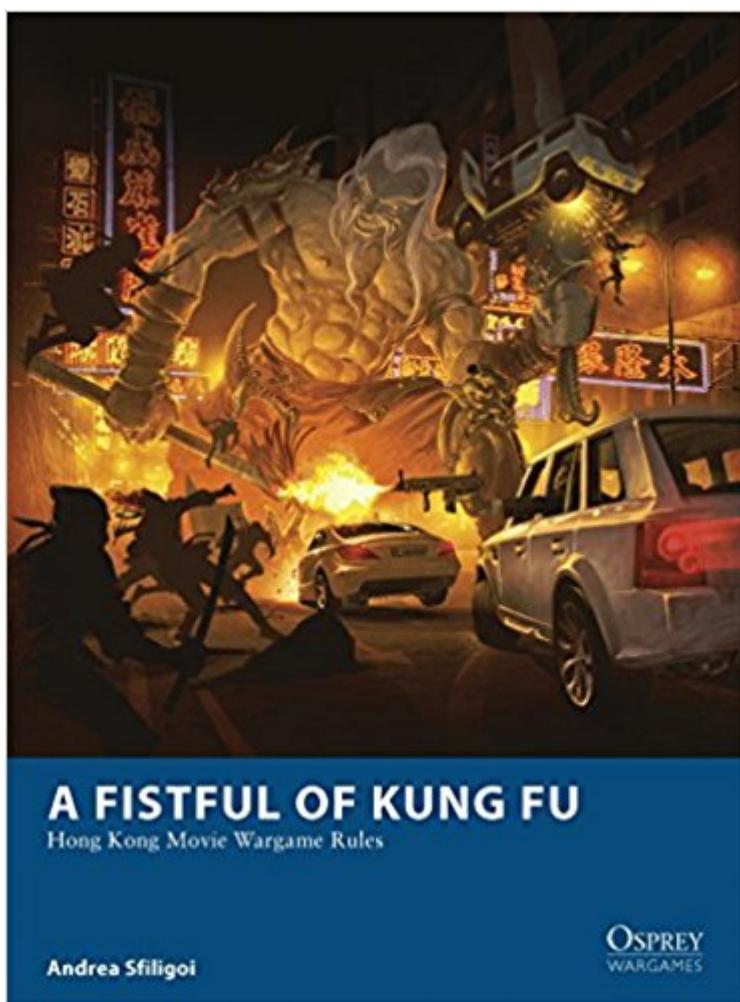


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A Fistful Of Kung Fu: Hong Kong Movie Wargame Rules (Osprey Wargames)



Synopsis

Recreate scenes from Hong Kong action cinemaÂ like Enter the Dragon, Kill Bill, Big Trouble in Little China, Crouching Tiger - Hidden Dragon, and Hard Boiled. A Fistful of Kung Fu is set in a modern world walking a precarious line between the technological advances of next-generation technology and the tradition and mysticism of ancient cultures. Kung Fu schools face off in no-holds barred martial arts tournaments. Evil corporations hire hitmen and infiltrators to steal each other's secrets. Overworked SWAT teams respond to street-level gunfights between feuding Triad and Yakuza clans. Ancient artefacts are sought by hopping vampires and cyborgs alike, each seeking to harness the power of the Four Dragon Kings and control the world. Bullets, punches, kicks and throwing stars fly in slow motion as martial arts heroes and gun-wielding cops defeat enemy after enemy in the pursuit of evil masterminds. Possible factions range from Chinese Triads and the Japanese Yakuza to Ninja clans, martial arts schools, the men and women of the Hong Kong Police Department, demons, secret societies and almost anything else you can imagine! All struggle for supremacy - destroying the city in the process. A Fistful of Kung Fu uses a colored dice system to keep track of wounds and fatigue of the main characters. Mooks and supporting cast are swatted like flies, but can still be dangerous when given the advantage of numbers or automatic weaponry. Based on the popular Ganesha Games rules system, A Fistful of Kung Fu introduces martial arts combat with manoeuvres that have different outcomes depending on the degree of success, and which allow for counter-attacks when they fail, giving a flowing, appropriate combat system. The game also includes rules for challenges and "gun-fu" stunts. Each gang in the game comprises 1-3 principal characters and 5-15 mooks that move as small groups of up to 5 models each.

