Move. However, a Protagonist performing a Free Move may react as normal (see Reactions, above).

MOVEMENT

Most characters have Medium move. They can move from one end of a Medium stick to the other as one action.

Movement is measured from any point of the character's base to any point of the measuring stick. This means that a character may effectively move the length of one stick plus the width of his base. All characters have Medium move unless otherwise indicated on their profile. Limping models have Short Move. Long-legged or fast models, including most four-legged animals, have Long Move. The movement stick is the character's **maximum** movement per action. A character may move less than this if desired, or not move at all.

BROKEN GROUND

If any part of movement passes through, begins from, or ends in any sort of difficult ground, such as a steep hill, a marsh, or paddy field, the last movement stick will be reduced by one step, from Medium to Short for example. *E.g. Ling Tao runs through a paddy field using three actions. Her movement is Medium, Medium, and Short.*

Flying movement is unaffected by terrain.

Leaping characters are unaffected by terrain but must land at the end of their movement. Landing on slippery ground may require a Q test to keep one's footing.

In woods, characters reduce all their movement sticks. *E.g. Black Fox is running through a bamboo grove. She has three actions. She moves Short, Short, and Short.*

If a character moves through multiple terrain types in a turn, assume all movement happens through the most difficult terrain type. *E.g. Black Fox is running through a paddy field and enters a bamboo grove with her last movement stick. She has three actions. She moves Short, Short, and Short.*

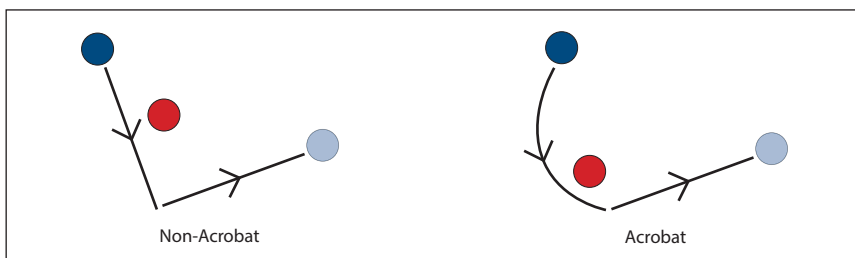
MOVING AROUND CORNERS

Movement must always be performed in a straight line from any point of the measuring stick to any point of the measuring stick. A character will thus often have to use more than one action to go round a corner or a foe.

There is one exception: characters with the Acrobat Trait may 'bend' one stick per turn. Use a piece of string of equal length to the character's movement stick to measure one of his moves, bending around obstacles and opponents.



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MOVING THROUGH FRIENDS

A character may move through any number of friendly models as long as he has enough movement available to clear their bases, even if the friends are Transfixed, Knocked Down, and/or engaged in hand-to-hand combat.

Only Flying or leaping characters may move through enemies. A non-Flying character's movement immediately stops if it comes in contact with the base of an enemy, even if his base just 'brushes' the opponent's. In other words, any contact with an opponent stops the character's movement, and the character is now in considered to be in hand-to-hand combat with that opponent. There is one exception: a character's movement is never stopped by contacting Transfixed opponents.

A character is stopped even if it has the Free Disengage Trait. However, a character with Free Disengage may move away from the engagement, with no ill effect, by using another action.

Flying characters ignore all terrain restrictions and may move past non-flying enemies if they have enough movement to clear their bases. Their movement is arrested only if contacting other flying characters.

RANDOM MOVEMENT

If you need to determine a random direction for a figure's movement, roll two dice next to the figure, and draw a line from the low scoring die to the high scoring die. The line shows the direction of movement. If the two dice show the same number, the figure remains motionless.

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HAND-TO-HAND COMBAT

A character must be adjacent (in base-to-base contact) with another character to fight in hand-to-hand combat. As soon as two characters are adjacent, they are in hand-to-hand combat, even if nobody performs an attack. All that is required is that the bases of the characters touch. Hand-to-hand combat is simultaneous: either character involved in the fight may affect the other.

MAKING A HAND-TO-HAND ATTACK

If two characters are in hand-to-hand combat and one of them spends one or more actions to attack, both characters roll a die to determine the outcome. If they do not roll dice (because the player chooses not to do so, or has no available actions), the characters remain locked in hand-to-hand combat, but no game effects are caused.

When two characters fight in hand-to-hand combat, each rolls a single die, adding their C score and any relevant modifiers.

HAND-TO-HAND ATTACK MODIFIERS

Hand-to-Hand Attack Modifiers	
Outnumbering	+1
Attacking a Transfixed or Knocked Down enemy	+2
Powerful Attack	+1 per extra action spent
Ambush bonus or attack from above (see Stunts section)	+1
Defending an obstacle or fighting from an elevated position	+1
Larger creature attacking a smaller one	+1
Using a Prop-generated weapon	+1
Spending Chi on the attack	+1 per Chi Point

OUTNUMBERING

When multiple characters attack a single enemy in hand-to-hand combat, they do so at +1.

If a Protagonist is outnumbered, his opponents only gain this bonus if at least one of them is also a Protagonist.

When multiple characters from each side are involved in hand-to-hand combat, it is called a fray. Count all figures on each side involved in the combat and apply a +1 modifier to any attack performed by any character in the numerically superior side. *E.g. side A has 3 characters, side B has 5. All attacks made by characters from side B are at +1.*

The outnumbering modifier is recalculated as characters are Knocked Down, Knocked Out and killed, or Recoil or otherwise move out of the fray. Knocked Down models are not counted until they spend one action to stand back up. If an outnumbered character moves away from the fray, the +1 modifier is applied to any Free Hacks directed at him.

The outnumbering modifier applies both if the outnumbered side is attacking (spending actions to attack) or defending (when the opponent spends actions to attack).

TRANSFIXED OR KNOCKED DOWN OPPONENTS

A hand-to-hand attack against a Transfixed opponent is a Free Hack at +2.

Hand-to-hand attacks against Knocked Down models are at +2 but they are NOT Free Hacks. Unlike a Transfixed opponent, a Knocked Down enemy fights back. A Knocked Down character may attack as normal on his turn, but the opponent will still enjoy a +2 bonus for fighting a Knocked Down opponent. It is advisable for a Knocked Down figure to spend his first available action to stand up.

If two fighters are both on the ground, the modifiers cancel each other out and the +2 is not applied.

POWERFUL ATTACKS

Characters may spend additional actions to increase the power of their attacks. Any such powerful attack provides a +1 modifier per additional action spent. Extras are limited to a +1 bonus. Protagonists have no limit. See the table below:

Powerful Attack Bonus	Actions Required	Characters
Attack at +1	2	Extras and Protagonists
Attack at +2	3	Protagonists only
Attack at +3	4	
Attack at +4	5	
Attack at +5	6	

AMBUSH BONUS

A character who begins the turn hidden by a scenic feature is an ambusher. Ambushers attack in hand-to-hand combat at +1. To claim this ambush bonus, a character must be completely hidden by a scenic feature, and the opponent being charged must not be able to draw a line of sight to the ambusher before he moves out of hiding. Big or Huge characters will rarely enjoy an ambush bonus because the scenic items won't be large enough to hide them. An ambush bonus never applies against targets with Danger Sense.

SIZE BONUS

Some characters have the Big or Huge Traits. Huge characters are larger than Big ones. Whenever a larger character attacks a smaller one in hand-to-hand combat, he has +1 on his roll. Only characters with the Big or Huge Traits can gain this bonus – a normal-sized character fighting a smaller one (e.g. a dog) would not.

USING A PROP AS A WEAPON

Props (scenic items) may be used as hand-to-hand weapons when a combat result activates them. The first attack conducted with such a Prop, thanks to the surprise factor, is at +1. After this attack has been performed, the surprise wears off or the Prop breaks in the hand of the user, and the bonus is gone.

SPENDING CHI

The player may spend Chi on a hand-to-hand or ranged attack to make it more powerful. Add +1 per Chi Point spent.

RESOLVING HAND-TO-HAND COMBAT

Compare the totals of each character's roll. The difference between the winning and losing roll gives the effect number. The acting player can choose any number of combat effects with a total value equal to the effect number. For example, if you win an attack by 3 points, you may apply a single 3-point effect, a 2-point effect and a 1-point effect, or three 1-point effects.

If the characters tie, both players assign a 1-point effect to the opponent, with the acting player choosing last.

A Protagonist may spend 1 Chi Point to lower an effect by 1 point or to ignore entirely a 1-point effect. It is possible to spend multiple Chi Points per turn in this way. Whenever an effect is reduced by the expenditure of Chi Points, it is the acting player who selects the new effect. *E.g. Jackie Wong is beaten by 3 points. The opponent chooses to inflict a Wound. Jackie's player spends 1 Chi Point to turn the*



Wound into a 2-point effect instead. The opponent chooses to apply a Recoil.

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The Effect chosen must always be one that applies – a weaponless character may not be Disarmed and a character already on the ground may not be Knocked Down. Effects are chosen by the acting player from the following table.

Hand-to-Hand Combat Effects	
Effect	Result
1	<ul style="list-style-type: none"> • Losing Extra is Knocked Out. • Loser must Recoil 1x Short (character is moved by the acting player). • Loser is Disarmed, weapon falls on the ground. • A Prop activates against the loser. • Loser is Grappled. • Loser is Distracted. • A Prop becomes a weapon for the winner.
2	<ul style="list-style-type: none"> • Loser Recoils 1x Medium. • Loser is Knocked Down. • Loser is Disarmed, weapon falls on the ground 1x Short away. • Loser is Humbled. • Losing Extra is killed.
3	<ul style="list-style-type: none"> • Loser is Disarmed, weapon flies 1d3x Short away in a random direction. • Loser is Disarmed, weapon or other held object is grabbed by the winner. • Loser is wounded in the legs and becomes Limping. • Loser Recoils 1x Medium into a Prop, which then activates. • Loser's weapon is destroyed (does not apply to Signature Weapons). • Loser is Wounded: character loses 1 point of C. • Loser is Stunned. • Losing Extra is killed. If killed with a bladed weapon, a puddle of blood 1x Short in diameter is created, counting as Slippery Ground.



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GRAPPLED

The character is held in an arm lock and cannot move away until he scores a 1-point effect against the character who Grappled him. A Grappled character may be thrown 1x Short by spending one action. If Grappled by a larger character, they can be thrown 1x Long. A character thrown into a Prop activates it. If no other effect is indicated by the Prop's description, throwing a target into a Prop will result in a C2 attack against the character, which will inflict a Wound result if he loses the C roll.

A Grappled Extra may be automatically handcuffed if the grappler has Handcuffs. A Grappled sorcerer is considered to be in hand-to-hand combat, so cannot cast spells until he breaks free. A Grappled character may continue to be attacked in hand-to-hand combat. All hand-to-hand attacks against a Grappled opponent are at +1. A Grappled character ignores all Recoil results unless the grappler wants to let him go. A Grappled character may suffer a Knock Down result as normal, but continues to be held. A character both Knocked Down and Grappled is hit at +3 in hand-to-hand combat (+1 from the Grapple and +2 from the Knock Down). A Big or Huge character may be Grappled by a smaller character, but the only effect will be the grappler being carried along by the Grappled character when he moves.

Applying effects is not as fiddly as it may seem. In most cases, Extras are Knocked Out or killed by a single blow. Choosing effects makes the Protagonists' duels more interesting.

CONDITIONS CAUSED BY COMBAT EFFECTS

LIMPING

A Limping character reduces his movement by one class (from Medium to Short, for example), may not perform Chi Leaps, and loses the advantages of the Acrobat or Jumper rules. If the character receives another Limping effect, he falls down. He now can only crawl 1x Short by spending two actions and counts as Knocked Down.

DISARMED

The Disarmed result may also be used also in any case where two characters struggle for possession of an object. If the opponent is holding two weapons, two Disarmed results may be applied in the same turn to knock away both weapons.

DISTRACTED

A Distracted character may not perform an aimed shot or cast a spell until his next turn.

RECOIL

The character Recoils away from the fight. He is moved 1x Short by the acting player. If the character bumps into an enemy, he takes a Free Hack from that foe. If he contacts a Prop, he activates it. If he Recoils into a friendly character, the friend is pushed along the direction of the retreating character, and both must test Q on one die or get Knocked Down. Acrobats test at +1. *E.g. Johnny To lashes out at a gangster. The gangster Recoils to avoid the flurry of blows. Johnny To's player rules that the gangster Recoils into one of To's associates, who knifes the gangster in the back.*

KNOCKED DOWN

The character falls down. He may spend one action to regain his footing. A Knocked Down opponent is hit at +2 by all hand-to-hand attacks and by any ranged attack performed from no further than 1x Short.

HUMBLLED

A Humbled character suffers a loss of face. Perhaps he cried out in pain, whimpered, got cake (or worse) splattered on his face, or his belt cut leaving him with his pants down. Until the character knocks out or kills the enemy who Humbled him, the player may not spend Chi to motivate Extras.

WOUNDED

The attack inflicts a lasting wound. A Wounded Extra or Bruiser dies. A Wounded Protagonist loses 1 from his C score. Multiple wounds deduct 1 C point each. When a Protagonist reaches C0, he is Staggering. At C-1, he is Knocked Out. At C-2, he dies.

STAGGERING

A Staggering character is immediately Knocked Out when he rolls two 1s on any activation roll, or when he suffers any additional combat effect.

KNOCKED OUT

A Knocked Out character takes no more part in the game until someone revives him. To do so, the character attempting to revive him makes a Q test on 3 dice, needing 3 successes (2 if a Medic). The character spends one full turn (treat as a free action) to stand up. This condition may be negated by the Healing Trait. An enemy standing next to a Knocked Out character can automatically wound him with one action.

STUNNED

A Stunned character Recoils 1x Short in a random direction. From that moment until the end of the game, he has -1 on all activation and reaction rolls. Stunned characters must spend 1 additional Chi Point to cast spells.

PROP ACTIVATES

Think of combat as a movie scene. Location Trait rules identify what props may be activated during the scene. For example, in an abattoir, there are cleavers to be thrown, big pieces of meat to use as cover, blood making the ground slippery, etc. The prop Activates result lets the acting player invoke one such effect. *E.g. Dirty Feng punches his opponent, who Recoils into a chair and breaks it. Feng's player also selects the prop Activates result and Feng grabs a broken chair leg to use as a weapon.* See the Scenarios section for more details.

