

MAXIMUM DAMAGE



by
Tony Lee

LEE, MAXWELL & WHIT PRESENTS...

A CINEMAYHEM™ PRODUCTION

MAXIMUM DAMAGE™

THE ULTRACHARGED RAPID-FIRE ARSENAL BLOWOUT!

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The A-Team, Batman, Buffy the Vampire Slayer, The Dukes of Hazzard, Hercules: The Legendary Journey, The Incredible Hulk, La Femme Nikita, MacGuyver, The Master, Police Squad, Sledge Hammer!, Wonder Woman, WWF Monday Night Raw (you read that right), Xena: Warrior Princess.

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MAXIMUM DAMAGE™

OPENING SEQUENCE

As the creators of Extreme Vengeance, we've often been asked, "What's the difference between Maximum Damage and other Run-of-the-Mill™ Weapons Ad Nauseum?" (Actually, we haven't been asked all that often, but we'll let that slide.)

Why, the question is so easy, it could be answered in the time between two shoot-n-explode sequences of any Rambo film. Drop your rocket launcher. The differences are:

Arnold's Arsenals instead of Jane's Firearms for reference. (Pass the popcorn, please.)

Action-flickish Cyrez TX1000 rifles destroying everything in range, as opposed to real-life 7.62 Dragunov SVD rifle picking off targets piecemeal at range.

ROF (Rate of Fireworks) versus ROF (Rate of Fire)

How you annihilate the enemies over what you annihilate them with. (Style is everything.)

Calling the National Guard rather than calling an ambulance.

We admit to making up our ballistics info; you have to take their word that their stats are true.

OK, reload the LAW 80.

The predominant difference is 'tude. This is perhaps an overgeneralization, but other weapon sourcebooks are data-intensive, hard-factual, thou-shalt-seekesthy-best-penetration-effect-on-one-inch-concrete. Maximum Damage is improvisational, high-bad-guy-body-count, how-can-I-look-good-and-cause-the-most-destruction-now non-stop action. Others get you

to analyze bullet type-gun model combos. Maximum Damage primes you for the next fight scene, even if the combos happen to come from a fast food restaurant.

Of course, this is not to say the typical compendiums are useless; we're sure some Directors somewhere would like to be able to tell tracer and frangible rounds apart. Technical knowledge is nice, but we just don't particularly care for the details. Some of us have pulled triggers before, and on a few occasions the gun was even real, so if we ever pump some poor sap full of slugs we know enough to say, "Looks dead to me." And that's about as detailed as we get.

So, if we're missing the usual nitty-gritties, what exactly did we do to fill this 32 pages of volatile hurtfest?

For starters, we surveyed the special effects crew on what gizmos they loathe seeing, because they'll be forced to work overtime to set up the scene, then ran over to the prop guys and got them. Our expert analyses and evaluation of their individual cinematic merits are presented for you to examine at length—though we know all you're really interested in is which of these babies will score you the highest Popularity and do the most damage.

After that, there are several new camera tricks ("Repertoire") to further enhance your action prowess, plus shortcuts and various weasel ways for you to tilt a battle even more in your favor.

Then, whereas a common manual merely addresses the functions of a weapon and notes the skill penalty for shooting into a crowd of divorce attorneys



on a Tuesday, we will dissect the details of Posing Impressively For the Camera With Big Guns Strapped to Your Back, a.k.a. staging cool fights to win fans.

Followed by "Da Commandments" — laws governing cinematic scuffles of all types that you had best adhere to, lest you disappear into the oblivion of fast-food restaurant management or some other dweeb career.

Finally, to wrap it all up is an adventure Film specifically produced to put everything you've seen into practice, a hot little number sure to redline the testosterone level of any action maniac.

There were times when we'd tried to shoot out the steel cables holding up, oh, the entire Golden Gate Bridge with our puny Walther PPK in some other "more realistic" games.

When it happened, the gamemaster would ask quizzically over the referee screen, "Far be it for me to criticize your normally keen sense, but don't you think a 1d6 pistol is grossly underpowered for the task of overcoming 37 Structural Defense and 519 Integrity Points at 228.4 yards?"