Book Information

Age Range: 8 and up

Series: Osprey Wargames (Book 6)

Paperback: 64 pages

Publisher: Osprey Publishing (February 18, 2014)

Language: English

ISBN-10: 1782006389

ISBN-13: 978-1782006381

Product Dimensions: 7.3 x 0.2 x 0.4 inches

Shipping Weight: 7.8 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 11 customer reviews

Best Sellers Rank: #1,217,448 in Books (See Top 100 in Books) #36 in Books > History > Asia > Hong Kong #2734 in Books > Science Fiction & Fantasy > Gaming #33464 in Books > History > Military

Customer Reviews

Andrea Sfiligoi is one of those few lucky fellows who can claim they are Song of Blades and Heroes line of wargame and roleplaying books, published by Ganesha Games, convinced him to stop doing what he was doing before and write games for a living.

I've always wanted a quick and easy open skirmish game rules set, and I think this is it. Finally I'm able to stuff all the odd miniatures I have into a single game and at least try to balance it out. The rules seem simple and straightforward. It'll take a couple of games to form a precise opinion, but so far so good. The book itself is well laid out, the print quality is good. I would probably like a little variety with the photos of miniatures (I suppose only a few were actually sculpted at the time the book went to publishing), but it's not an immersing setting. And I think it's actually great, because, like I said, in this game everything goes. Medieval samurai against terminators? OK, bring it on! I look forward to a lot of creative and, more importantly, fun gaming with this system.

I haven't played this yet but the rules sound fun. Based on the Song of Blades and Heroes game mechanics, which are simple and easy to learn system. This offers lots of chop sockey trappings that, in my opinion, make this the best variant of the SoB&H rulesets. There are rules for lots of terrain interaction that give it the feel of playing in a Jackie Chan movie, and yes you can slap your opponent with a fish! The game is very open ended and you can use just about any models to fit the bill. Lots of customization options to make heroes, villains and thugs based on your imagination.

This looks like a fun game, though I'd have to be a lot more into Hong Kong action flicks to really appreciate it. I was just so tripped out by the sets of minis that are sold alongside it that I wanted to see the rules. The skirmish tabletop game I'm currently playing is Pulp Alley--which is a lot more generic and intuitive for me, but Fistful give me some inspiration for new scenarios. And I particularly like the way Fistful uses terrain as props and improvised weapons.

One of the best sets of miniatures rules on the market. Mr. Sfiligoi successfully captures the often crazy over the top action of the Kung Fu movie genre into a tabletop game. The layout of and

presentation of the rules is clear and easy to understand and the artwork superb.

Not played yet, but quite enjoyed reading it, looking forward to test it.

Book needs better design and more images, very plan.

The Songs of Blades and Heroes rules has had many settings adapted to its system, from the battles of the ancient Gods, to post apocalyptic science fantasy - without a doubt, the most unlikely setting is that of Cinematic Martial Arts combat - and yet, "A Fistful of Kung Fu" is one of the best Song of Blades and Heroes adaptions I have seen."A Fistful of Kung Fu" has a modern setting, its a world similar to our own - but one balanced between the bright future of technology and the shadowy past of demons and magic - bathed in the light of the new, with one foot firmly entrenched in the traditions of ancient cultures. This seemingly jarring contrast, is actually one of the strengths and flexibilities of the setting - leaving players the option of having "Gangs" (for want of a better term) of Cops vs Cults led by Demons, or Martial Arts Monks facing off against gun toting Yakuza. The basic Ganesha Games system remains the same - but the real fun and flavour comes in from the special Martial Arts Maneuvers and "Gun-Fu" stunts available through the various traits that characters and their followers have. Overall I have to say this is my favourite rules set of the last twelve months! The only thing I have to add is "more please"!!

Pre-ordered as soon as they were announced. I had been looking for a simple but atmospheric set of rules for a while and knowing the authors other rules hoped these fit the bill. They do. Not complicated at all, they do away with most skirmish games obsession with vast amounts of weapon details and stats and go for great action movie based results. The winner of a combat action gets to chose the effect or effects from a short list rather than a fixed result. Minor characters are disposed of easily but the heroes and major bad guys can take a few hits and meet up for a grand finale, just like the movies. To sum up, great rules giving a fairly short game with lots of memorable events. Recommended.

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