BLINDED

Blinding may result from magic and certain scenic items (e.g. sand in the eyes). A Blinded

character is attacked at +2, may not perform ranged attacks, and moves in a random direction. The character may spend two actions to recover from being Blinded.

LEAVING HAND-TO-HAND COMBAT

A character may not disengage if he has been Grappled. A character may disengage freely if all of his opponents are Transfixed or Knocked Down, or he has the Free Disengage trait.

If disengaging from active opponents, the character takes one Free Hack from each adjacent character at the moment of breaking contact. If the disengaging character wins the die roll, he is free to move away from that opponent. If he loses the roll, he suffers whatever effect is caused by the opponent. If a character leaves a hand-to-hand combat because of a failed Morale check, any adjacent enemy gets a Free Hack at him. If a character has Free Disengage, however, he may move away from the opponent without suffering any ill effects.

FREE DISENGAGE

A character temporarily gets Free Disengage in the following situations:

- Flying character disengaging from non-Flying character.
- When performing a Chi Leap.
- Characters with the Free Disengage Trait always have Free Disengage.

If a character has Free Disengage against some but not all of its opponents, only those who can perform a Free Hack will do so. *E.g. a Flying demon moves away from a Flying character and a non-Flying character. The demon suffers a Free Hack from the Flying opponent but not from the non-Flying one.*

A character with Free Disengage must still stop when contacting an opponent. The only advantage is that if the character wants to leave that combat, he does so without suffering a Free Hack.

FREE HACKS

In some cases, a character is permitted a 'Free Hack' – an attack without consequences. The character performing the Free Hack may affect the target, but may not be affected himself. The target of the Free Hack rolls a Combat die and adds his C score and modifiers as normal, but this roll is purely defensive.



GUN FU

A character with a ranged weapon (a firearm, bow, or improvised weapon such as a thrown brick or a pan full of hot oil) is able to strike from a distance. The same rules are used for all ranged attacks, from bullets to sticky-rice balls.

LINE OF SIGHT

To perform a ranged attack, the shooting character must be able to trace a line of sight to the intended target. Draw a straight line from shooter to target. If this line goes through any solid obstacle or character, the shot is impossible. Because of the shape of scenic items, it may not be obvious whether the shooter can trace a line of sight to the target. Use a length of thread or a laser pen if in doubt. **Basic rule of shooting: if you can shoot at a target, the target can shoot back!**

There is one exception: if a shooter is in base-to-base contact with a friend, the friend does not obscure his line of sight. This is ‘shooting over a friend’s shoulder’. Actually, you could also be laying on the ground and shooting through your friend’s legs, or be hidden by your friend’s bulky frame and shoot through his coat. You can do this with an enemy too. If you are holding an enemy or hostage in a grapple, you may shoot while using your captive’s body as a shield.

RANGE

POINT-BLANK

A ranged attack with a firearm or spell is at +1 if the target is 1x Short away or less. Ranged attacks with improvised and primitive weapons (bows, thrown knives, throwing stars, etc.) do not enjoy this bonus.

MAXIMUM RANGE

Shooting attacks with firearms do not have a maximum range: everyone on the table and in line of sight can be hit. Throwing stars and improvised weapons have a maximum range of 1x Long – any target beyond that is not eligible.

TARGETING PRIORITY

Extras must always fire at the closest enemy. Protagonists may shoot at any target.

All shooters may ignore a Hiding, Transfixed, Knocked Down, Knocked Out, Staggering, or in-cover target. A shooter may ignore regular-sized targets to shoot Big or Huge characters or moving vehicles.

SHOOTING AND HAND-TO-HAND COMBAT

If the target or the shooter are engaged in hand-to-hand combat, shooting is impossible:

- You can’t shoot if someone is in hand-to-hand combat with you.
- You can’t shoot someone who is in hand-to-hand combat with a friend of yours.

Exceptions: Characters with the Fire Into Hand-to-hand Trait may shoot enemies involved in hand-to-hand combat. Taoist spells may be flung into a hand-to-hand combat but will affect all available targets. You may shoot at someone in hand-to-hand with you if he is Knocked Down or Transfixed.

If you have a one-handed firearm, you may shoot someone you Grapple at +2 (+1 because he is held, and +1 for point-blank – the classic ‘don’t move or he gets a bullet in the head’ situation). However, if the victim survives the shot, he automatically breaks free.



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MAKING A RANGED ATTACK

Roll a die for the shooter and a die for the target. Add their respective C scores and any modifiers that apply.

RANGED ATTACK MODIFIERS

Ranged Attack Modifiers	
Target is behind cover	-2
Target has the Difficult Target Trait	-1
Firearm at point-blank range	+1
Target is a Sitting Duck	+1
Target is Undead, Robot, or Supernatural creature	-2
Target is Big or Huge	+1
Target is Transfixed	+2
Target is Knocked Down	+2 if within point-blank range, otherwise no modifier
Aimed Shot	+1, +2, or +3
Shooter has the Good Shot Trait	+1
Spending Chi on the attack	+1 per Chi Point

SITTING DUCK

The character has made himself an easy target. The first shooter who opens fire at the character does so at +1. After this first shot, the Sitting Duck modifier disappears.

COVER

If a target is visible but partially obscured by a scenic item, he is in cover and any ranged attack against him is at -2. He is not a valid target if completely obscured. A shooter on higher ground may be able to negate cover. For example, hiding behind a low wall might not protect from a shooter on a roof. Draw a line of sight from the shooter to the target using a length of string or a laser pen to check whether a clear shot is possible.

AIMED SHOTS

A shooter may spend additional actions to increase the accuracy of his shots. Any such aimed shot provides a +1 modifier per additional action spent. Extras are limited to a +1 bonus. Protagonists have no limit. See the table below:

Aimed Shot Bonus	Actions Required	Characters
Attack at +1	2	Extras and Protagonists
Attack at +2	3	Protagonists only
Attack at +3	4	
Attack at +4	5	
Attack at +5	6	

LARGE TARGETS ARE EASY

All ranged attacks against Big or Huge creatures are at +1. In addition, Huge models may not benefit from cover in certain circumstances. If the cover is not at least half as tall as the target, it is ineffective. For example, an 80mm-tall demon may not claim cover from a 35mm-tall car.

SHOOTING AT TRANSFIXED CHARACTERS

Ranged attacks against Transfixed characters are at +2.

HAIL OF FIRE

A character armed with two guns or an automatic weapon may spend two actions to perform a Hail of Fire attack. The character performs one ranged attack per point of C he has. *E.g. a character with two handguns and C4 would perform 4 attacks.* Use the character's unmodified C score. Add +1 attack if using an automatic weapon. Attacks are performed one at a time, against any valid targets in whatever order the player wants. The shooter may see the result of one attack before rolling the next. The point-blank bonus never applies to Hail of Fire.

SPENDING CHI

The player may spend Chi on a ranged attack to make it more powerful. Add +1 per Chi Point spent.

RESOLVING RANGED ATTACKS

The effects of a ranged attack are calculated exactly as for a hand-to-hand attack – the number of points by which you win represents the effect number, selected from the Gun Fu Combat Effects chart below, and modified by circumstance or Chi usage as for hand-to-hand combat. However, normally only the shooter may cause effects on the target. The target's roll is defensive, and represents his chances to dodge the attack. If the target wins by 3 or more, however, he can invoke an effect from the 'If Target Wins' column of the Gun Fu Combat Effects table.

Gun Fu Combat Effects		
Effect	Shooter Wins	Target Wins
1	<ul style="list-style-type: none"> Targeted Extra is Knocked Out. Target must Recoil 1x Short (character is moved by the acting player). Target is Disarmed, weapon falls on the ground. A Prop activates against the target. 	-
2	<ul style="list-style-type: none"> Target Recoils 1x Medium. Target is Knocked Down. Target is Disarmed, weapon falls on the ground 1x Short away. Targeted Extra is killed. 	-
3	<ul style="list-style-type: none"> Target is Disarmed, weapon flies 1d3x Short away in a random direction. Target is wounded in the legs and becomes Limping. Target Recoils 1x Medium into a Prop, which then activates. Target's weapon is destroyed (does not apply to Signature Weapons). Target is Wounded: character loses 1 point of C. Target is Stunned. 	<ul style="list-style-type: none"> If the shooter has a hostage, it breaks free.
4	-	<ul style="list-style-type: none"> The shooter becomes a Sitting Duck. The shooter's weapon must be reloaded/unjammed before it can be fired again – 1 action is required for this. In a Crowd, a bystander is hit on a roll of 5 or 6. The shot hits a Prop within line of sight or 1x Short of the target and activates it.
5	-	<ul style="list-style-type: none"> The shooter's weapon malfunctions. It can be repaired with a free action, taking one full turn.
6	-	<ul style="list-style-type: none"> The weapon breaks in the shooter's hands, leaving him Stunned. The weapon is destroyed (unless it is a Signature Weapon).

USING CHI

Chi can be used in many ways. By spending 1 Chi Point you may:

- Ignore a Turnover. Failed activation rolls are still failures and cause reactions, but your turn does not end.
- Reduce by 1 a combat effect on one of your figures.
- Gain a +1 on a single Combat or Break Roll. Announce it BEFORE rolling.
- Perform a Chi Leap with a character. See the Stunts section.
- Use a Chi ability. See the Traits section.
- Motivate Extras. See Motivation, below.

A gang may never have more Chi Points than its Chi Level. The Chi Level is 1 per 100 points of characters. It increases in campaigns as the gang wins scenarios. There is no limit to the number of Chi Points that a player can spend in a turn. Multiple points may be spent on the same effect – e.g. you may reduce damage more than once or motivate two groups of Extras.

You must burn 1 additional Chi Point to cast a spell with a Stunned character.

MOTIVATION

The Protagonist can motivate one Extra for 100 points of characters in the gang. So, in a 800 points game, up to 8 Extras may be motivated at once, while in a standard 400-point game up to 4 Extras may be motivated.

The player spends 1 Chi Point and the chosen Extras, in any position on the table, activate at +1. The Protagonist does not use an action to do this. No line of sight is required between him and the Extras. You may motivate multiple groups in a turn as long as you pay the Chi cost and no figure is motivated more than once. Motivation is not possible if the Protagonist is Knocked Out or dead. Make a single roll on 1, 2, or 3 dice for all Extras. Each Extra gets the same number of actions. Complete all of a model's actions before moving onto the next. If the Protagonist is Humbled, he may not motivate Extras until he has Knocked Out or killed the character who humiliated him.

MORALE

A morale test is a Q test rolled on three dice. As with any other Q test, a morale roll automatically fails on a 1 and succeeds on a 6. All Extras, including Bruisers, roll when their Protagonist is killed or Knocked Out, or when instructed to do so by another game effect. Protagonists never check morale. An Extra failing on one die performs a fleeing move. An Extra failing on two dice must perform two fleeing moves. An Extra failing on three dice is removed from play. Transfixed or Knocked Down Extras are destroyed if they fail on any dice.

Fleeing moves are performed towards the closest table edge. The character moves its standard movement allowance, with reduction for terrain as normal. A fleeing character will use multiple moves to go around impassable obstacles, and must always use the shortest route available to get off the table. The acting player determines the exact direction of the fleeing movement.

If a character disengages from hand-to-hand combat to flee, all enemies in contact perform a Free Hack. A fleeing character losing this Free Hack is killed. If a fleeing character comes in contact with non-Transfixed, non-Knocked Down opponents during a fleeing move, they perform a Free Hack against the fleeing character.

Models removed because of a failed Morale test count as casualties.

Characters with the Steadfast Trait roll at +1 on morale tests.



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END OF THE GAME

Play continues until one side loses the game. This happens when either:

- One side is wiped out
- The scenario's specific victory conditions are met.

To determine the degree of victory, add the points values of all destroyed figures, including those who fled off the table. Compare both players' scores. A difference of 20% or more is a decisive victory.

TRAITS

Traits are special rules representing equipment, training, skills, or supernatural powers. Advantageous ones increase the cost of a character, while disadvantageous ones decrease it. Traits are the ‘meat’ of a profile – two characters with the same Q and C will play very differently because of their Traits. The availability and cost of Traits for Extras, Bruisers, and Protagonists can be found in Appendix 2.

ACROBAT

An acrobat always lands feet-first on Short falls, and has +1 on any Q test to avoid falling damage or to keep his footing on slippery ground. Once per turn, one of the character’s moves may be bent (use a piece of string instead of a straight measuring stick). When forced to Recoil, the character may choose to perform a Medium move instead of a Short one.

AGGRESSIVE TUMBLE

If the character is Knocked Down in hand-to-hand combat, he may perform a Free Hack at the opponent who caused his fall.

AMBUSER

The character’s ambush bonus, if any, is +2 instead of +1.

AMPHIBIOUS

This character may cross bogs, swamps, lakes, paddy fields, and any other kind of water terrain with no movement penalty. Shallow water is treated as Broken Ground and may be crossed even by non-amphibious models.

ANIMAL

No more than 50% of the members of a gang may be animals. Animals automatically rout when the last non-animal character in their gang is killed. Use this trait for guard dogs and the like.

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ARMOUR

A suit of armour of some type protects the character from hand-to-hand damage. When the model is beaten by 1 point by a melee attack, treat it as a draw instead. See also Protected. Note that a model may have both Armour and Protected.

ARROWCATCHER

A character with this ability has C +1 when fired upon by slow-moving missiles (i.e. not bullets). Additionally, if his roll beats the attacker’s by 3 points, he has caught a missile in his hands and can now throw it back as a ranged attack. Arrowcatcher will also work against spells if the character is a Taoist sorcerer.

ARROW SANCTUARY

Spend 1 Chi Point: the model becomes immune to ranged attacks. This ability can be activated at any moment, even during the opponent's turn, and lasts until the character performs any movement or attack, or suffers any hand-to-hand effect.

ARTIFICIAL

Artificial models include non-living creatures such as robots, androids, terracotta soldiers, and automatons. They are immune to poison and do not make morale rolls.

AURA OF DEATH

The character can spend 1 Chi Point to project an aura of death. This spell forces all Extras within 1x Medium distance of the character to pass a Q test on a single die or else be removed as casualties. Protagonists, Artificial, and Undead models are unaffected. No action expenditure is necessary to use this Trait.

