

VEHICLE TABLE					
VEHICLE	ACCELERATION	HANDLING	SQUEAL	FRAME	CRUNCH
PERSONAL LAND VEHICLES					
Motorcycle	8	8	10	0	0
Snowmobile	6	6	8	0	2
Horse	6	6	8	-	-
GROUND VEHICLES					
Family Sedan	6	6	8	7	9
Compact Car	6	7	9	6	8
Sport Utility Vehicle, Civilian	6	6	8	7	9
Sport Utility Vehicle, Security	7	6	8	7	10
Pickup Truck	6	6	8	8	10
Luxury Sedan	8	7	9	7	9
Cop Car	8	8	10	6	8
Muscle Car	8	8	10	6	8
Sports Car	9	7	9	6	8
Jeep, Civilian	6	6	7	7	9
Jeep, Military	6	6	7	7	10
Armored Army Vehicle	6	6	7	8	11
Armored Jalopy	6	6	8	8	10
Panel Van	6	6	7	8	9
Panel Truck	6	6	7	8	11
Eighteen Wheeler	5	5	7	9	12
Junker Car	5	6	8	6	8
Junker Pickup Truck	5	5	7	7	9

JUNCTURES & MAGIC FLOW	
JUNCTURE	DISPOSITION TO MAGIC
Ancient	Friendly
Past	Hostile
Contemporary	Hostile*
Future	Neutral
Netherworld	Friendly

*However, supernatural creatures treat Contemporary Hong Kong as neutral.

GMC WILL TABLE	
TYPE	DIFFICULTY
Mook	5
Supporting Players	7
Featured Foe	12
Boss	15
Uber-Boss	18

RELOAD VALUES TABLE	
CAPACITY (IN ROUNDS)	RELOAD
1-4	6
5-6	5
7-9	4
10-19	3
20-29	2
30+	1

CONCEALMENT VALUES TABLE	
CONCEALMENT VALUE	TYPE OF WEAPON
1	Any pistol or revolver under 12 cm barrel length and 680 g weight; any clip for an autoloading pistol
2	Any pistol or revolver under 15 cm barrel length and 1.1 kg weight; any clip for a machine pistol; any magazine for a rifle or machine gun
3	Any gun under 38 cm overall length (stock folded) and 3 kg weight
5	Any other rifle, shotgun, or submachine gun



AVERAGE MOOK STATS		
ATTACK	DEFENSE	SPEED
8	13	5

AVERAGE FEATURED FOE STATS			
ATTACK	DEFENSE	TOUGHNESS	SPEED
12-14	12-13	5-6	6-8

CHARACTER WOUND THRESHOLDS	
CHARACTER TYPE	WOUND EFFECTS
Mook	Drop when hit
Featured Foes	Drop at 35 Wounds
Supporting Players	Drop at 35 Wounds
Boss/Uber-Boss	Check d6 at 50 Wounds and every Smackdown thereafter: if odd, dropped; if even, keeps going
Heroes	At 35 Wounds and every Smackdown thereafter, beat an Up Check (Difficulty 7 Toughness) to keep going

SAMPLE DIFFICULTIES

DIFFICULTY	DESCRIPTION	EXAMPLES
5	A little tricky	Ducking a falling object, sneaking up on an average person, punching an alert average person
7	Tricky	Picking a basic lock, repairing a computer, trailing a wary individual
10	Tough	Picking a sophisticated lock, sneaking up on a trained guard, outrunning an attack dog
15	Real tough	Hiding in a brightly-lit area, safely leaping from a speeding car, intimidating an undead monster
20	Forget it	Deflecting bullets with a sword, leaping fifteen feet straight up, defusing a missile while riding it
25	Two words: im possible!	Walking along a trail of bullets to a foe, punching right through one foe to hit another, leaping the Grand Canyon

RESISTANCE CHECKS

Constitution Check: Measures your body's ability to defend itself against illness, poisoning, shock, and the like. The base AV for this check is your Toughness.

Defense Check: Protects you from miscellaneous physical harm, such as falling rocks, needle-throwing traps, poorly thrown dynamite sticks. Its base AV is your Defense.

Melodrama Check: Tests your ability to suppress the emotional urge to do something impulsive in the heat of the moment. If you're already embracing the game's melodramatic spirit, you'll never have to make one.

Will Check: Pits your psychological resources against an attempt to manipulate, dominate, or possess you.

If the above entry does not specify a base value, **the base value is 7**. Shticks may give you a bonus increasing this value.

ADVERSE CONDITIONS

ADVERSE CONDITION	IMMUNITY BONUS
Darkness, Smoke, or Obscured Vision	+2
High Winds	+1
Snow	+1
Extreme Heat	+2
Confined space	+2
Torrential Rain	+2
Toxic Fumes	+2

ACTION CHECKS

Notice Check: Allows you to spot hidden people, objects, and situations. Characters with the skills Detective or Police use the Action Values for those skills in place of the default Notice AV of 7.

