

# Crack Kung Fu Fighting Bunnies Go!

A game of stimulant-fueled cyborg martial arts rodents



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Version 1.0

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In the dystopian world of underground animal fighting, a new sport has gained prominence among Space Pirate Circles. Now all Space Pirate Asteroids feature a Bunny Arena! In an electrocuted 2-meter ring sits two fluffy bunnies, cybernetically enhanced and biologically raised to become the ultimate in underground sports entertainment.

These Cyber Kung-Fu Bunnies run on cocaine, or crack, the illegal substance that creates a feeling of well-being, while simultaneously stimulating the organic bunny, allowing the cybermods to merge with them at a startling 89% harmony rating!

Enhanced by training downloaded from the floating brains of the world's greatest martial artists, and minds harmonized by the euphoria of the drug these bunnies are put into the ring, and the crowd cheers!

Today, your bunny hops into the ring. Do you and your rodent have what it takes to be Top Rabbit?

Players take the place of the Space Pirates who own their own Crack Fighting Bunny (Go!), and are ready to send their addicted cyborg rodents into the Bunny Arena and hop out as the winners!

## CHARACTER CREATION

2 basic character creation mechanics:

### Space Pirate Trainer:

As a Space Pirate Trainer, you must first begin with an appropriate name. Most Space Pirates choose names that fit the following format:  
[Trait] [First Name] [Space Object]

Examples:

Swarthy Jack Asteroid  
Jumping Charlie Nova

Or if you're feeling a bit archaic:

[Color] Beard

Purple Beard  
Mauve Beard  
Periwinkle Beard

See? It's easy!

Once you're done picking your Pirate name, you can go now and show them what you've got. Space Pirates are men among men, and have the following stats:

**Rough** - How much combat ability a Pirate has

**Tough** - How much damage a Pirate can take

**Fear** - How much fear a Pirate can instill in others

**Loot** - How much coin the Pirate has in his coffers

You have 9 points to distribute to the above stats, stats max out at 5. The ratings are:

- 1 - You're a wimp and your own bunny terrifies you.
- 2 - You would make a great deck swabber.
- 3 - An average Space Pirate
- 4 - You've taken on three men with swords. Drunk men, mind you, and you had a gun.
- 5 - A true pirate of legendary ability, grown men wet themselves at the sight of you.

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## **Bunny creation mechanics:**

Crack Kung Fu Bunnies (Go!) have a different set of stats:

**Kung Fu** - Ability of a Crack Kung Fu Bunny (Go!) to Wang the Chang

**Kung Flee** - Ability of your Crack Kung Fu Bunny (Go!) to not having his Chang Wanged.

**Kung Hop** - Ability of your Crack Kung Fu Bunny (Go!) to move into or out of Kung Fu range.

Unlike their Space Pirate Trainers, Crack Kung Fu Bunnies (Go!) only have 5 points to distribute, to a maximum of 3 per stat.

In addition, each Bunny also starts with 15 **Chang**. The Chang attribute determines how much Wang it can take before it goes unconscious.

Crack Kung Fu Bunnies (Go!) also have access to intense Kung Fu training from the minds of such powerful martial artists as Brus Lee (the Viking descended martial artist who founded Brus Kwon Do). As a result, they have access to any one (1) super bunny power:

*As of this writing, I only have Three Bunny Powers statted out, more to come as I drink excessive amounts of Hot Chocolate to feed my sugar high.*

### **Hyper Bunny Drill!**

Everyone knows that the Bunny's most fearsome natural weapon is their buck teeth. And so with super Cyborg technology scavenged from space wreckage, this Crack Kung Fu Bunny has his teeth replaced with terrifying drill bits! The Crack Kung Fu Bunny (Go!) leaps into the air, landing on the opponent bunny's head, biting down and activating spinning death!

**Kung Fu modifier:** -2

**Wang:** 4

**Crack:** 2

**Range:** Melee

### **Jackrabbit Kick!**

At his trainer's command, the hypercyborg mechanisms in the Bunny's already powerful legs go on overdrive, burning up the Crack stored in the Bunny's system. With supersonic speed, the Bunny leaps towards the opponent landing a flying series of multiple kicks aimed at preselected vital points, all in mere fractions of a second!

**Kung Fu modifier:** -1

**Wang:** 3

**Crack:** 1

**Range:** Close

### **Arrrghminator!**

One of the crudest bunny cyborg enhancements, but still a crowd favorite, is the Arrrghminator! A small rodent-sized cannon is built into the Rabbits forepaw, and with a command from it's Trainer, the Rabbit points and shoots! Miniature cannon balls fly out from the paw, straight into the fluffy mass that is it's enemy!

**Kung Fu modifier:** -3

**Wang:** 2

**Crack:** 1

**Range:** Far

Bunny powers require the use of Crack to activate, and Crack is expensive. Remember that, as the Trainer's Loot score is vital to preparing the bunny for battle. Each Bunny starts the game with 7 Crack.

### **Systems (Or, how to do stuff)**

Being a Space Pirate Trainer with a Crack Kung Fu Bunny (Go!) is hard work. As a SPT (for short) acquiring Loot is the best way to earn enough to afford sweet, sweet Crack that you need to fuel your furry engine of destruction.