AURA OF THE DRAGON

The character with this Trait can spend 1 Chi Point to project an aura of power, 1x Long in radius around himself. Models with Artificial, Undead, or Aura of the Dragon are immune. All others caught in the aura must make a morale roll on one die or be unable to attack the character until the end of his next turn. No action expenditure is necessary to use this Trait.

AURA OF THE TIGER

The character may spend 1 Chi Point to give any friends within 1x Long a +1 in hand-to-hand combat until the end of the turn. No action expenditure is necessary to use this Trait.

AUTOMATIC WEAPON

The character is armed with an assault rifle or SMG. The character can shoot, with a +1 modifier at point-blank range. He can also perform a Hail of Fire attack using two actions, making a number of attacks equal to his C +1. *E.g. a C2 Extra using an SMG shoots 3 times.*

BACKSTABBING

The character has +2 to C when performing Free Hacks.

BIG

Big creatures (any creature between 2 and 3 meters tall) have +1 in hand-to-hand when fighting smaller characters, but are targeted at +1 by ranged attacks. See Huge for even larger models. A Big character may not be held by a smaller grappler. The smaller character may grapple him, but cannot prevent him from walking away. In some cases, Big models may not claim protection from terrain because of their size. If a scenic feature is less than half the height of the creature, it does not count as cover. Sort out these details as you set up the table.

BOILING BLOOD

The character may focus his anger. Make a Q test on one die. On a failure, nothing happens. On a success, the character may increase his C score until the end of the turn by as many points he beat his Q test. This does not require the expenditure of an action. At the end of his actions, roll a die: if the result is lower than or equal to the bonus applied, the character is Stunned. *E.g. Chou makes a Q test against his Q score of 3 and*



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scores a 6. This means he made his roll by 3 points, and can increase his C by 3 points. At the end of the turn, a die is rolled, and on a result of 1–3, Chou is Stunned. Undead and Artificial models cannot take this ability.

CALL THE MONSOON

The character may spend 1 Chi Point to cause a rainstorm. The rain will continue until a character with this ability spends one action to stop it. During a rainstorm, all ranged attacks are at -1.

CRANE BALANCE

Once per game, the model can stand up as a free action. This ability may even be used during the opponent's turn before an attack is rolled against the knocked-down model. The model automatically stands up. The character may act normally after standing up – use of Crane Balance does not affect the character's activation roll or use of other actions.

DANGER SENSE

Characters attacking a target with Danger Sense never enjoy an ambush bonus.

DASHING

The character receives a free action to perform a hand-to-hand attack whenever it contacts an opponent. If the character was already in contact at the beginning of the turn, this does not apply. Additional actions may be used to enhance the attack as usual.

DIFFICULT TARGET

Ranged attacks against the character are at -1. This ability does not work if the character is Transfixed, Stunned, Staggering, holding a hostage, or Grappled.

DRUNKEN FIGHTING

This peculiar fighting style uses the unsteady gait caused by intoxication to surprise opponents. Every turn, if the character rolls one or more 1s on any activation dice, he must move 1x Short in a random direction as his first action. The character performs a Free Hack at +1 against any enemy he contacts during this movement. Drunken fighters do not lose the advantage of the Difficult Target trait.

EAGLE CLAW

The character specializes in arm and wrist locks, grappling, and lock-followed-by-throw techniques. The character has +1 in hand-to-hand combat when he opts to use this technique, but will be able to choose only from the following combat effects: Distract, Disarm, Grapple, and Knock Down. The intention to use Eagle Claw must be announced before rolling the combat die. Eagle Claw may be used both in the player's and in the opponent's turn.

ENTANGLE

The character can entangle opponents over a Short distance using a whip, chain, length of rope, or ribbons. To entangle someone, he must perform a successful ranged attack. On a success, he may choose one of the following effects:

1	Trip the target (Knock Down).
1	Disarm the target (weapon flies 1x Short in a random direction).
1	Tie up the target, leaving him immobilized (and hit at +2 by any attack) until the target spends two actions to break free of the entanglement, or a friend uses one action to free him.
2	Grab the target's weapon (like Disarm, but weapon ends up in the Entangler's hands).
2	Strangle an Extra (Knock Out).
3	Pull the target into hand-to-hand contact with himself and perform a Free Hack. This may not be done if the target is larger than the Entangler (i.e. Big or Huge when the Entangler is normal-sized).

When Entangle fails by 4 or more points, the opponent may opt to grab the entangling weapon and pull the entangler in hand-to-hand combat with him. Entangle may be performed even if the entangler is in hand-to-hand combat with an enemy.

EVADE AND COUNTER

When the character Recoils from hand-to-hand combat, he may perform a Free Hack at the attacker who caused the Recoil. The Free Hack takes place BEFORE the Recoil. The Recoil happens even if the Free Hack kills the target.

EXORCISE

A Taoist priest or sorcerer may exorcise a hopping vampire or spirit by putting a yellow paper strip bearing an enchantment in red ink on the monster's forehead. To do this, the character must score a 1-point hand-to-hand effect against the monster. Performing this attack requires two actions, just like a powerful blow, and it cannot cause any other game effect. A vampire hit by this effect is Transfixed. This may also be used to cast out a demon possessing a mortal.

FIREBALL

The sorcerer can spend 1 Chi Point and one action to throw a ball of fire. The character decides where he wants the Fireball to explode and places a marker there. The explosion has a radius of 1x Medium. A character with Fireball or Waterwall caught in the blast may counter the Fireball by engaging in a contest of Q with the sorcerer. Both characters make a Q test on three dice, and the character scoring most successes wins. A countered Fireball has no effects other than shattering windows and singeing hair. Characters caught in a Fireball suffer a C4 attack. Possible effects, from the ranged combat effects table, are Knock Down, Recoil, Kill Extra, and Knock Out Extra. As a 3-point effect, the user may rule that a character's clothes catch fire. A character on fire must spend two actions to put out the flames. Until he does so, all his moves are performed in a random direction, and at the end of any of his player's turns, the character takes a C3 attack from the fire. The only effect from this fire is Wounded. Any character Grappled by a flaming model takes a C2 attack from the fire.

FIRE INTO HAND-TO-HAND

The character may shoot a target involved in hand-to-hand combat, with no chance of hitting the wrong target.

FLYING

Flying models can freely move above obstacles and non-flying enemies. They have Free Disengage against non-flying models. Combat between flying and ground models is conducted as normal. The Flying character does not enjoy any higher elevation bonus but does negate any higher elevation bonus the opponent may have. A flying creature takes no special damage if Knocked Down. Flying models may not move through enemies if the Location is Cramped.

FLYING SWORD

The Protagonist's magic sword, upon his command, flies from its scabbard to strike enemies. The first attack with the sword is a standard ranged attack and may be performed as a Reaction at the cost of two or more actions. The sword may not be used if there are no eligible targets. Once the sword is flying, leave it in contact with the target and treat it as an independent character with Q3 C3, Flying, Free Disengage, and Artificial. The sword is 'Knocked Out' by any Disarmed result. No other combat effect will affect it. A Knocked Out sword can be revived by spending 1 Chi Point if its original controller is still alive. While it is Knocked Out, the sword can be picked up by an opponent. A Taoist sorcerer may try to gain control of the sword until the sword is Knocked Out again, by winning a contest of Q with the sword and spending 1 Chi Point to revive it. Only one attempt per game is allowed. Others picking up the knocked-out sword will not be able to control it, but may throw it up to 1x Long. The sword returns to its scabbard if the Protagonist is killed or leaves the table. The sword never makes morale rolls and may not Grapple.

FLURRY OF BLOWS

The character can spend 1 Chi Point and one action to deliver one hand-to-hand attack to every adjacent enemy. Roll separately for each target. While performing this special attack, the character's Combat score is NOT reduced for being outnumbered.

FREE DISENGAGE

The character does not suffer a Free Hack when leaving hand-to-hand combat. A character with Free Disengage must still stop when contacting an enemy's base. If he has additional actions, however, he can move away with no ill effects.

GOOD SHOT

The character has +1 on ranged attacks. The bonus does not apply when using Hail of Fire.

GREEDY

Every time he kills a foe in hand-to-hand combat, the character will remain adjacent to the body. The Greedy character must spend one action on his next activation to overcome his greed. This Trait can just as easily be used to represent a villain stopping to loot a body as a monster pausing to feed...

GRENADE

The character is equipped with a single grenade. Pay the points cost up to three times if you want to carry multiple grenades. A grenade may be thrown up to 3x Long. The thrower places a marker at his desired point of impact, then makes a Q test on 1 die per each Long stick of distance (round up). With full successes, the grenade goes off on the

point chosen by the thrower. If the thrower rolls one or more failures, the opponent may reposition the grenade's point of impact by 1x Short per failure. A grenade has a radius of 1x Medium from the point of impact. All characters in the blast are hit by a C4 attack. All windows, doors, and vehicles caught in the blast are automatically destroyed (unless they are military-grade armoured vehicles). A grenade may cause any effects from the Gun Fu table. Any target surviving the blast must Recoil at the end of the blast in a direction chosen by the acting player and pass a Q test on one die or be Knocked Down.



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GROUND FIGHTER

Attacks against the character when he is Knocked Down do not enjoy the customary +2.

GROUP FIGHTER

Opponents never receive an outnumbering bonus against this character.

HAMMERING BLOW

The character is armed with a heavy weapon such as a maul, mallet, two-handed sword, or mace. If he rolls a 1 in hand-to-hand combat, one of the enemies in contact with him (chosen by the opponent) may perform a Free Hack at him. If the character with Hammering Blow rolls a natural 6 on his C roll, add +2 to his total.

HANDCUFFS

The character is equipped with handcuffs or cable ties. He may handcuff an opponent when he scores a Grappled, Knocked Down or Stunned result against them. A handcuffed Extra may not break free. A handcuffed Protagonist may attempt to break free (Break Roll versus a hard object) by spending one action, but if he ever rolls a 1 when trying to break free he may no longer try. All hand-to-hand attacks against a handcuffed character are Free Hacks at +2. Handcuffed characters may not use ranged weapons, and a handcuffed Taoist sorcerer may not cast spells. A character may help a handcuffed friend by trying to break the cuffs for him. The character has a sufficient supply of cuffs to last the whole battle.

HEALING

The Protagonist must spend a whole turn (a free action) to use this ability. Healing may be used to remove any of the following conditions: Stunned, Wounded (1 wound only), Limping, Knocked Out, Knocked Down, or Blinded. Removing 1 wound from a Staggering character will also remove the Staggering condition. A Knocked Out character is still Knocked Down when he is revived. Healing may not bring the dead back to life.

HUGE

Huge creatures have +1 in hand-to-hand combat against smaller characters, including Big models. Ranged attacks against Huge characters are at +1. Huge models may not be able to claim protection from terrain if a scenic feature is not taller than half the height of the creature. Sort out these details as you set up the board.

IRON SHIRT

The model may spend 1 Chi Point to harden his skin and turn blows. The character reduces all combat effects by 2 until the end of the turn. No action expenditure is required to use this Trait.

I-CHING DIVINATION

The character has divined the future before the battle. To represent this, the player rolls three dice before the game and writes down the results. During the game, the player may use these in lieu of any C or Q test for his character. Once used, the numbers are gone. The player is NOT required to use the rolled numbers. The dice are rolled in a cup or behind a screen where only the player can see them. At the end of the game, the cup is lifted so the opponent can check them. In campaigns, this process is repeated before any new game – pre-rolled dice are NOT retained from game to game.

IMMOVABLE STANCE

The model may spend one action to adopt an Immovable Stance. The model's feet must rest on solid ground – this stance is impossible on water, swamp, ice, snow or desert terrain, or atop a moving vehicle. As long as the character is in an Immovable Stance, he model cannot move, but ignores Recoil results. Big or Huge targets have no hand-to-hand bonus against a model in an Immovable Stance. The character is automatically affected by Entangle, and is hit at +1 by ranged attacks. The model may not benefit from Acrobat or Difficult Target while in Immovable Stance. The stance is broken if the model is Knocked Down, Knocked Out, Stunned, killed, or chooses to abandon it (as a free action that may be performed at any moment).

JUMPER

The character can perform Chi Leaps without paying a Chi Point. Performing a 1x Long jump takes one action.

KNOCK-OUT BEAUTY

The Protagonist with this Trait will not initially be attacked by characters of the opposite sex. *E.g. a seductive female spy with Knock-out Beauty will not be attacked by male enemy agents.* Undead, Animals, Artificial characters, and characters of the same gender are immune to this effect. Protagonists may ignore the effect by scoring three successes on a Q test of 3 dice. If the beautiful Protagonist moves into hand-to-hand combat with an Extra who cannot attack, the Extra's combat roll is used for defensive purposes only. Once the beautiful character has opened fire or Knocked Out/killed someone, the distraction wears off and enemy characters may attack as usual.

LEVITATION

The sorcerer with this ability may fly a few inches off the ground for as long as he maintains concentration. The character ignores difficult ground (but not obstacles) and is immune to terrain features such as pools of acid, caltrops, water, and slippery ground. Levitation is slow: the character may perform a maximum of 1x Medium flying movement per turn. The character automatically lands if he is Knocked Down, Distracted, Stunned, or Staggering. Once this happens, it takes one action to reinstate Levitation. Levitation does not require Chi expenditure.

LOW KICK

When the model moves adjacent to any Knocked Down model, he can perform a Free Hack at the fallen model. Only one Low Kick per turn may be rolled.

LONG MOVE

The character uses the Long measuring stick when moving.

MAGIC GONG

The character is equipped with a magic gong. When the gong is hit (it costs one action to do so), all models within 1x Long, including the model playing the gong, must make a Q test on one die or be Knocked Down. Artificial and Undead figures are unaffected. Animals must immediately make a Morale roll.

MOVE AND FIRE

Spending two actions, the character may move and shoot at -1 during any point of his movement. This allows, for example, shooting while moving from cover to cover.

ONE WITH THE LAND

The character suffer no movement penalty when moving through woods, bamboo groves and other forms of vegetation, going uphill, or crossing marshes or wet rice fields.

PISTOL

The character is armed with a firearm that enables him to perform ranged attacks. He gets a +1 at point-blank range.