To which we'd stare back and reply, "Get a life transfusion, fast-food boy!."

Vive la difference!

MAXIMUM DAMAGE™

MAXIMUM FORCE

Thermonuclear bombs... nope.

Laser guns... uh-uh.

Heavy anti-vehicle systems... not checked.

Batarang... sorry, wrong genre.

And those are just some of the weapons you won't find here.

Sure, we can copy other sourcebooks and put up a whole bunch of stats converting conventional or rehashed knick-knacks into Extreme Vengeance terms. But then if you want reruns, you'd turn on a local VHF station.

We thought since you spent eight bucks on this baby instead of hitting a movie theater, we oughtta show you something you could be missing but could be using when you exact vengeance again.

And that's what we have, a collection of cinematic arsenals, the majority of which taken from actual action flicks. Like everything, realism is of no consequence here. Cinematic grandeur is our sole criterion in the selection. Nothing, and we mean nothing, got through without we shrewd judges congregating a solemn five inches before an officially appointed TV/VCR to stamp our definitive "Whoa, that's pretty cool!" and "Ooh, that's gotta hurt!" seals of approval on the arsenal we've compiled here.

The key to actiondom success is style — how exciting you make it seem. With these tools you'll get a jump on that front, since each will score you extra Popularity just for showing it off! (A good rule of

thumb is showing it twice before the novelty wears off and the Director starts reversing it into big negatives. Of course, a real star would always maximize his screen time and squeak out every ounce of Popularity he can.)

So are you ready, Immortal Actioners-to-be? Are you ready, prop men in the warehouse? Are you ready, f/x guys devouring donuts over by the set? Then, let's get ready to rummmmmmmble!!!

ALL MAJOR CARDS ACCEPTED

Instead of cutting the credit card in half, it's the credit card that's cutting you in half! It bleeds the victim so dry, he'll have to take himself to the cleaners twice just to wash all that blood off. He'll learn that, in between stitches, the plastic has concealed razor blades which spring out of top and bottom ends, designed to surprise, slice, then dice — that and never to trust Steven Seagal when he offers to pay by credit (see *The Glimmer Man*).

Opportunists should already see the perfect chance for Product Endorsement. Be sure to display the logo clearly on screen. And don't leave home without it, since this lethal financial tool will earn you a one-time +50 Popularity and +2 Guts to attack, but only if you have a decent setup for it (again, see *The Glimmer Man*). It has a rather high limit of +3 Wounds, though the bonus expires after just one Sequence.

The same principle applies to those with a gambling motif in the form of poker cards. We think throwing a sharp-edged

deck around makes for equally cool scenes and one-liners.

APOCALYPSE LATER

The future isn't exactly bright enough here for you to wear shades. But do it anyway, not only because it would look cool, but because the full-blown pyrotechnics from a well-crafted shootin' iron of the new millennium ain't going to go easy on your cornea.

Take the your-command-is-its-wish "Lawgiver" that Judge Dredd Stallone wields, for instance. On top of gratuitous fireworks, it switches from autofire to armor-piercing to high-incendiary bursts just by you literally calling the shots! It can probably do anything except double as a TV remote or cook and clean. We'll assume foreign language editions are available*, otherwise some of you may have to scramble for Subtitle. Conceivably, you can use ADR Control to do a re-take if you miscalled the last shot, or if it didn't pan out the way you wanted!

Normally a Big Gun, it can produce Boom to Very Big Boom in effect and damage just as easily, depending on the type of round you whispered into its chamber. Summon something like "triple-napalm-radioactive-hyperplasma-friggin'-antiviciinity" to wipe the entire block clean in a ultranuke firestorm, if that's your wish. The special effects crew might hate you for the overtime labor, but with that 100+ Popularity you just receive, you can afford to take all of them out for steak dinners.