How do you get Loot, you ask? Simple! You win it from other SPTs on the Bunny arena, or if you're really spoiling for quick Loot, then you can fight other pirates, or helpless Space Villagers.

### **Task Resolution**

Game play starts with players given a 4 card hand out of a freshly shuffled deck, and the rest of the cards are reshuffled and placed face down.

Whenever a SPT performs an action, the GM must decide on the target number. The SPT player then draws the top card of the deck and reveals it. To succeed, the value of the card drawn PLUS his stat must match or exceed the difficulty set by the GM. If the draw is insufficient to succeed, then the result is a failure.

#### ***Example:***

*Space Pirate Trainer Smelly Jimmy Nova is trying to extort some Loot from some Space Villagers. He grins wickedly and show them Sparkle, his Crack Kung Fu Bunny, threatening to have Sparkle attack them if they do not surrender the Loot.*

*The GM rules that since these are mere Space Villagers, it shouldn't be too difficult to intimidate them. As such, he sets the difficulty at 6. SPT's player draws a card from the deck, and pulls up a 4! he adds that then to Smelly Jimmy Nova's Fear score of 3 and comes up with 7, higher than the difficulty number. Smelly Jimmy Nova makes the villagers wet themselves with fear, and they give him their Loot, just enough for him to go and buy more Crack for his bunny.*

Sometimes, luck gives us a bad draw. In cases like those, a player may choose to *switch* the card drawn with one of the cards in his hand. In doing so, he overrides the card he drew, and discards it, replacing it completely with the value

of the card from his hand. Take note that the player **does** not refill his hand, and only has the 4 cards from the start of the game.

To liven things up, it is also possible to alter another player's draw. Once per draw, the player may choose a card he had in hand and replace the card drawn by another player (including the GM) with it. This could either help or hinder the other character, depending on what you changed it with.

Common SPT tasks:

Lying - Fear  
Doing athletic stuff - Tough  
Breaking things - Rough  
Buying Crack - Loot  
Piloting a ship - Rough  
Scaring Space Villagers - Fear  
Lifting Objects - Rough

If there are any disagreements about what stat to use for what purpose, pick your preference and Flip a coin. It's the Space Pirate Way.

## **Bunny Dueling**

Bunny dueling is a highly regimented affair, both bunnies start off at opposite ends of the Bunny Arena, sizing each other up.

Both Players then make a FEAR draw, the one with the highest result intimidates his Crack Kung-Fu Fighting Bunny to GO! first.

**\*\*Special note: In order for an action to be valid, the player (not the character) *must* phrase his command to the bunny in the following syntax: "[bunny name] [command] GO!" Failure to follow the special Space Pirate Trainer command syntax will result in forfeiting your Bunny's action for the turn.**

During it's turn, a Crack Kung-Fu Fighting Bunny can do any of the following things:

**Kung-Fight:** The bunny attacks with the weapon of the Trainer's choice

**Kung-Forward:** The bunny surges forwards, closing the range from Far to Close, or Close to Melee.

**Kung-Flee:** The Bunny Retreats, increasing the range from Melee to Close, or Close to Far.

Range:

There are three ranges, the Bunny Arena is small enough that there is no Range further than Far. :p

When a Bunny is commanded to Kung-Fight the Trainer then tells them what

attack to use. In addition to the Special Attacks, there is a default attack maneuver.

**Default attack**

Uh... the Bunny attacks, as hard as it can!

**Kung Fu modifier:** -0

**Wang:** 1

**Crack:** 0

**Range:** Melee

To attack, a Crack Kung-Fu Fighting Bunny has to make a Kung-Fu draw, applying any penalties from the chosen attack. The Result is then compared to the opponents Kung-Flee draw. Ties are successful attacks. The victim then deducts the number of Wang the attack does from his Chang.

A bunny can move 2 range increments at a time with a successful Kung-Hop draw. So a bunny in Melee range can choose to disengage and pull out to Far Range in one turn by making a successful Kung-Hop away. This ability has a Kung-Hop Modifier of -1 and a difficulty number of 5.

Kung-Flee comes into play only when your bunny is under attack. Read the Kung-Fu rules for how Kung-Flee is used.

After one action, the other player's bunny has an action, until one bunny has lost all of its Chang. Only then is the remaining Bunny declared the winner.



## **Crack!**

Crack is the beautiful substance that keeps your bunny going... and going... and you get the picture. Crack is a highly illegal and dangerous substance hence, it is of prime value to the Space Pirate Community.

Bunny Arena matches usually have 5-10 Crack as prizes to the winner, hence this is the primary means to obtain Crack. Other sources would be Space Villages, that the SPT can raid, or by attacking other SPTs for their Crack.



## CREDITS:

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\*No actual bunnies were harmed in the making of this game, and no actual crack dealers made money from this game either.

\*\* Note, this author in no way, shape or form promotes the use of Drugs. Even on Bunnies. Stay clean.

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**“Panzer Bruno” current reigning Champion of the Crack Kung Fu Bunny Go! Arena of Asteroid PX-7561 and his Space Pirate Trainer, Fearsome Freddy Meteorite.**