POISON

Characters with Poison have a venomous natural attack or use poisoned weapons. This includes any thrown weapons, but excludes firearms or improvised weapons. This rule may also be used to represent a ghost's chilly touch. If a poisonous attack beats the target, roll a die – on a 5 or 6 the target is Staggering. Big or Huge characters are affected only if the die roll is a 6. Undead and Artificial characters are unaffected.

POSSESSION

The character with this ability may leave his own body to possess the body of a mortal. The character uses an action to move out of its body (Medium flying move) and another to attack a living target in hand-to-hand combat. If the character attempting the Possession loses the combat, he Recoils and may not try to possess that person



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again in the current game. If he wins, he and the target engage in a contest of Q. If the target wins the contest, the possession attempt fails and the attacker may try again in a following turn, repeating the procedure (hand-to-hand attack and contest of Q). If the target loses the contest, he becomes possessed, and control (including the use of all powers and abilities) passes to the opposing player. Possession is broken if the possessed body is killed or exorcised (see the Exorcise Trait), or the possessor may leave the captured body at any point, including during the opponent's turn, and return immediately to his original body. While possessing someone, the character's original body slumps to the ground and may be automatically destroyed by any Taoist sorcerer or any character with the Exorcism or Signature Weapon rule in base-to-base contact with the body. If the original body is destroyed, Possession is broken and the character is killed. Undead, Artificial characters, and other characters with the Trait are immune to Possession.

PROTECTED

This represents a bulletproof vest. Effects of ranged attacks against the character are reduced by 1 (so, for example, a 2-point effect would give the results of a 1-point effect). See also Armour. A character may have both Armour and Protected.

QUIVERING PALM

A character must announce his intention to use Quivering Palm when activated. Quivering Palm is performed as a powerful attack (two actions, attack is at +1), spending 1 Chi Point. On a combat effect of 3 or more (or 1 against an Extra), the attacker sets deadly vibrations in the target's body. At any moment during the affected character's turn, the attacker who inflicted the Quivering Palm may cause him to receive a wound. The effect is cancelled if the character who inflicted it dies or leaves the table. Artificial, Undead, and Animal models either have no Chi, or very different pressure points, and so are unaffected by the Quivering Palm. When a model is killed by the Quivering Palm, his body explodes and all friendly Extras in line of sight must test morale.

RARE

If a character has the Rare Trait followed by a number in parentheses, it represents the maximum number of that type of character that may be included in any one gang.

SACRIFICE

The character with this ability may, at any moment, destroy one of his followers (a single Extra) to gain 1 Chi Point or, alternatively, an additional activation die on his next turn. This extra die lasts for just one turn. Use of Sacrifice does not cost an action and is automatic. Only one Extra per turn may be sacrificed.

SHAPE-SHIFT

The character with this ability may spend one action to turn into something different, typically an animal. This is described on his profile. While in his alternative form, the character may use only the Traits and scores of the alternative form, and may spend one action to revert to his original form or to Shapeshift to any other alternative form available. Any abilities for the alternative form must be purchased separately.

SHORT MOVE

A character with this Trait uses the Short measuring stick when moving.

SHOTGUN

A shotgun fired at point-blank range hits at +1. In addition, when firing a shotgun,

roll to hit not just the designated target, but also any other figure within 1 base width of him. If hit, the designated target of the shotgun blast is knocked back 1x Short and Knocked Down in addition to any other effects. Secondary targets suffer only the usual Gun Fu effects.

SIGNATURE WEAPON

The character has extensive training in the use of a legendary or magical melee weapon. All hand-to-hand attacks with that weapon are at +1. If the character is Disarmed, the bonus is lost until he recovers the weapon. Note that the character has a bonus to attacks with the weapon, not to his C score. So, for example, when under fire, or in hand-to-hand combat during the opponent's turn, the bonus does not apply. If a character loses the Signature Weapon and survives, his squad loses 1 from their Chi Level and the next scenario must be a Take Something scenario – an attempt to recover the weapon (and the opponent cannot claim that the weapon has been lost or destroyed!). The character regains his lost Chi Point when the weapon is recovered. Signature Weapons may not be destroyed. No character may have more than one Signature Weapon.

SLOW

Slow characters may only make one move per turn, regardless of how many actions they have available. Slow characters may not perform Reactions.

SNEAKY

If an attack from a Sneaky character enjoys an ambush bonus, it is treated as a Free Hack.

SOUTHERN DRAGON CLAW

A Southern Dragon Claw parry is a hand-to-hand attack at +2 and must be declared in the opponent's turn, after the opponent declares his attack but before he rolls the die. If the Southern Dragon Claw wins, the user can cause a Grapple or a Disarm result with a 1 point effect. No other effects may be caused.

SPIRIT WARD

Spending 1 Chi Point, the character may create an area 1x Medium in radius, into which evil spirits, Undead, hopping vampires, demons, and other supernatural creatures may not enter. As long as the character is stationary and doesn't Recoil, the Spirit Ward



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remains active and protects anyone within it. If the character is killed, moves, or fails a morale roll, the Spirit Ward is instantly destroyed. Supernatural creatures may use spells or ranged attacks against people protected by the Spirit Ward. Supernatural creatures that Recoil against the Spirit Ward are Knocked Down.

STEADFAST

Steadfast Extras have +1 on morale rolls.

STEALTH

If the character is adjacent to a scenic item, he may only be shot at by enemies within point-blank range. Stealth offers no protection from Entangle, Transfix, spells, and hand-to-hand attacks.

SURPRISE MOVE

Spending 1 Chi Point, the character may ‘flip’ a Combat die that he just rolled, or flip the die just rolled by an enemy to whom he is adjacent (not necessarily one whom he has attacked). ‘Flipping’ a die simply means turning it upside down, so a 6 becomes a 1, a 5 becomes a 2, and so on. This ability may be used during the opponent’s turn.

TELEPORTATION

The character may spend 1 Chi Point and one action to disappear from its current position and instantly reappear in any part of the battlefield, including in base-to-base contact with an opponent. When teleporting away from a hand-to-hand engagement, the character suffers a Free Hack unless it also has Free Disengage. Reappearing in contact with an opponent grants an ambush bonus on the first attack, if it is performed immediately.

THROWING STARS

This rule represents small ranged weapons such as shuriken or small knives. The character may perform a ranged attack at a range of up to 1x Long. There is no point-blank bonus. As a 1-point effect, the target can be Distracted. The weapon may cause a wound but may not take the last wound from a Protagonist – in other words, Throwing Stars affect characters like normal weapons, but may not be used to kill a Protagonist.

If the user has Poison, the Throwing Stars are envenomed. The character is equipped with enough stars to last the whole battle.

TRANSFIX

Spending 1 Chi Point and one action, the Protagonist may hypnotize a character. The target must be in line of sight and within a 1x Medium range. The target and the character make a Q test on three dice. If the target loses, he is Transfixed. A Transfixed character may not move, attack, or perform Reactions, and is attacked at +2 in both hand-to-hand and ranged combat. A character may remove the Transfixed status by spending two actions. Reactions may not be used to break the Transfix. Transfix is immediately broken if the character responsible for the transfixion is Knocked Out or killed.

TWO GUNS

The character is armed with two handguns. He can perform a single shot (+1 at point-blank range like all firearms), or perform a Hail of Fire attack. If the character is Disarmed, only one of the guns is dropped (he must be Disarmed twice to drop both guns), and he may not use Hail of Fire but can still shoot.

UNDEAD

Ranged attacks against Undead are at -2. Undead characters are unaffected by Poison. They test morale normally when their Protagonist is Knocked Out or killed. When an Undead is killed or Knocked Out, it disappears in a puff of ectoplasm or collapses into a pile of dust.

WATERBANE

The model suffers a wound every time he crosses running water or Recoils into water terrain (lakes, rivers, ponds, pools, etc.). The character may not have Waterwalk or Amphibious. He may safely move on bridges or avoid running water with a leap.

WATERWALK

Spending 1 Chi Point, the character may walk on liquids, including potentially dangerous substances such as boiling water or acid, as long as he uses all available actions this turn for movement across the surface. The model **MAY NOT** stop on a liquid, only move across it as if it were regular terrain. If the character does not have enough actions to move across the water terrain, he will sink!

WATER-WALL

The character with this spell may spend 1 Chi Point to summon a wall of water, similar to a waterfall, out of thin air. This may be used as a reaction to counter a Fireball spell, or to create cover (the wall is 1x Short tall and 1x Short wide). The Water-wall does not block line of sight, but any melee or ranged attack passing through it is at -2. The Water-wall disappears if used to counter a Fireball, if targeted by a Fireball, or if the sorcerer moves, attacks, casts another spell, or suffers a combat effect.

WAY OF THE INTERCEPTING FIST

If an enemy attacks the character in hand-to-hand combat and rolls a 1, the character may perform a Free Hack at +2 against the foe.

WHIRLWIND OF DEATH

The character may spend 1 Chi Point and a single action to attack at +2 ALL figures adjacent to him. He must attack separately each and every adjacent character, including friends. The Whirlwind of Death may not be a power attack.

YIN-YANG IMBALANCE

Spending 1 Chi Point, the model can lessen his Q by 2 to increase his C by 2. For example, a Protagonist with Q2 and C4 using this ability would become Q4 C6. The modifier lasts until the model is Knocked Down, Knocked Out, Staggering, or killed. The character may not have the Boiling Blood or Dashing traits.

STUNTS

LEAPING AND THE CHI LEAP

A character may safely jump down a distance equal to his movement (normally, 1x Medium) and may jump up 1x Short. A Protagonist may also spend 1 Chi Point to perform a 1x Long Chi Leap as an action or Reaction. The character performing a Chi Leap need not check for falling – he always lands feet-first. A Limping character may NOT perform a Chi Leap. A character may carry an unconscious friend during a Chi Leap with no reduction in movement.

WALL WALK AND BACK FLIP

A character with the Acrobat Trait may spend two actions to do the following, as long as he has a wall/building within 1x Short:

- Move up to 1x Short towards the wall, getting Free Disengage from any enemy in hand-to-hand contact with him at the beginning of his action.
- Perform a Q test on 1 die, at +1. If the roll fails, the character is Knocked Down at the base of the wall.
- If the roll is successful, the character may back flip off the wall, executing a leap of up to 1x Medium, landing feet-first behind his opponent, in base-to-base contact with him. The character may then perform a hand-to-hand attack at +1.

This may not be performed on paper walls.

WALL-BOUNCE

A character with the Acrobat Trait that is forced to Recoil against a wall by a hand-to-hand attack, may perform a Q test at +1 to bounce off the wall and leap back at his assailant. If the die roll fails, the acrobat is Knocked Down at the base of the wall. If it succeeds, the character bounces back up to 1x Medium, contacts the opponent, and performs one Free Hack at him. This manoeuvre does not require the expenditure of actions and is triggered by a combat effect. It may not be performed on paper walls.

SLIDING DOWN BANNISTERS

A character can slide down a bannister, handrail, or similar feature by spending one action. The character must be in contact with the bannister when he spends the action. Movement is equal to the total length of the bannister. However, at the end of the movement, the character must pass a Q test on 1 die, at +1 if an Acrobat, or be Knocked Down.

SWINGING

A character may swing on a line (a clothes lines, wires, telephone lines, rope, etc.). We call all these scenic items 'swing-lines'. Mark the spot where a swing-line exists. A character in contact with the spot may move down 1x Long in any direction, as long as the area where he is landing is lower than the place the swing-line is attached. This requires one action and a Q test, at +1 if an Acrobat. On a failure, the character is Knocked Down.

If the swinging character's base crosses the base of an opponent, the swinging character can perform a Free Hack at +1 at that enemy. This is the same as an attack from above, explained below. If the character's base crosses that of a friend, including one in hand-to-hand with an opponent, the swinging character may pick up the friend and carry him up to the end of his movement. If the character is Knocked Down at the end of his swing, the carried friend is Knocked Down as well.

Big or Huge characters may not use swing-lines.

ATTACK FROM ABOVE

If a character drops on an enemy from above (e.g. a ninja dropping from a roof onto a target), the character may perform a Free Hack, with a +1 ambush bonus. If the Free Hack doesn't hit, however, the character counts as Knocked Down adjacent to his target.

JUMPING DOWN AND FALLING DAMAGE

All characters can jump down a distance equal to their movement (typically 1x Medium). This requires one movement action and is perfectly safe. Characters who want to jump down from a greater height must pass a Q test. All jumping-down rolls are at +1 if the character is an Acrobat. When a character is pushed down by a Recoil or Knock Down, effects are more dramatic. The effects of falling are summarized in this table:

Cause of fall	Height	If an Extra	If a Protagonist
Jump down	1x Short	Safe (automatic).	Safe (automatic).
	1x Medium	Q test on 1 die: Success: safe. Failure: Knocked Down.	Q test on 1 die: Success: safe. Failure: Knocked Down.
	1x Long or more	Q test on 1 die: Success: Knocked down and Limping. Failure: dead!	Q test on 1 die: Success: safe. Failure: Knocked Down and Limping.
Pushed down	1x Short	Q test on 1 die: Success: safe. Failure: Knocked Down.	Q test on 1 die to grab a ledge: Success: cliffhanging! Failure: Knocked Down.
	1x Medium	Q test on 1 die: Success: Knocked Out. Failure: dead!	Q test on 1 die to grab a ledge: Success: cliffhanging! Failure: Knocked Down and Limping.
	1x Long or more	Splat! Dead!	Q test on 1 die to grab a ledge: Success: cliffhanging! Failure: Knocked Down, Limping, and Wounded.



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CLIFFHANGING

If an Extra Recoils off a cliff or roof, he falls to the ground and applies the results as per the Jumping Down rules above. If a Protagonist or a Protagonist's Loved One is thrown from any height, they may end up holding on to the edge of the cliff or roof. A Protagonist may now spend two actions to pull himself to safety, or a friendly character may spend one action to pull up another character. The helper must not be in hand-to-hand combat with an enemy to do so. A character with Entangle may help a pull a friend to safety even if he is up to 1x Short away (he throws his rope, chain, or other entangling instrument at the character). All attacks on a character holding on to a ledge are Free Hacks at +2. Any successful hit causes the character to fall, in addition to other combat results (ignore Recoils).