On the other end of the science-fiction future we have post-holocaust, where one disaster or another occurred to regress the civilization practically back to an era when Daryl Hannah was adopted by a clan of Neanderthals and ran around showing them how to hunt in a proud exhibition of prehistoric feminism. The merit of that is that she looked great in loin, but we digress. Point is, even though the technology goes the way of the dinosaurs in such a wasteworld, there's plenty of leftovers for improv weapons — like converting a stop sign into a poleaxe, or to "savagize" old ones — like the razor boomerang (+3 Wounds) from *The Road Warrior*, where the thrower is actually better known for getting his own fingers lopped off by it and laughing afterwards. A cool, violent improv should net you +50 to +150 Popularity, as well as opportunities to prac-

tice your Catch Phrase and, yet again, Product Endorsement in particular. Hey, the entire world may have been flushed down the toilet, but Thigh Masters, Microsoft, and McDonald's will still be around. Wise be the man who scroungeth for name brands.

* If not, we can help. Most of us here know how to botch foreign languages too, not just English. At least enough to apply for film-dubbing jobs.

APPLIANCE BLOWOUT

Whether you have a kitchen or come across one, you've got virtually a whole armory at your disposal. Scientific studies show more Extras record their final reel in the kitchen than in any other room in a home.

We'll leave statting the butcher knives, the frying pans, and the meat grinders to other games. Suffice it to say that a good guy, in a full-scale kitchen fight, should have his face shoved within a millimeter of a beef slicer, and at least one bad guy should be tossed onto a hot grill.

The conventional stove is an essential element of every Action Star's and Effects Tech's arsenal. Leave the gas on, and a ripped-open thermometer with exposed wires courtesy of *Eraser* will turn the place into one huge time bomb, ready to do some serious cooking (+100 base Popularity. Very Big Boom to Friggin' Big Boom!). A timely matchstick or spark will produce the same devastating result. In cases where you wish to avoid massive property damage, try the A-Team homemade flamethrower by detaching the hose from the stove while holding a zippo at the streaming gas end. All you need then is aim and toast! (+50 Popularity minimum, +2 Wounds and victims continue to burn for 1 Wound damage each Sequence until the fire's snuffed out.)

Not only did the American network television remake of *Once A Thief* stand up to John Woo's original about as well as Danny DeVito would to Lou Ferrigno, but the inferior impostor neglected several gems from the first film as well. One such overlooked scene has one of our heroes engineer a makeshift artillery with a can of cola (shake well), a basketball (slightly deflated), and a microwave (place aforementioned contents inside, high for two minutes). The ball cannons squarely into the gut of an unfortunate Extra in a brilliant

flaming sphere — giving new meaning to "hot shot" — and propels him twenty feet through the air! We'd nominate a Big Boom at +3 Wounds on top of a lofty 200+ Popularity for the culinary ingenuity ourselves.

In other parts of the kitchen, a refrigerator can be toppled over on a poor soul, while its door can crack a nose bridge with a proper hard swing outward, or break a neck with a proper swing inward (more *Eraser*). The garbage disposal sink is prime for fountaining shrapnel if clogged with the correct items, not to mention a perfect place for an Extra to lose a finger and two. The automatic dishwasher is a gimme for a slapstick comedy spot, what with noggins being thrust into a running machine or overflowing slippery soap water inundating the tiles. All these household disasters are good for 100+ Popularity to the hero initiating them.

Water and electricity mix about well as Christians and lions. The usual trick is tossing a blow dryer in the tub, but we Big Time Action Junkies prefer a more, er, electrifying setup and definitely higher kill rate, such as MacGuyver hooking one end of a jumper cable to a car battery and dropping the other on a puddle to zap an assassin, or tipping over a toaster onto a flooded floor with *Timecop* van Damme doing his trademark split onto the counters to avoid electrocution while the Extras fry. (Popularity bonus based on flashiness. Those not quick to clear the area takes 2 Wounds each turn until they're "unplugged.")

Kids, don't try these at home. We are trained professionals*.

* *Professional what, we're not sure.*

BAD TASTE IN YOUR MOUTH

This is using a foreign object in tongue-wrestling. If you want to practice safe sex, check behind her pearly-whites and make sure the red on her lips came from lipstick (especially if it's Pamela Anderson Lee in *Snappedragon*). Called a "Dragon's Tongue," this devious Ancient Chinese Secret* is a razor hid inside the mouth under the tongue, which gives new meaning to having a "sharp tongue." Lethality is only a few quick tonsil swipes away — all to make a seductive femme fatale that much more fatal.