Strength Check: Lets you lift heavy objects and break sturdy ones. The base AV for a Strength check is 7. Shticks may increase this.

Fortune Check: Either saves you from an unlucky random event or lets something lucky happen to you that moves the story forward. You can request this last type of Fortune check when the group is stuck. The first comes in response to surprise events, like wayward grenades. The base AV of a Fortune check equals your number of unspent Fortune points. You can add a Fortune die to a Fortune check, which you then make with the newly reduced Fortune total as your Action Value.

KEYFRAMES

Some effects last until the next keyframe. This means the effect lasts from the current shot until the beginning of the same shot in the next keyframe. No more than one keyframe effect is active per character at a time.

INTERRUPTS

Subtract any shot cost for interrupts from the interrupting character's next shot. Interrupts made during the last 3 shots of a sequence carry over to the next sequence, subtracting any remaining shots from the character's Initiative.

SAMPLE ACTION VALUES

ACTION VALUE	DESCRIPTION
0	Totally incompetent
3	Worse than most normal people
5	As good as the average person
7	Slightly above average
9	Competent, of professional caliber
11	Top notch
13	Totally kick-ass
15	World Class
17	Freaking astounding!
19	Beyond freaking astounding!

COMBAT SEQUENCE RUNDOWN

- Each combatant makes an **Initiative Check** (Speed + d6, no rerolling sixes) to determine their starting shot in the sequence.
- The character with the highest shot acts first. If more than one character acts, players go before GMCs, players act in seating order left to right. Subtract the shot cost for the action from the current shot number; this tells you which shot the character acts on next.
- Once everyone on a given shot has acted, count down through the shots until you get to a shot on which somebody acts. Continue like this until there are no more shots left.
- At shots 2 and 1, characters may take actions that cost 3 shots. Actions that cost more than 3 shots carry over to the next sequence; subtract the remaining shots in the sequence from the shot cost of the action and apply to the character's next Initiative to determine when they next act.

ATTACK CHECKS





ATTACK VALUE + SWERVE (*D6 - *D6) - DEFENSE = OUTCOME





OUTCOME (IF 0 OR HIGHER) + DAMAGE = SMACKDOWN

SMACKDOWN - TOUGHNESS = WOUND POINTS

KICK BUTT BLOW THINGS UP SAVE THE WORLD

DAMAGE VALUES TABLE

DESCRIPTION	DAMAGE VALUE
MARTIAL ARTS	
Unarmed (includes judo-style throws)	7
Knife, tonfa, nunchaku, blackjack, pistol butt	8
Staff, club, machete	9
Spear, sword, absurdly large improvised weapon	10
Throwing star/shuriken	5
Thrown found object	5
Thrown dagger	6
Thrown found object, heavy	6
GUNS	
Arrow, crossbow bolt	7
Small handgun (.22)	8
Medium handgun (.38)	9
Big handgun (9 mm/.45)	10
Really big handgun (.357/.44)	11
BFG (.50)	12
Hunting shotgun	10
Combat shotgun	13 
Medium rifle (5.56 mm)	13 
Heavy rifle (7.62 mm)	13  

 Damage Value is 14 for pump action shotguns if you spend a shot to dramatically go “KA-CHINK!”  +1 to attacks vs. mooks.
  +2 to attacks vs. mooks.



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ENVIRONMENTAL DAMAGE

INJURIOUS SITUATION	DAMAGE	CHECK TO AVOID
Hit by a cruising Chevette	15	Defense
Hit by a cab	17	Defense
Hit by a speeding bus	22	Defense
Falling one story	15	Defense
Falling two stories	19	Defense
Falling four stories	27	Defense
Falling five stories	40	Defense
Falling ten stories	41	Defense
Falling twenty stories	42	Defense
Falling forty stories	43	Defense
Bumpy crash landing in plane, copter, etc.	12	Defense
In completely destroyed plane, copter etc. when it crashes	42	Defense
Inside car, truck or other ground vehicle when it crashes (outside of a chase)	25	Defense
Soaked in gasoline and set on fire	15*	Defense
Drowning	5**	Defense
Having a crate dropped on you	13	Defense
Having a support beam fall on you	18	Defense
Having stone temple ceiling fall on you	22	Defense
Being thrown through a plate glass window	15	Defense
Thrown from a speeding vehicle	15	Defense
Hit by helicopter rotors	25	Defense
Grenade/dynamite stick, point blank range	23	Defense
Grenade/dynamite stick, close by	18	Defense
In middle of big explosion	27	Defense
Less than 3 m from center of big explosion	20	Defense
More than 3 meters away from big explosion	12	Defense
Mild poison	12	Constitution
Strong poison	17	Constitution
Extremely toxic poison	22	Constitution

*Damage is inflicted each sequence for as long as the condition lasts. **Damage doubles each sequence for as long as the condition lasts.