BREAKING STUFF

Things break easily in action films. When a character attempts to damage a scenic item (e.g. to use it as an improvised weapon, or to break through a door), he must spend an action and make a Break Roll – a single die with the following modifiers:

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+1	Item is Fragile (glass door, paper wall)
+1	Character is Big
+2	Character is Huge
+1	Character spends 1 Chi Point
-1	Object is hard (wood or brick wall)
-2	Object is very hard (reinforced concrete)

On a 4 or higher, the object breaks. Use the same rule if characters want to bash down doors, but apply a +1 for characters with firearms if they use an action to shoot the door before bashing it. Windows are automatically smashed by a character moving through them or by ranged attacks. Doors, windows (including car windows) and all fragile objects are automatically destroyed when caught in the blast of a grenade or Fireball.

Huge characters use the same rule if they want to lift a car or motorcycle to throw them as improvised ranged weapons. They must first succeed in a roll to lift the car (no modifier for a bike, -1 for a car, and -2 for a lorry or industrial machine) and then spend one action to throw it as a +2 ranged attack with a 1x Long maximum range.

TAOIST MAGIC

A character with one or more of the following Traits is a Taoist sorcerer: Healing, Magic Gong, Water-Walk, Water Wall, Fireball, Transfix, Teleportation, Exorcize, Spirit Ward, Call The Monsoon, Aura Of Death, Entangle, Shape-Shift, Arrow Sanctuary, Levitation.

A character with one of the following is a supernatural creature: Sacrifice, Water-bane, Possession, Shape-shift, Undead.

SORCERY

Any Taoist Sorcerer can spend 1 Chi Point and one action to do one of the following:

- Activate one scenic item within 3x Long. E.g. breaking a fish bowl to make the ground slippery, attacking someone next to a door by slamming the door in his face (treat as a C1 hand-to-hand attack – the character is Knocked Down if he loses, the door is broken if he wins), turning on or off the lights in a room, moving one piece of furniture by 1x Short in any direction, or performing a Break Roll on a scenic item. See the Scenario section for more details on scenic items.
- Dazzle someone with a burst of light. The attack works just like a ranged attack (aiming is possible, and bonuses from Good Shot and point-blank range apply) but the only possible effects are Knocked Down, Recoil, Distracted, or Blinded.

Certain rules do apply to sorcery:

- A sorcerer engaged in hand to hand may not cast a spell.
- A Stunned sorcerer must spend 1 additional Chi Point to cast a spell.
- A Knocked Down, Limping, or Wounded sorcerer casts spells normally.
- A Distracted sorcerer may not cast a spell until his next turn.
- Ranged spells may be cast into hand-to-hand combat but the spell will affect all targets in base-to-base contact. All targets will individually roll to defend, where allowed, so you might end up entangling a friend and leaving his opponent free, for example, and a fireball dropped into a fray will damage friends and foes alike.

MYSTICAL CHALLENGES

Once per game, a Taoist sorcerer may challenge another sorcerer or a supernatural creature to a duel. No action or Chi expenditure is required to issue the challenge. The enemy may choose whether or not to accept the challenge. If he refuses, he is Humbled

for the whole campaign until he Knocks Out or Kills his challenger. If he accepts, both characters enter a contest of Q. If the loser is a sorcerer, he is deprived of one spell-like ability of the winner's choice until the end of the game. If the loser is a supernatural creature, it loses 1 point of either Q or C (its controlling player may choose which) until the end of the scenario.

SAMPLE CHARACTER PROFILES

POLICE

Detective		82 points	Protagonist
Q2	C4	Pistol, Handcuffs, Good Shot, Protected	

Supernatural Investigator		91 points	Protagonist
Q2	C4	Pistol, Exorcise, Acrobat, Eagle Claw	

Heroic Cop		117 points	Protagonist
Q2	C4	Pistol, Acrobat, Jumper, Dashing, Move and Fire, Way of the Intercepting Fist	

SWAT Team Leader		148 points	Protagonist
Q2	C4	Aura of the Tiger, Automatic Weapon, Protected, Difficult Target, Move and Fire, Good Shot, 3x Grenade	

SWAT Sniper		94 points	Protagonist
Q2	C3	Good Shot, Automatic Weapon, Protected, Ambusher, Stealth	

Veteran Cop		46 points	Bruiser
Q4	C3	Handcuffs, Shotgun, Protected	

SWAT Sergeant		26 points	Extra
Q4	C2	Protected, Shotgun, Steadfast	

SWAT Officer		34 points	Extra
Q4	C2	Pistol, Automatic Weapon, Protected, Steadfast	

Beat Cop		24 points	Extra
Q4	C2	Pistol, Handcuffs, Protected	

Rookie Cop		21 points	Extra
Q4	C2	Pistol, Handcuffs	

Police Dog		20 points	Extra
Q4	C2	Animal, Long Move	

MARTIAL ARTISTS

Dim Mak Master		113 points	Protagonist
Q2	C4	Dashing, Way of the Intercepting Fist, Quivering Palm, Free Disengage, Healing	

Drunken Monkey Master	94 points	Protagonist
Q2	C4	Drunken Fighting, Dashing, Difficult Target, Free Disengage, Surprise Move
Eagle Claw Master	86 points	Protagonist
Q2	C4	Eagle Claw, Aggressive Tumble, Arrowcatcher
Head Student	55 points	Bruiser
Q4	C3	Hammering Blow
Martial Arts Champion	54 points	Bruiser
Q4	C3	Acrobat, Dashing, Southern Dragon Claw
Shaolin Monk	24 points	Extra
Q4	C2	Acrobat, Dashing
Martial Arts Fanatic	22 points	Extra
Q4	C2	Dashing, Steadfast
Senior Student	23 points	Extra
Q4	C2	Throwing Stars
Student	19 points	Extra
Q4	C2	Dashing

NINJA

Supreme Ninja Jonin	143 points	Protagonist
Q2	C4	Stealth, Sneaky, Ambusher, Poison, Acrobat, Teleportation, 1x Grenades, Free Disengage
Ninja Assault Master	94 points	Protagonist
Q2	C4	Stealth, Armour, Signature Weapon, Acrobat, Dashing
Ninja Chunin	49 points	Bruiser
Q4	C3	Stealth, Acrobat, Difficult Target, Armour
Chain-and-sickle Expert	53 points	Bruiser
Q4	C3	Backstabbing, Entangle
Armoured Ninja	24 points	Extra
Q4	C2	Armour, Stealth, Ambusher
Ninja Assassin	27 points	Extra
Q4	C2	Acrobat, Poison, Throwing Stars
Ninja Genin	21 points	Extra
Q4	C2	Stealth, Acrobat

TRIADS AND TONGS

Incense Master, Ceremonies Officer	119 points	Protagonist
Q2	C3	I-Ching Divination, Healing, Magic Gong, Automatic Weapon

Dragon Head, Triad Leader		109 points	Protagonist
Q2	C4	Aura of the Dragon, Whirlwind of Death, Free Disengage, Jumper, Group Fighter	
Triad Assassin		50 points	Bruiser
Q4	C3	Backstabbing, Ambusher, Stealth, Poison	
Red Pole Enforcer		55 points	Bruiser
Q4	C3	Hammering Blow	
Red Pole Gunman		25 points	Extra
Q4	C2	Automatic Weapon	
'49' Footsoldier		18 points	Extra
Q4	C2	Low Kick	
Blue Lantern, Uninitiated Member		15 points	Extra
Q4	C2		

YAKUZA

Oyabun		116 points	Protagonist
Q2	C4	Danger Sense, Automatic Weapon, Signature Weapon, Flurry of Blows, Low Kick, Stealth	
Sumo Bodyguard		46 points	Bruiser
Q4	C3	Big, Immovable Stance	
Hitman		31 points	Extra
Q4	C2	Automatic Weapon, Protected, Stealth	
Enforcer		21 points	Extra
Q4	C2	Steadfast, Pistol	

SUPERNATURAL CREATURES

Dragon		142 points	Protagonist
Q2	C4	Huge, Armour, Protected, Amphibious, Flying, Call the Monsoon, Long Move, Waterwall	
Great Demon		126 points	Protagonist
Q2	C4	Big, Flying, Possession, Fireball, Sacrifice	
Giant Demon		126 points	Protagonist
Q2	C4	Huge, Teleportation, Hammering Blow, Shape-Shift (human with Q2 C4, Pistol, Good Shot)	
Princess Iron Fan		117 points	Protagonist
Q2	C4	Knock-out Beauty, Jumper, Surprise Move, Call the Monsoon, Difficult Target, Whirlwind of Death	
Armoured Demon		106 points	Protagonist
Q2	C4	Big, Armour, Possession, Hammering Blow	

Iron-Crutch Li		102 points	Protagonist
Q2	C4	Teleportation, Healing, Hammering Blow	
Taoist Sorcerer		100 points	Protagonist
Q2	C3	Fireball, Levitation, Exorcise, Call the Monsoon, Transfix	
Hopping Vampire Master		70 points	Protagonist
Q2	C4	Short Move, Possession, Undead	
Zombie Master		42 points	Bruiser
Q4	C3	Greedy, Undead, Armour, Dashing	
Minor Demon		46 points	Bruiser
Q4	C3	Big, Entangle, Waterbane	
Flying Demon		26 points	Extra
Q4	C2	Big, Flying	
Human Cultist		20 points	Extra
Q4	C2	Backstabbing	
Hopping Vampire		15 points	Extra
Q4	C2	Short Move, Undead	
Zombie		15 points	Extra
Q4	C2	Greedy, Slow, Undead, Armour	

CYBORGS AND HIGH-TECH CHARACTERS

Battle Cyborg with Rifle		148 points	Protagonist
Q2	C4	Armour, Automatic Weapon, Good Shot, Protected, Iron Shirt, Group Fighter, Hammering Blow	
Martial Artist with Combat Computer Implant		140 points	Protagonist
Q2	C4	Aggressive Tumble, Arrowcatcher, Danger Sense, Difficult Target, Group Fighter, Ground Fighter, Evade and Counter, Way of the Intercepting Fist	
Master Cyber-spy		138 points	Protagonist
Q2	C4	Automatic Weapon, Free Disengage, Good Shot, Jumper, Move and Fire, Iron Shirt, Protected, Stealth	
Battle Cyborg		123 points	Protagonist
Q2	C4	Armour, Big, Protected, Iron Shirt, Eagle Claw, Group Fighter, Hammering Blow	
Sniper Hero with Multi-scanner Implant		123 points	Protagonist
Q2	C4	Automatic Weapon, Good Shot, Danger Sense, Difficult Target, Protected, Sneaky, Stealth	
Rookie Cyber-spy		112 points	Protagonist
Q2	C3	Automatic Weapon, Free Disengage, Jumper, Iron Shirt, Protected, Stealth	

Soldier with Multi-scanner Implant		53 points	Bruiser
Q4	C3	Automatic Weapon, Danger Sense	

Corporate Security		28 points	Extra
Q4	C2	Automatic Weapon, Protected	

Human/Tiger DNA Hybrid		28 points	Extra
Q4	C2	Big, Long Move, Stealth	

Soldier with Lazarus Resuscitation Implant		28 points	Extra
Q4	C2	Automatic Weapon, Protected, Slow, Undead	

Human/Monkey DNA Hybrid		26 points	Extra
Q4	C2	Acrobat, Sneaky, Free Disengage	

ANIMALS

Biotech-enhanced Tiger		115 points	Protagonist
Q2	C4	Big, Ambusher, Long Move, Aura of the Tiger, Jumper, One with the Land, Stealth	

Biotech-enhanced Kung Fu Gorilla		104 points	Protagonist
Q2	C4	Big, Dashing, One with the Land, Way of the Intercepting Fist, Boiling Blood	

Tiger		52 points	Bruiser
Q4	C3	Big, Animal, Ambusher, Long Move, One with the Land, Stealth	

Combat-trained Gorilla		52 points	Bruiser
Q4	C3	Big, Animal, One with the Land, Boiling Blood	

Large Snake		32 points	Extra
Q4	C2	Animal, One with the Land, Stealth, Amphibious, Short Move	

Scorpion Swarm		23 points	Extra
Q4	C2	Animal, One with the Land, Stealth, Amphibious, Short Move Note: the whole swarm should be represented by a single base, the same as for any other character. The number of animals in the swarm is irrelevant – it is treated as a single creature.	

Huge Snake		19 points	Extra
Q4	C2	Animal, Big, One with the Land, Amphibious, Short Move	

Gorilla		19 points	Extra
Q4	C2	Big, Animal, One with the Land	

Venomous Snake		17 points	Extra
Q4	C2	Animal, One with the Land, Short Move, Poison	

SCENARIOS

Every scenario has:

A PLOT

This is chosen by the attacker. It is what the gangs must do: the *why*, *when*, *who*, and *what* of the battle.

A LOCATION

This next element is chosen by the defender. It is the *where* and *how* of the battle. The Location will have a number of Traits – actions that can be attempted, objects that can be used as weapons etc. When a rule allows a Prop to be activated, the player may immediately bring into play the effects described.

A COMPLICATION AND MAYBE A V.I.P.

Finally, after all characters have been deployed, one player rolls a d6 on the Complications table to see what special conditions apply to the battle. Then, the opposing player rolls a die – on a 3+ a V.I.P. is involved in the action. Roll again on the V.I.P. table to see who has appeared on the scene.

PLOTS

TAKE SOMETHING

The attacker must take an object and carry it off the battlefield. The defender must prevent this. The defender decides whether the object is classed as either hidden, heavy, or dangerous. If the object is carried away, the attacker wins. If the object remains on the tabletop at the end of the game, the defender wins. A model failing a morale roll will drop the item before performing any fleeing moves. The winning gang increases its Chi Level by 1.