But guys like to watch this kind of stuff (at least the steamy part leading up to the "kiss of death"), so so-solly, G.I. Joe, dis Chinese toy be fo sexy girros only. No man ol Galasshoppa, preese. +100 Poppewlawity (and moh if chick acted vaylee hot), +2 Guts to sa-plies ahtack on Sappolting Cos and Exlas. +1 Guts on fust twy agenst Feecho Lole, ohnlee.**

* *By the way of Hollywood.*

** *Consider this our resume for a dubbing job.*

DO YOU BELIEVE IN MAGIC?

Abracadabra, presto-change-o, now you're alive, now you're not. Just a couple cinematic sleights-'o-hand to make the opposition disappear in a mist of blood...or simply a mist, if it's nosferatus you're facing. Boy, have we got arsenals for your next interview with a bloodsucker that would bring smiles to Buffy's face...

First up is the Super Holy Soaker 2000, squirting sanctified liquid at the speed of a machine-gun to douse new-age undead weenie Extras immediately out of the after-life, giving them something real to focus their angst on, while inflicting +2 Wounds against an unholy Feature Role. Less prepared heroes can just resort to Holy Water Balloon with the same effect and +50 Popularity to boot. Wetter is better!

After that, a motorized repeater stake like the one George Clooney rigged up in *From Dusk Till Dawn* will enable you to line 'em up and puncture 'em down at the rate of +3 Wounds and +100 Popularity. Less mechanically-inclined characters might have to settle for multi-slot crossbow loaded with sharp wooden spikes to nail the nocturnal Extras dead on the spot, or +1 Wound on a Feature vamp.

This ain't quite Monty Python, but in a pinch we don't see why you can't have a Holy Hand Grenade, as long as there's a holy man willing to perform a quick blessing... Or Holy Shotguns, Holy Assault Rifles, Holy Mortars, Holy Anti-Tank Missiles, for that matter!

Against mortal flesh, voodoo dolls are neat punishment tools, Usually reserved for bad guys, what makes it fearful is the fact it has virtually no range limit, and there's no way to "dodge" it. If the target out-rolls the attacker, it just means he takes no meaningful damage that turn other than a uncomfortable stinging sensation somewhere on his body.

For a truly magical weapon, try The Glaive, an overgrown shuriken from Krull. It gives off a translucent emerald-green color and +2 Guts to any stunt attack. You can even temporarily stun an opponent for two Sequences with a brilliant flash!

Speaking of flash, magnesium powder, which will serve a ninja equally as well as a stage magician, act as a Boom in blinding Extras and Supporting Cast for 1D6 Sequences, and Feature Role for 1D3, so you can escape or sneak in a couple free shots in the meantime.

MARTIAL MADNESS

You dare challenge dee masta? You must be tired of living. Prepare to die!

Ha-ha-ha, you cannot hope to withstand the power of the flying guillotine, a special weapon from an oldie but moldy martial arts flick! This metallic dome with a spiky rim, attached to a long chain, will land on your head, drop a mesh veil down to the neck before the rotating inner blades go through you like a ginsu knife through a tomato! Easily a +1 Guts and +100 Popularity attack!

What, you want to know the secret of the Returning Flying Knife of Grand Masta Lester Smith!?! This feared artifact consists of a single-shot musket pistol grafted onto the blade surface of a long throwing knife. After it enters the flesh, the gun fires, and the resulting force boomerangs the dagger back into your hand! An flashy martial-artish fighting tool good for +150 Popularity! Why...

We will have our revenge, insolent fool! Until we meet again...

MUSIC TO THE EARS

It ain't over till the fat lady sings. She'll sing, all right, so will your foes at several octaves higher than usual after you finish rocking and rolling with these instruments.

