



# A FISTFUL OF KUNG FU

Hong Kong Movie Wargame Rules

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**OSPREY**  
WARGAMES

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## HONG KONG MOVIE WARGAME RULES



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# CONTENTS

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<b>INTRODUCTION</b>	<b>4</b>	<b>TRAITS</b>	<b>24</b>
What This Game Is All About	4	<b>STUNTS</b>	<b>36</b>
What You Need To Play	4	Leaping And The Chi Leap	36
Models And Basing	4	Wall Walk And Back Flip	36
Game Length And Scale	4	Wall-Bounce	36
Protagonists And Extras	5	Sliding Down Bannisters	36
Chi Level	5	Swinging	36
<b>GETTING STARTED</b>	<b>6</b>	Attack From Above	37
Casting – Select Your Characters	6	Jumping Down And Falling Damage	37
Determine Attacker And Defender	6	Breaking Stuff	38
Scenario Complications	7	<b>TAOIST MAGIC</b>	<b>39</b>
Roll Initiative	7	Sorcery	39
<b>ACTIVATION</b>	<b>7</b>	Mystical Challenges	39
Reactions	8	<b>SAMPLE CHARACTER</b>	
The Turnover	8	<b>PROFILES</b>	<b>40</b>
Actions	8	Police	40
Free Actions	8	Martial Artists	40
<b>MOVEMENT</b>	<b>10</b>	Ninja	41
Broken Ground	11	Triads And Tongs	41
Moving Around Corners	11	Yakuza	42
Moving Through Friends	12	Supernatural Creatures	42
Random Movement	12	Cyborgs And High-Tech Characters	43
<b>HAND-TO-HAND COMBAT</b>	<b>13</b>	Animals	44
Making A Hand-To-Hand Attack	13	<b>SCENARIOS</b>	<b>45</b>
Resolving Hand-To-Hand Combat	14	Plots	45
Leaving Hand-To-Hand Combat	18	Locations	47
<b>GUN FU</b>	<b>19</b>	Complications	55
Line Of Sight	19	<b>APPENDIX 1:</b>	
Range	19	<b>MORE THAN TWO PLAYERS</b>	<b>49</b>
Targeting Priority	19	<b>APPENDIX 2:</b>	
Shooting And Hand-To-Hand Combat	19	<b>BUILDING A GANG</b>	<b>60</b>
Making A Ranged Attack	20	Trait Costs	61
Resolving Ranged Attacks	21	<b>QUICK REFERENCE SHEET</b>	<b>62</b>
<b>USING CHI</b>	<b>22</b>		
Motivation	22		
<b>MORALE</b>	<b>23</b>		
<b>END OF THE GAME</b>	<b>23</b>		

# 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.