A **hidden** object can be found by moving into contact with and searching a scenic item. To determine whether or not a scenic item hides the object, a character must spend two actions adjacent to it, and roll a die. On a 5 or 6, the object is found. If all the dice rolls fail, the object is automatically found in the last remaining scenic item. *E.g. jewellery, a suitcase full of bank notes, secret plans, incriminating evidence, a scroll of secret martial arts techniques, a computer disk.*

A **heavy** object is placed at the centre of the table. The attacker's figures may be deployed no closer than 2x Medium from it. Any character carrying the object will be encumbered (Short Move and no leaping/acrobatics possible, loses Free Disengage), but may, at any time, drop the object. Big and Huge characters do not reduce their movement but they still lose Free Disengage due to the object's bulk. Teleportation may not be used by a character carrying the heavy object. *E.g. a golden idol, a large framed painting, a backpack full of gold coins.*

A **dangerous** object is sealed or protected in a hard scenic item (e.g. a safe, a secret room) which can be accessed only through a secret code (three actions to crack it open) or by breaking it down (very hard object). Any character in contact with the object has a 1-in-3 chance of taking a C4 attack, being Knocked Down and taking 1 wound if hit. Roll every time a new character touches or picks up the object. *E.g. experimental weaponry, a vial containing a deadly virus, an ancient relic, an alien artefact.*

CAPTURE SOMEONE

The attacker must capture someone and carry him (alive!) from the battlefield. The defender must prevent this. The defender decides whether the person is one of his Extras or a hidden civilian. If the person is carried off the tabletop, the attacker wins. If the person remains on the tabletop at the end of the game, the defender wins. The winning gang increases its Chi Level by 1. If the model is killed, the game ends in a draw and no player gains any Chi.

To find a hidden civilian, use the same guidelines as for a hidden object, above. A Knocked Out character may be carried as a heavy object (see above). A civilian will fight only in self defence and is Q5 C1. He is activated by the defender. He may be motivated by the defender only if his Protagonist is within line of sight of the civilian.

E.g. police/SWAT trying to capture a crimelord, gangsters attempting to kidnap someone for ransom, corporate thugs trying to capture a scientist of a competing company, a demon trying to capture a mortal for sacrifice.

REVENGE

The attacker must exact vengeance on the opponent's Protagonist. To do so, he must first Humble and then Knock Out or kill the character. If he manages to do so, he is the winner. If he fails to do so, the defender wins and the attacker's Protagonist, if still alive, is automatically Humbled at the beginning of his next scenario. The winning gang increases its Chi Level by 1.

DISCOVER A SECRET

The attacker must enter enemy territory and collect confidential information. To do so, members of the defender's band must be Grappled and questioned (requiring 1 full turn as a free action). Each successful attempt gives the attacker 1d6 information points at the end of the turn. If a Grappled informant is killed or Knocked Out before the full turn has elapsed, no information is gained. The same person can be 'milked' only once. When 8 information points have been collected, the secret has been discovered and the attacker wins the game. The winning gang increases its Chi Level by 1.

CHALLENGE

The attacker's Protagonist must defeat the defender's Protagonist in hand-to-hand combat. If both are sorcerers, a magical challenge must be issued instead. No ranged weapons may



be employed during the duel. The opponent's Protagonist may not refuse the challenge. To win, the attacker must have the defender's Protagonist Recoil and be Knocked Down at least once before knocking him out or killing him, and there must be at least one witness (a non-Animal living model of either gang in line of sight when this happens). The rest of the gang may activate and fight as normal, but may not interfere in the duel by attacking the enemy Protagonist. The winning gang increases its Chi Level by 1.

DESTROY PROPERTY

To win, the attacker must destroy at least two buildings or other scenic items chosen by the defender. These must be hard objects. The destruction must take place before witnesses (a crowd, or at least 3 members of either gang within line of sight when they are destroyed.) The defender wins by preventing the destruction. The winning gang increases its Chi Level by 1.

LOCATIONS

Locations rules describe the potential effects of the environment. These are just examples: you can add new ones based on the scenic items in your possession. The defender decides which apply, but any location should have at least four rules.

Location	Location Traits
Criminals' Hideout	Hard Missiles, Weapons Rack, Reinforcements, Tables
Sorcerer's Lair or Temple	Hard Missiles, Magical Energies, Incense, Sacred Scrolls, Hot Spot (brazier)
Restaurant	Soft Missiles (food), Hard Missiles (knives and pots), Hot Spot (kitchen fire), Hand-to-Hand Weapons (cutlery), Crowd, Tables
Street Market	Soft Missiles, Hand-to-Hand Weapons, Crowd, Cramped Quarters, Tables
Fish Market	Soft Missiles, Slippery Ground, Hand-to-Hand Weapons, Crowd, Smelly Stuff, Cramped Quarters, Garbage Bins, Ice Blocks
Forest or Wilderness	Bamboo Grove, Angry Bees, Dense Woods, Water
Cemetery	Spooky Atmosphere, Linear Obstacles, Idol, Slippery Ground
Village	Paddy Field, Bamboo Grove, Soft Missiles (fruits), Crowd, Vehicles, Dense Woods, Smelly Stuff (manure), Water, Idol, Hanging Chains/Ropes
Mine or Construction Site	Hard Missiles, Dangerous Machinery, Pile Of Gravel, Vehicles, Hanging Chains/Ropes, Improvised Trampoline
City Streets	Vehicles, Buildings, Fire Hydrant, Soft Missiles, Drunk Drivers, Garbage Bins, Manholes, Lampposts
Martial Arts School	Incense, Sacred Scrolls, Hard Missiles, Reinforcements, Improvised Trampoline

LOCATION TRAITS

ANGRY BEES

The location features a beehive. If hit or bumped onto by a Recoiling character, angry bees will swarm out and perform a 1x Medium move in a random direction in their own turn, after both players' turns. Use a counter 1x Short across to represent the swarm. The bees are not stopped by any terrain, but will not attack any character in water or protected by a Water-wall spell. Artificial and Undead characters are unaffected. Extras take a morale roll if the swarm moves over them. Bees hit with C1 and a model in contact with the swarm has -1 on all ranged attacks. A Fireball spell or a grenade blast will disperse a swarm. All other weapons are ineffective and will only make the bees angrier!

BAMBOO GROVE

A bamboo grove counts as Dense Woods. In addition, any character adjacent to or inside a bamboo grove may cut bamboo spears and throw them as an improvised ranged

attack. A character may also use the bamboo as a trampoline to propel himself through the air. Any Chi Leap performed from a bamboo grove adds 1x Short to the distance jumped. Leaping characters may land on the top of the bamboo.

BUILDINGS

Buildings can be entered through windows or doors. Models inside cannot shoot models outside unless they are adjacent to such an opening. Huge models may breach a wall by passing a Break Roll against a very hard object and spending a whole turn doing so. Once a breach is caused, any character may move through it, although it counts as Cramped Quarters and Broken Ground. When a hole is torn in a wall, a pile of rubble and bricks forms on the other side (counts as Hard Missiles). If a hole is torn in the majority of a building's walls (3 destroyed walls out of 4), roll a die at the start of each new turn. The building will collapse on a roll of 5 or 6. If it collapses, a character inside can save himself by passing a Q test on 3 dice. Any survivors are Knocked Down adjacent to the destroyed building.

CRAMPED QUARTERS

In this location, characters may move through friends only using the Acrobat or Flying traits.

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CROWD

The battle takes place in a crowded area. Hong Kong, Tokyo, Bangkok, and other major cities are crowded at all times! Characters are limited to Short movement unless they fly or perform Chi Leaps. Ranged attacks that miss have a chance of hitting innocent bystanders: roll a die for each missed shot – on a 5 or 6, a civilian is hit. Gunfire disperses crowds quickly, so when the first gun is fired (as distinct from other ranged attacks) bystanders will only be hit on a 6 and movement is conducted as normal. Bystanders need not be represented on the table – place a few civilian models in key positions as a reminder that there's a crowd. Squads with a 'good' Protagonist (e.g. representing the Police or a heroic martial arts school) lose 1 Chi Point if an innocent bystander is hit.

DANGEROUS MACHINERY

Any model Recoiling into Dangerous Machinery must make a Q test on 3 dice. On 3 failures, the character dies, mangled by the machine. On 2 failures, the character takes 1 wound. On 1 failure, the character's clothing or hair becomes stuck in the machinery – roll again on his following turns until he rolls 3 successes and breaks free or is killed. A character



trapped by a machine is attacked at +1. A character with a ranged weapon may shoot the machine's controls to turn it off. This requires beating C3 with an aimed shot. A character may also leap onto the machinery and attempt to switch it off. This requires one action per attempt, and passing a Q test on 2 out of 3 dice.

DENSE WOODS

A character is inside the woods if its base is even partially on the terrain piece. Movement within woods is reduced as per Broken Ground. Characters with the One With the Land Trait move normally. Any ranged attack through woods is limited to a 1x Medium range with a -2 cover modifier.

FIRE HYDRANT

A fire hydrant is a very hard object to break. A bullet has a 50% chance of destroying it, and a grenade a 2-in-3 chance. When a hydrant is destroyed, a random character within 1x Short will be hit and Knocked Down by the water jet. The hydrant will also extinguish any fire within 1x Long. A character standing next to the hydrant may spend one action to direct its water jet against a target, who may dodge by scoring two successes on a 3-dice Q test. Hit targets will Recoil 1x Short in the direction of the water jet and are Knocked Down. A sorcerer may use the Water-wall spell to automatically absorb the blast from a hydrant.

GARBAGE BINS

These are large, metal bins that count as hard cover. They have wheels, so a character may push one in front of himself (Short move while doing so) to advance towards shooters while remaining in cover. The bin may be opened as a free action by a character in contact with it. To determine the contents of the bin, roll a die:

D6	Contents
1	Nothing! The efficient local waste disposal agency emptied this just before the battle.
2	Counts as Smelly Stuff.
3	Mostly papers and other light waste. Contents may be thrown up to 1x Short with Distract being the only possible result.
4	1d6 Hard Missiles (bottles, broken tools, etc.).
5	Someone dumped a loaded automatic firearm in there, probably after committing a crime with it. It costs one action to fish it out. Reroll if this result was already rolled earlier in the scenario.
6	Grisly surprise – a corpse or other shocking find. The first character discovering it must pass a Q test or lose his next action. Reroll if this result was already rolled earlier in the scenario.



A bin is large enough for a character to hide in it, even if it already contains a body. A Huge character may lift a bin over his head and either throw it up to 1x Medium away (a +1 ranged attack, and the bin is destroyed after the attack) or dump its contents over an opponent in close combat (effects as above, but in the case of Hard Missiles, just one attack is performed).

HANGING CHAINS/ROPES

These can be found hanging from the ceiling or from a hook in a wall. A Protagonist in contact with them may use them to duplicate the Entangle and Handcuffs rules. In addition, any model Recoiling against a hanging chain must pass a Q test or his neck will be caught in the chain and he will start choking. A caught character counts as entangled. The character must make a successful breaking stuff roll (at -1 for chains) to break free. A character who doesn't break free will die after a number of turns equal to his C score.

HARD MISSILES

A pile of objects (bricks, knife racks, billiard balls, etc.) can be used to perform improvised ranged attacks by anyone adjacent to it. When six missiles have been thrown, the pile is depleted. Use a die to keep track.

HOT SPOT

The location has a fire, brazier, or cooking spot. If it activates against a character in contact with it, the character's clothes catch fire. A character on fire must spend two actions to extinguish the flames or take 1 Wound at the end of the turn. An Extra on fire will perform a random movement per turn and if he bumps into another character, that character must pass a Q test on one die or catch fire. Water-wall and Call the Monsoon spells will automatically douse the fire. A brazier may also be used as a Hard Missile.

ICE BLOCKS

Large ice blocks are typically found in Asian fish markets. They can be picked up and thrown as Hard Missiles, but they are slippery and this action requires a successful Q test. Ice blocks are destroyed if hit by a grenade or Fireball blast. A tall enough pile of ice blocks provides cover (-2) but does not obstruct vision, since the ice is semi-transparent. A character may use an ice block to 'skate', throwing the cube on the floor like a bowling

ball and jumping onto it. This costs a movement action. The character must pass a Q test or fall at the end of his movement. If the test is passed, the character may add 1x Short stick to his movement for that action. The character jumps off the cube at the end of movement. You may find glass ice cubes in thrift stores that are about the right size to represent a large ice block on the tabletop.

IDOL

A spiritual symbol or idol protects from evil. Any supernatural entity Recoiling against the idol automatically takes 1 Wound.

IMPROVISED TRAMPOLINE

An improvised trampoline is any scenic element that assists a character in a jump. Examples include a wooden board protruding from a construction site or a plank on the side of a ship. A character moving over the trampoline immediately gains a 1x Long Free Move jump action.

INCENSE

Intoxicating fumes of incense fill the area, favouring meditation even in the midst of the action. A Protagonist not involved in hand-to-hand combat may spend two actions to recover 1 point of Chi. If outdoors, roll a die at the end of any turn. On a 6, the incense dissipates.

LAMPPOST

An Acrobat may swing around a lamppost, gaining a 1x Medium Free Move if he passes a Q test on 1 die. However, if the Q test fails, the character is Knocked Down at the base of the lamppost. A lamppost provides cover (-1). Huge models may spend one action to uproot the pole and use it to attack at +1, attacking with one mighty swing all models (including friends) around him. Use the actual length of the pole to determine who is within range of the attack. The lamppost is destroyed at the end of the attack.

LINEAR OBSTACLES

Linear obstacles are hedges, large tables, low walls, fallen tree trunks, stockades, barricades, fences, and in general anything longer than a car with a height up to that of a human. These can be arranged in any way that makes sense and should be at least 1x Long in length. A linear obstacle offers cover to characters adjacent to it (-2 to hit that character with a ranged attack) from shooters on the other side of the obstacle. To move across a linear obstacle, a character has two options:

- **Climb over:** the character's movement stops in contact with the obstacle, then his next move on the other side of the obstacle is reduced by one level (e.g., from Medium to Short);
- **Jump:** the character performs a normal move, but must pass a Q test on one die, at +1 if the character has Acrobat, when crossing the obstacle. If the roll succeeds, the obstacle is ignored. If it fails, the player may have the character stop before the obstacle (in contact with it), or Knocked Down on the other side of the obstacle.

Characters can hide behind solid linear obstacles if they want. The hidden character may not perform any ranged attack until he spends one action to pop out of hiding. Opponents on the other side of the linear obstacle may not trace a line of sight to the character. Grenades and Fireballs thrown behind the obstacle will still hit the character!

MAGICAL ENERGIES

The area is filled with overflowing geomantic energies which can be exploited by magic-using characters. All players receive 1 free Chi Point. Use a differently coloured counter

to represent it. This additional Chi Point may be used only to cast spells (see the Taoist Magic section). At the end of the scenario, this extra Chi is lost.