For a recent record, witness *Desperado* Antonio Banderas & Pals. Antonio's two buddies lug around cases big enough for a cello, but they conceal a machine-gun in one instance and a rocket launcher in another. The machine-gun barrel peeks out of an opening on top of the case neck, so you can let it hang down next to you at about knee-high by simply holding on to the carrying handle, then it's a matter of point and shoot for +2 Wounds and +75 Popularity. You'll have to hoist the rocket launcher onto your shoulder before

launching rockets through a similar opening. It lambadas to a delicious symphony of +4 Wounds in a Very Big Boom, and +100 Popularity (possibly more if you do a cool leg split when firing). Tony himself has the parts inside his guitar case for assembling a customized, special Big Gun, which not only makes beautiful music of +2 Wounds, but gets +150 Popularity the first time it's put together on-screen, not to mention the extra Popularity if you have to construct it under pressure, i.e. an unexpected gunfight in a bar (count it as a Stunt).

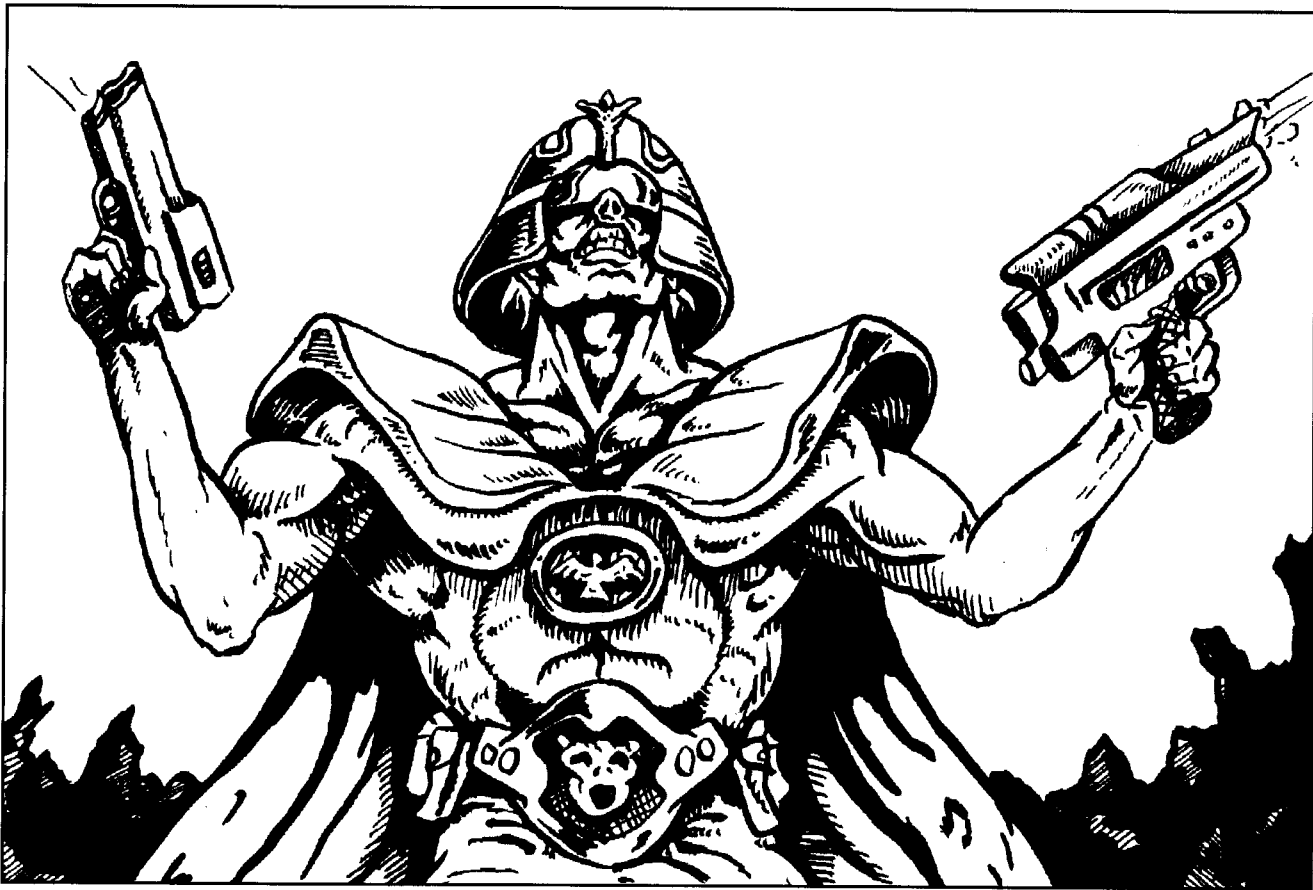
A flute or pipe that doubles as projectile weapon would churn out sweet tunes for the sneakier Agent and Outlaw types. It converts into a blowgun, except with much more sophisticated triggering mechanism ("it fires only on a high C-note") and fires needle-fine darts that no one but Feature Roles have a chance of noticing. Anybody going undercover in a musical setting or who has a musical skill or two should consider this +1 Wound and +200 Popularity little gig, plus opportunities to bag more with Long Shot, Soundtrack, and Background Specialty!