MANHOLE

It takes one action for a character to lift a manhole cover, and one to throw it as an improvised missile at +1. Range is 1x Short, 1x Medium if the character is Big, or 1x Long if the character is Huge. Getting into an open manhole is a movement action. A character may also slip into an open manhole as part of a Recoil result, and also as a free action when standing next to a manhole and dodging a vehicle or being charged by an opponent. If there are multiple manholes on the tabletop, a character disappearing into one may resurface from another, one turn later. A model exiting a manhole is placed adjacent to it.

PADDY FIELD

A paddy field counts as Broken Ground unless the character has Amphibious or One With the Land, or uses Water-walk. If a weapon is dropped in a paddy field, it is lost. A Signature Weapon is retrieved by the owner at the end of the scenario, if he survives and wins the game.

PILE OF GRAVEL/SAND

A pile of gravel counts as Broken Ground. Any model standing on it does not benefit from a higher elevation bonus. A model on a pile of gravel can kick it into their opponents' faces as an improvised ranged attack at 1x Short range. This attack may have the following effects: Distracted (1 point) and Blinded (2 points). However, if the attacker loses by 4 or more points, he falls down.

REINFORCEMENTS

When his gang has lost 50% of its points total, and before rolling for morale (if needed), the defender may spend 1 Chi Point to have 4 Extras (with the same profiles as any of those lost) appear at a chosen table corner. Reinforcements may be called only once per game.

SACRED SCROLLS

The location contains a library of sacred scrolls which may contain a spell. Every time a character spends one full turn in the library, he can find the spell by rolling 3 successes on a 3-dice Q test. If the spell is found, the player decides what it is. The scroll will allow a one-time use of one of the following Traits: Healing, Magic Gong, Water-walk, Waterwall, Fireball, Transfix, Teleportation, Exorcize, Spirit Ward, Call the Monsoon, Aura of Death, Entangle, Shape-shift, Arrow Sanctuary, or Levitation. Using the scroll requires the expenditure of 1 Chi Point and one action. The effect takes place immediately. If a Q score is required, use the Q of the character reading the scroll. The character may not read the scroll if any enemy is in hand-to-hand contact with him.

SOFT MISSILES

The location features a pile or rack of fruit, food, merchandise, books, etc. that can be thrown as ranged weapons by anyone adjacent to the scenic item. These hit at +1 up to 1x Long range, but the only effects they can cause are Recoil, Humbled, Distracted, Knock Down, and Stunned. Coconuts are considered Hard Missiles!

SLIPPERY GROUND

Moss-covered stones, icy streets, frozen lakes, rain-covered roofs, pools of blood, destroyed fish-tanks, and spilled food constitute Slippery Ground. A model moving on

Slippery Ground must make a Q test (+1 if Acrobat) or be Knocked Down at the end of his movement. If a jumper lands on an element of slippery ground, she must pass a Q test or fall. Characters performing a Chi Leap do not have to roll.

SMELLY STUFF

The location has plenty of Smelly Stuff (fish, manure, rotten vegetables or eggs etc.) that characters do not want plastered on their faces and clothes. Humbling someone within 1x Short of Smelly Stuff is a 1-point effect, not a 2-point effect as normal.

SPOOKY ATMOSPHERE

Any morale roll in this location is at -1 due to the eerie sounds and unnatural cold.

TANKS OF DANGEROUS STUFF

The location features tanks or containers of acid, fuel, or other dangerous chemicals. These are sturdy and count as cover. However, if a firearm shot misses and the tank is in the attacker's line of sight, or if someone shoots a tank on purpose, roll a die: on a 5 or 6, the tank explodes. Any character within 1x Medium of the tank takes a C4 attack which may cause the following effects: Distracted, Wounded, and Knocked Down. If the character wins, he Recoils 1x Medium away from the explosion.

TABLES

There are up to 5 tables in the area. They count as linear obstacles. A table may be flipped onto its side by any model moving into contact with it (this does not require an action and happens at the end of the character's movement action). A model can hide behind a table (-2 cover) and even move 1x Short per action, pushing the table in front of him. The table is destroyed if hit by a grenade or Fireball. A shooter may perform a Hail of Fire manoeuvre to destroy a table. In a restaurant or similar location, each table will also allow for one use of Soft Missiles (food, plates, etc.).

VEHICLES

There are 3 to 6 cars on the battlefield. Vehicles provide cover. A shooter may target either the gas tank or the parking brake of a non-moving vehicle with an aimed shot. If the gas tank is hit, the vehicle explodes (treat as a Fireball with a 1x Short radius). If the parking brake is hit, the vehicle makes 1x Short move to its front every turn until it crashes against an obstacle or moves off-table.

A Big or Huge model may overturn a car (treat as an attempt to break an object). A Huge model may lift a car and throw it as improvised missile at +2. Unarmoured vehicles caught in a Fireball or grenade blast are destroyed but they still provide cover.

If the players desire more complexity, use these additional rules: a character getting



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into a vehicle (one action) may hotwire it (two actions). Vehicles may move 1x Long on the first turn, 2x Long on the second, and 3x Long on the third and subsequent turns. Measure movement from the front of the vehicle. Models may shoot from a moving vehicle at -2. Any bullet hitting a moving vehicle may hit the driver (effect 1: roll an attack on the driver but count him as being in cover), the engine or wheels (effect 2: 50% chance of stopping the vehicle), or the gas tank (effect 3: 2-in-3 chances of the vehicle exploding). A vehicle activates on the driver's activation and performs three actions. One of these may be to brake and come to a full stop.

A driver may attempt to run down a foot target. The target gets a reaction to dodge out of the way by a distance of 1x Short, but is hit if there is no space into which to dodge or if he fails the reaction Q test. An Extra who is hit by a vehicle is killed. A Protagonist suffers 1 wound per speed stick of the vehicle.

A vehicle moving over any scenic item has a 4-in-6 chance of crashing. In a crash, all Extras in the vehicle are killed. A Protagonist takes 1 wound, is thrown 1x Short away from the vehicle, and is Knocked Down.

WEAPONS RACK

The location features a rack of 6 loaded Automatic Weapons. Any character in contact with the rack may spend one action to arm himself.

WATER

The location features a body of water (lake, pond, river, or stream). Water can be shallow or deep. Shallow water is Broken Ground to non-Amphibious models. In deep water, characters may move only by swimming. Amphibious models move normally. Others can swim 1x Short per action. Characters with Armour will sink unless they spend one action to get rid of the Armour. While a character is in deep water, all his ranged attacks are at -3 and are limited to 1x Short range with no point-blank bonus. Characters Grappled in water may be held underwater. A character can hold his breath for a number of turns equal to his C score, and drowns if he can't surface within that time.

COMPLICATIONS

Things never go as planned and there is always an unexpected twist of events. After characters have been deployed, roll on the following table:

D6	Complication	Effects
1	Artefact!	A scenic item contains a treasure or a spiritual secret. Unfortunately, touching the item will trigger a trap that attacks the character with C4. An Extra beaten by the trap is killed. A Protagonist takes 1 wound. Possession of the artefact at the end of the scenario is worth +1 Chi Level. To determine which scenic item hides the trap and the artefact, any character may spend two actions adjacent to the scenic item, and roll a die. On a roll of 5 or 6, the artefact is found. If all the dice rolls fail, the artefact is automatically found in the final scenic item.
2	Night Falls!	The battle takes place at night. All ranged combat is at -1. Demons and hopping vampires ignore this modifier. If the battle takes place indoors, a Protagonist with a ranged weapon (including an improvised one) may shoot out the lights by performing a Hail of Fire manoeuvre.
3	Betrayal!	One randomly chosen Extra from a randomly chosen gang is a traitor, and will side with the opponent immediately after deployment. If you capture the traitor alive, you gain +1 Chi Level.
4	Monsoon!	The battle takes place during a storm. All ranged combat is at -1. Animals are spooked by lightning and perform a random movement every time they roll a 1 on their activation dice.
5	Chinese New Year!	The battle takes place during a festival. Use the Crowd rule.
6	Fire!	Roll a die at the end of every turn. On a 6, a randomly chosen scenic item (preferably a building or car) will catch fire. Any model in contact with it takes a C3 attack. Any vehicle in contact with the fire is destroyed, with a 1-in-6 chance of blowing up as per a Fireball. The fire will be doused if the entirety of the scenic item is caught in a grenade blast or if a sorcerer uses Water-wall on it.

V.I.P.

Roll a die after setting up the table and deploying figures. On a 3+, a random V.I.P. appears on the battlefield. Roll again on the following table to see who it is:

D6	V.I.P.
1	Medic
2	Hopping Vampire
3	Celebrity
4	Zombie
5	Loved One
6	Escaped Experiment (roll again: 1-2: Dinosaur, 3: Super-soldier, 4: Cyborg, 5-6: Time-traveller)

Once the identity of the V.I.P. has been established, unless their description (see below) indicates otherwise, roll a die for every scenic item. The defender places the V.I.P. adjacent the highest-rolling item (re-roll ties).

OPPOSITE

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MEDIC

As soon as anyone in the Medic's line of sight is hit and lies dead or Knocked Out on the ground, the Medic will automatically activate on his own turn (essentially a third turn after the players'). The medic will perform one automatic action per turn, moving 1x Medium towards the fallen character, then spending one full turn next to the figure attempting to revive him. The casualty makes a survival roll (Q test on 3 dice). On 2 successes, a Knocked Out character is revived. On 3 successes, a killed person counts as Knocked Out instead. One success or fewer means that the figure stays out of the game. The Medic will NOT try to save someone who has an enemy in base-to-base contact, but will move towards a fallen figure as soon as the enemy leaves. The Medic will not help an Undead, Animal, Huge or Artificial creature. The medic is C0 and does not attack. Any attack on him is a Free Hack and any success will kill him, but the gang who kills him loses 1 Chi Level.

HOPPING VAMPIRE

The location is the lair of a Hopping Vampire (Q3 C3, Undead, Short Move, Waterbane). As soon as a character is killed, the Hopping Vampire will appear at a random table corner and immediately roll 3 dice for activation, moving towards the nearest target. The Hopping Vampire will become fixated on that character, who must make a morale roll if he is an Extra – vampires are scary! The Hopping Vampire takes damage as a Protagonist and is moved and activated by the opponent of that character's player. If that character dies, the Hopping Vampire will start to pursue another victim (the closest one) and may therefore switch allegiance.

CELEBRITY

A politician, movie star, pop idol, or rich businessman (Q4 C1, no Traits) appears in a random location. Any gang including criminals (e.g. Yakuza or Triads) or demons may immediately change the Plot of the scenario into a kidnapping mission (Capture Someone), targeting the Celebrity. If successful at the end of the scenario, the gang's Chi Level is increased by 1. The Celebrity will be activated on his own turn after both players, and will always move 1x Medium in a random direction. If this movement brings him into contact with a scenic item, he will attempt to hide, and will remain there until any character shoots at him or moves to within 1x Short. If a gang fails in its attempt to capture the Celebrity, the opposing gang will benefit from his gratitude – in the next scenario, they will be so galvanized that they will ignore their first turnover in the game.

LOVED ONE

The V.I.P. is the love interest or family member (Q4 C0, no Traits) of a randomly selected Protagonist, and is moved by that character's player. The Loved One may be placed in any location the controlling player wants, but not further than 1x Short from at least one enemy figure. Yes, the Loved One is in trouble! The Protagonist and his gang may not use ranged attacks of any kind if the loved one is within 1x Short of their intended target ('Don't shoot! You might hit Amy!'). If the opponent captures the loved one and escorts them off the table (alive), their gang's Chi Level increases by 1. If the Loved One dies, and the Protagonist moves in contact with the body for the obligatory tear-jerking scene, he will gain the Dashing and Boiling Blood Traits until the end of the scenario.

DINOSAUR

A Dinosaur (Q3 C4, Long Move, Dashing, Protected, Free Disengage) cloned in a secret lab is on the loose. The Dinosaur moves randomly, in its own turn after both players. It always activates on 3 dice and attacks any figure within 1x Short of its path. It takes damage as a Protagonist, and its activation failures do not cause Reactions or Turnovers.



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Any Protagonist single-handedly defeating the Dinosaur in hand-to-hand combat gains 1 Chi Level for his gang.

ZOMBIE

A Zombie (Q4 C2, Short Move, Undead, Greedy) appears and moves towards the closest living target. The Zombie is an Extra and activates on 3 dice in its own turn after both players. Whenever a firearm or grenade is used, d6 additional Zombies with the same profile appear at random table corners (roll for each Zombie). Extras killed by a Zombie rise as Zombies on the next turn unless a living character spends one action adjacent to their body to put a bullet through their head before they turn. Zombies will not attack Artificial or Undead characters.

SUPER-SOLDIER

A martial artist or gangster has been injected with an experimental serum that has turned him into a Super-soldier (Q3 C3, Long Move, Armour, Acrobat). The Super-soldier takes damage like a Protagonist and will side with the gang built to the lowest points total, or a random one if both gangs cost the same. He is, however, somewhat confused, and the other side may attempt to convince him to switch his allegiance. To do so, a character must spend a full stationary turn within 1x Short of the Super-soldier and pass a Q test on 3 dice. Once the Super-soldier has switched sides, he is activated by that gang's player, but he does not count as part of the band for purposes of morale tests. Animal, Undead, and Artificial models may not attempt to persuade the Super-soldier. If the Super-soldier ever rolls two or three 1s on an activation roll, the side-effects of the serum kill him instantly. The Super-soldier automatically dies at the end of the scenario.

CYBORG

As Super-soldier, above, but a Cyborg (Q3 C3, Armour, Protected, Big). On the roll of two 1s at activation, the cyborg goes berserk (add Dashing) and starts to move randomly, rolling 3 dice for activation every turn and attacking any model he contacts. At the end of any turn in which he goes berserk, roll a die – on a 5 or 6, the cyborg dies.



TIME-TRAVELLER

The outcome of the battle could negatively affect the future, so a Time-traveller (Q3 C2, Danger Sense, Teleportation, Protected, Pistol) attempts to prevent something from happening. Determine at random which Protagonist is his target, and whether he wants to kill or protect that character (50–50 chance). The Time-traveller will be activated by the player he is helping or by the opponent of the Protagonist he is trying to kill. The Time-traveller takes damage like a Protagonist, and if he is Knocked Out or killed, roll a die – on a 4+ he jumps back in time and reappears in a random position with all damage effects healed. The Time-traveller does not make morale rolls, but disappears as soon as one player wins the scenario.