More electricity and water, this time on a rock stage: Giant amplifiers. Synthesizers. Electric guitars. Light towers. Big buzz. +3 Wounds each turn for 3 Sequences. Show-Stopper stunt. Cue the fat lady.

READY... CHEMISTRY SET... GO!

Someone who stays cool under pressure is said to have ice water in his veins. A true action hero who stays cool enough for two people under pressure, then, would have liquid nitrogen running through his.

Liquid nitrogen is one of the coldest substances known. Period. On contact, it freezes a body colder than a DMV clerk five minutes before closing time. Whatever part it manages to catch becomes immobilized in a vulnerable block of ice. It's a fad chemical in action movies because the frozen flesh actually shatter and scatter from impact like a shotgun to a watermelon, with red crystals in place of blood, which makes the hero look perfectly awesome on camera when he splatters half of a body with one swift kick, as van Damme did to the unfortunate Extra in *Timecop*, and Stallone did to Wesley Snipes's head in *Demolition Man*. Or you could follow Ahnold's lead by just blowing away your popsickle villain as he did in *Terminator 2*.



Remember to say something especially "chill" just before you pull the trigger.

This supercool visual effect usually checks in at around +75 to +200 Popularity. Of course, a scene with spilling liquid nitrogen is a cousin to our old friend electricity-water, so stunt work is mandatory. The stuff actually does no Wound for combat purpose, but unless the victim is a Feature Role he will spend the next two Sequences screaming, enabling the hero to get in a Catch Phrase before literally knocking the victim's block off. Feature Role will lose two Guts in the current combat, then one Guts for the rest of the scene — among other side effects such as breaking off a limb.

Acid is no less dangerous. Fighting on, say, a near-collapsing scaffold suspended over a vat of bubbling acid should award the hero +200 Popularity minimum for having the guts in the first place.

Moving on, "hyperacid" is a theoretical compound that will erode anything on earth — and will keep chewing through everything right to the burning core. Naturally, the fact that it's mere numbers on some lab coat's drawing board in real life ain't gonna stop us from using it in your big-budget productions. Supposedly it has to be kept floating inside a "magnetic

jar" since no physical container could ever hoped to hold it. Thinking quickly, we would order the prop guys to build a gizmo containing such a jar and the magnetic force to project hyperacid globs. Then we'd sit back and watch the environmental activists protest outside our studio. Anyway, this should score you around 75-100 extra Popularity, not counting what else you can squeeze out by scripting a hit in gory detail. Treat this like liquid nitrogen in combat, except it actually causes +4 Wounds (one-time only if vs. Feature Role) 'cuz having a hole burned straight through ya does kinda hurt.

Staying in the realm of chemical fantasy, "Catalyst C" is a theoretical catalyst that will cause paper products and cardboards to crumble into worthless powder — something about combining non-living cellulose and oxygen at room temperature that does the trick. OK, so it does no actual physical damage, but we brought it up because it would make a nifty device for an ambitious villain who, say, wants to destroy the world's printed documents or paper money.

A fire extinguisher is one versatile can of chemical no hero should ignore. You can spray several people in the eyes (blinding them just like flash powder), make the



ground slippery (for a Sequence or two), really rock somebody's world by bashing them upside the head (+3 Wounds), and elicit a KABOOM! out of it with a bullseye shot (Big Boom at Casual or Tense Plot Level, Very Big Boom at Climactic; +50 Popularity)!