APPENDIX 1: MORE THAN TWO PLAYERS

A Fistful of Kung Fu is written as a two-player game but any number can play. Each participant should design a 400-point force. Players on the same side should agree on what troops to use. Use these guidelines:

- A larger table is required – 120x120cm (4'x4') or 180x120cm (6'x4') work well for three to six players.
- The players are arranged on two sides, e.g. Law vs. Criminals, or two opposing Kung Fu schools. If there is an uneven number of players, a player may control two gangs.
- Each gang is designed with one Protagonist and receives 1 Chi Point per 100 points, rounded up. So at the suggested force total of 400 points, each player receives 4 Chi Points.
- Randomly determine which side is attacker or defender. Players on the same side then alternate deploying one character at a time. If playing at higher points totals, have each player deploy two or three characters at a time.
- Instead of rolling initiative on the first turn, prepare a deck of cards, each with a gang's name on it. At the start of any turn, draw a card, and that gang activates. Discard that card. When all members of that gang have been activated or the player rolls a turnover, draw another card. This continues until all players have had the chance to activate their gangs. When all the gangs have been drawn, reshuffle all the cards and start a new cycle.
- No player should act twice in a row. If the same player who acted last in the previous turn is drawn again after the deck is reshuffled, shuffle that card back into the deck and draw again until a new player is selected.
- When a reaction is called for, any Protagonist on the opposite side may react. Players on the same side must agree on which Protagonist gets to react. If they can't agree, they roll off.

APPENDIX 2: BUILDING A GANG

A standard gang is built to 400 points and must comprise between 6 and 15 characters, including one Protagonist and no more than one Bruiser. Remaining points must be spent on Extras.

Extras are built to a total of 15–50 points. Base cost is 15 points for Q4 and C2. They may purchase any Trait available to them (see Trait Costs, below).

A Bruiser is an Extra built to a total of 35–55 points. Base cost is 35 points for Q4 and C3. A Bruiser may purchase any Trait available to an Extra, plus ONE of the following Traits, usually reserved for Protagonists: Boiling Blood, Crane Balance, Danger Sense, Drunken Fighting, Entangle, Fire Into Hand-to-hand, Group Fighter, Hammering Blow, Immovable Stance, Magic Gong, Way of the Intercepting Fist, Yin-Yang Imbalance.

Protagonists are built to a total of 60–150 points. Base cost is 50 points for Q2 and C4. They may purchase any Trait, save for Animal, Artificial, or Steadfast. You may lower C to 3 to save 10 points.

Character type	Q	C	Base cost	Maximum cost	Maximum number
Extra	4	2	15	50	14
Bruiser	4	3	35	55	1
Protagonist	2	4	50	150	1

ADVANCEMENT

A gang's Chi Level increases by +1 at the end of any decisive battle and by +1 if the opponent's Protagonist is Knocked Out or killed. Chi Level may also be increased by achieving specific goals over the course of a scenario.

Extras killed or routed are replaced by characters with an identical points cost (the player may choose different profiles, as long as the points cost of each figure is the same or lower) before the next game. All wounds and other effects heal between games, and broken or lost weapons (apart from Signature Weapons) are replaced.

OPTIONAL RULE – CO-PROTAGONISTS

If you do not mind the book-keeping, players may agree to use two or three Protagonists each.

LARGER GANGS

If you want to play with more figures, just increase all allowances proportionately. *E.g. at 800 points you may have up to 30 characters, including 2 Protagonists and 2 Bruisers, and a Chi Level of 8.*

TRAIT COSTS

Trait	Cost (Extras/ Bruisers)	Cost (Protagonists)
Acrobat	5	13
Aggressive Tumble	3	8
Ambusher	3	8
Amphibious	3	8
Animal	-2	-
Armour	3	8
Arrowcatcher	-	20
Arrow Sanctuary	-	13
Artificial	3	-
Aura of Death	-	20
Aura of the Dragon	-	15
Aura of the Tiger	-	5
Automatic Weapon	10	22
Backstabbing	5	13
Big	3	8
Boiling Blood	-	13*
Call The Monsoon	-	8
Crane Balance	-	4*
Danger Sense	-	8*
Dashing	4	10
Difficult Target	3	8
Drunken Fighting	-	8*
Eagle Claw	3	8
Entangle	-	13*
Evade and Counter	-	8
Exorcise	-	12
Fireball	-	20
Fire Into Hand-to-hand	-	8*
Flying	8	20
Flying Sword	-	20
Flurry of Blows	-	15
Free Disengage	3	8
Good Shot	-	8
Greedy	-3	-5
Grenade	5	13
Ground Fighter	-	15
Group Fighter	-	8*
Hammering Blow	-	20*
Handcuffs	3	8
Healing	-	12
Huge	4	12

Trait	Cost (Extras/ Bruisers)	Cost (Protagonists)
Iron Shirt	-	13
I-Ching Divination	-	15
Immovable Stance	-	8*
Jumper	-	13
Knock-out Beauty	-	13
Levitation	-	5
Low Kick	3	8
Long Move	7	15
Magic Gong	-	20*
Move and Fire	5	8
One with the Land	3	8
Pistol	3	8
Poison	4	15
Possession	-	20
Protected	3	8
Quivering Palm	1	8
Rare	0	0
Sacrifice	5	13
Shape-shift	3	8
Short Move	-3	-8
Shotgun	5	13
Signature Weapon	-	5
Slow	-3	-8
Sneaky	3	8
Southern Dragon Claw	-	10
Spirit Ward	-	10
Steadfast	3	-
Stealth	3	8
Surprise Move	-	10
Teleportation	-	20
Throwing Stars	3	8
Transfix	-	15
Two Guns	8	20
Undead	3	8
Waterbane	-	-5
Waterwalk	-	5
Water-Wall	-	13
Way of the Intercepting Fist	-	15*
Whirlwind of Death	-	15
Yin-Yang Imbalance	-	20*

* Bruisers may purchase ONE Trait at the indicated cost from those so marked.

QUICK REFERENCE SHEET

ACTIVATION

Dice Rolls	Results
1 failure	The chosen character performs no action. Your opponent may immediately perform 1 Reaction with his Protagonist. You may then nominate another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success	The chosen character performs one action. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform one action with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 2 failures	Your opponent may immediately perform 2 Reactions with his Protagonist. You may then perform one action with the chosen character. Turnover – play passes to the opponent.
2 or 3 failures	The chosen character performs no action. Your opponent may immediately perform 2 or 3 Reactions with his Protagonist. Turnover – play passes to the opponent.
2 successes	The chosen character performs two actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
2 successes, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform two actions with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
3 successes	The chosen character performs three actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.

ACTIONS

Action	Cost
Move	one action per move
Chi Jump	one action, 1 Chi Point
Unit with Short Move in difficult terrain	two actions
Hand-to-hand or ranged attack	one action
Hand-to-hand or ranged attack at +1	two actions
Hand-to-hand or ranged attack at +2	three actions (Protagonists only)
Hand-to-hand or ranged attack at +3	four actions (Protagonists only)*
Hand-to-hand or ranged attack at +4	five actions (Protagonists only)*
Hand-to-hand or ranged attack at +5	six actions (Protagonists only)*
Stand up	one action
Use a Chi Trait	zero or more actions (see description), 1 Chi Point
Other actions	As determined by scenario or player agreement

* Due to focusing, Protagonists may roll up to 6 activation dice in certain circumstances.

FREE ACTIONS

- Focusing to recover 1 Chi Point or bank an activation die.
- Draw, unjam, or reload a firearm.
- Perform a Free Move.
- Miscellaneous action: Pick up an object or wounded friend, open a lock, defuse a trap or bomb, copy data from a computer, open a puzzle box, search a room, or any other similar task.

USING CHI

Spend 1 Chi Point to:

- Ignore a Turnover.
- Reduce by 1 a combat effect.
- Gain a +1 on a single Combat or Break Roll.
- Perform a Chi Leap.
- Use a Chi ability.
- Motivate Extras.

BREAKING STUFF

Roll a 4+ on a die:

+1	Item is Fragile (glass door, paper wall)
+1	Character is Big
+2	Character is Huge
+1	Character spends 1 Chi Point
-1	Object is hard (wood or brick wall)
-2	Object is very hard (reinforced concrete)

HAND-TO-HAND COMBAT

Roll 1 die, add C score and modifiers.

Hand-to-Hand Attack Modifiers	
Outnumbering	+1
Attacking a Transfixed or Knocked Down enemy	+2
Powerful Attack	+1 per extra action spent
Ambush bonus or attack from above (see Stunts section)	+1
Defending an obstacle or fighting from an elevated position	+1
Larger creature attacking a smaller one	+1
Using a Prop-generated weapon	+1
Spending Chi on the attack	+1 per Chi Point

Hand-to-Hand Combat Effects	
Effect	Result
1	<ul style="list-style-type: none"> • Losing Extra is Knocked Out. • Loser must Recoil 1x Short (character is moved by the acting player). • Loser is Disarmed, weapon falls on the ground. • A Prop activates against the loser. • Loser is Grappled. • Loser is Distracted. • A Prop becomes a weapon for the winner.
2	<ul style="list-style-type: none"> • Loser Recoils 1x Medium. • Loser is Knocked Down. • Loser is Disarmed, weapon falls on the ground 1x Short away. • Loser is Humbled. • Losing Extra is killed.
3	<ul style="list-style-type: none"> • Loser is Disarmed, weapon flies 1d3x Short away in a random direction. • Loser is Disarmed, weapon or other held object is grabbed by the winner. • Loser is wounded in the legs and becomes Limping. • Loser Recoils 1x Medium into a Prop, which then activates. • Loser's weapon is destroyed (does not apply to Signature Weapons). • Loser is Wounded: character loses 1 point of C. • Loser is Stunned. • Losing Extra is killed. If killed with a bladed weapon, a puddle of blood 1x Short in diameter is created, counting as Slippery Ground.

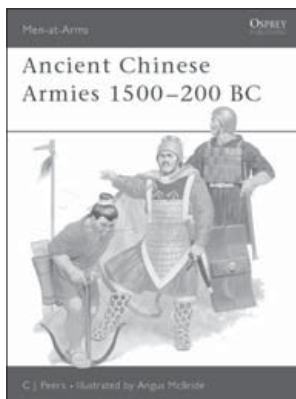
GUN FU

Roll 1 die, add C score and modifiers.

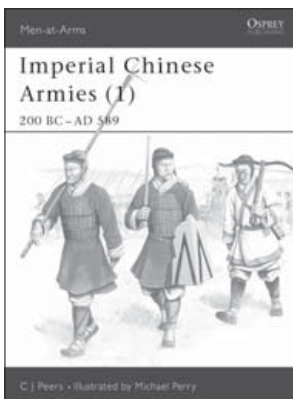
Ranged Attack Modifiers	
Target is behind cover	-2
Target has the Difficult Target Trait	-1
Firearm at point-blank range	+1
Target is a Sitting Duck	+1
Target is Undead, Robot, or Supernatural creature	-2
Target is Big or Huge	+1
Target is Transfixed	+2
Target is Knocked Down	+2 if within point-blank range, otherwise no modifier
Aimed Shot	+1, +2, or +3
Shooter has the Good Shot Trait	+1
Spending Chi on the attack	+1 per Chi Point

Gun Fu Combat Effects		
Effect	Shooter Wins	Target Wins
1	<ul style="list-style-type: none"> Targeted Extra is Knocked Out. Target must Recoil 1x Short (character is moved by the acting player). Target is Disarmed, weapon falls on the ground. A Prop activates against the target. 	-
2	<ul style="list-style-type: none"> Target Recoils 1x Medium. Target is Knocked Down. Target is Disarmed, weapon falls on the ground 1x Short away. Targeted Extra is killed. 	-
3	<ul style="list-style-type: none"> Target is Disarmed, weapon flies 1d3x Short away in a random direction. Target is wounded in the legs and becomes Limping. Target Recoils 1x Medium into a Prop, which then activates. Target's weapon is destroyed (does not apply to Signature Weapons). Target is Wounded: character loses 1 point of C. Target is Stunned. 	<ul style="list-style-type: none"> If the shooter has a hostage, it breaks free.
4	-	<ul style="list-style-type: none"> The shooter becomes a Sitting Duck. The shooter's weapon must be reloaded/unjammed before it can be fired again – 1 action is required for this. In a Crowd, a bystander is hit on a roll of 5 or 6. The shot hits a Prop within line of sight or 1x Short of the target and activates it.
5	-	<ul style="list-style-type: none"> The shooter's weapon malfunctions. It can be repaired with a free action, taking one full turn.
6	-	<ul style="list-style-type: none"> The weapon breaks in the shooter's hands, leaving him Stunned. The weapon is destroyed (unless it is a Signature Weapon).

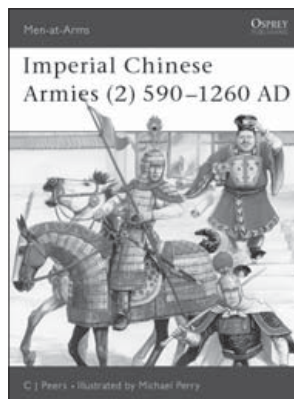
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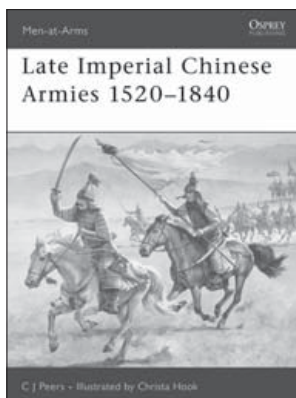
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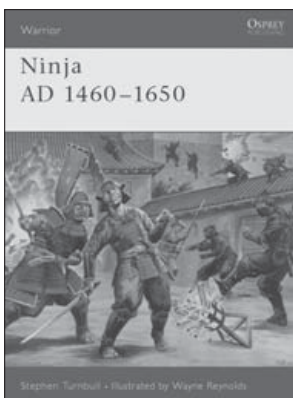
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If you know the enemy and you know yourself, your victory will not stand in doubt; if you know Heaven and you know Earth, you may make your victory complete.

– Sun Tzu

Everybody was kung-fu fighting
those kicks were fast as lightning
in fact it was a little bit frightening
but they fought with expert timing

– Carl Douglas

Editor's Note

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