Truth serum and chemical injections are often a staple of interrogation scenes, usually applied after a hero is flogged, burned, electro-shocked, and otherwise tortured. Truth be told, however, it has absolutely no effect on a heroic Feature Role, other than making him groggy at -1 to -3 Guts (based on the dosage administered) for the rest of the scene, along with bonus Popularity from the hero hamming up his fighting the drug off.

SHOOTIN' FROM NOT QUITE THE HIP, BUT CLOSE

The real Fire From Below — and we don't mean Australia, mate. Rapid-firing triple barrels securely strapped to the nether region and which, uh, erect on demand to, um, really poke somebody's eyes out (among other things). Don't even have to use it; just the sight of this veritable symbol of virility will be enough to keep them in awe from dusk till dawn.

This "Crotch Blaster" adds +2 Guts to

your intimidation attempt against Supporting Cast and Extras when it's, ahem, exposed for the first time in a Film, and adds a, well, penetrating +2 Wounds in combat. It's good for two *cough* quickies before it begins to, er, shoot blanks. +50 Popularity (or more, depending on the context).

SPY HARD WITH A VENGEANCE

Cinematic secret agents are winsome, sophisticated, intriguing international men and women of mystery. Even their weapons are secretive: A gun is not a gun unless it looks like anything but a gun, and anything may be nothing unless it looks like something, and nothing could be something unless it looks like anything, and we better stop because we're starting to confuse ourselves. Or something. Anything. Maybe nothing.

(Slap!) Thanks, we needed that.

Like we said about guns, they're built to appear as anything but. Since incognito is the objective, the chamber tends to lean toward the .22 caliber variety. 007's brainy Q found many good places to conceal them, including ball point pens, safety razors, umbrellas, and cigarettes (be sure you light the correct end, and close cover before striking). These clever devices pack

a punch of +1 Wounds, plus +1 Guts to attack, +2 additional Wounds for staging a nice, spyish delivery ("My last request?... How about a smoke? It's inside my pocket...")

A Japanese "manga" (comic book) we once saw depicted a Big Gun constructed as, of all things, a normal bicycle! The whole frame was taken apart to be reassembled into a high-powered sniper rifle, using explosive-tipped arrows disguised as wheel spokes. Nothing went to waste as we remembered — well, except for enemy targets, of course. Even the little handlebar bell turned out to be a hand grenade! Cool three-digit bonus Popularity and cruisin' right past security checkpoints should both come easily with nifty foreign tech like this...

Speaking of ding-bells as hand grenades, explosives also rank near the top as concealment candidate in the espionage line of work. Listed among the Bondish inventions are the watch (which itself makes a convenient timer at that), and the infamous three-clicks pen from *Goldeneye*: Three clicks arm it for Big Boom detonation in five seconds, another three clicks disarm it. It was very entertaining to watch the Brosnan Bond nervously trying to keep track while a Russian nerd twirls and clicks away... A Popularity boon in the upper-200's scale if we ever saw one!

One fitting gadget for image-conscious ladies' men (or men's ladies) comes in a small self-adhesive package detonated by, appropriate enough, wolf-whistle. You know, the kind that boys hanging out at a street corner let loose when a sexy gal wanders by?... Straight outta *The Living Daylights*, whistling such into this one-shot wonder will incur a Boom with +50 Popularity.

Now to prove America can rival any foreign competition, we counter proudly and loudly... wanna gum, G.I. Joe? The special piece of chewing pleasure, should you decide to accept it, is a red-light/green-light special from *Mission: Impossible*. Fold it so the red part touches the green part, then literally stick it to them for pure satisfaction as the Friggin' Big Boom comes seconds later, just in time for you to ride the shock wave!

WEAPON 9 FROM OUTER SPACE

From Hitchhiker's Pocket Guide to the Galaxy's Most Primo Destructo:

Most alien guns satisfy the three crucial functions for manly men — big, lots of neat buttons, and even more spiffy lights. Those unfamiliar with one are compelled by a primal instinct to immediately push consoles and nudge any external fixtures at random, as if such actions will bestow upon them sudden and complete expertise of the armament's working, until such time, which is very soon, as the weapon activates and unfailingly destroys the largest property within trajectory range...

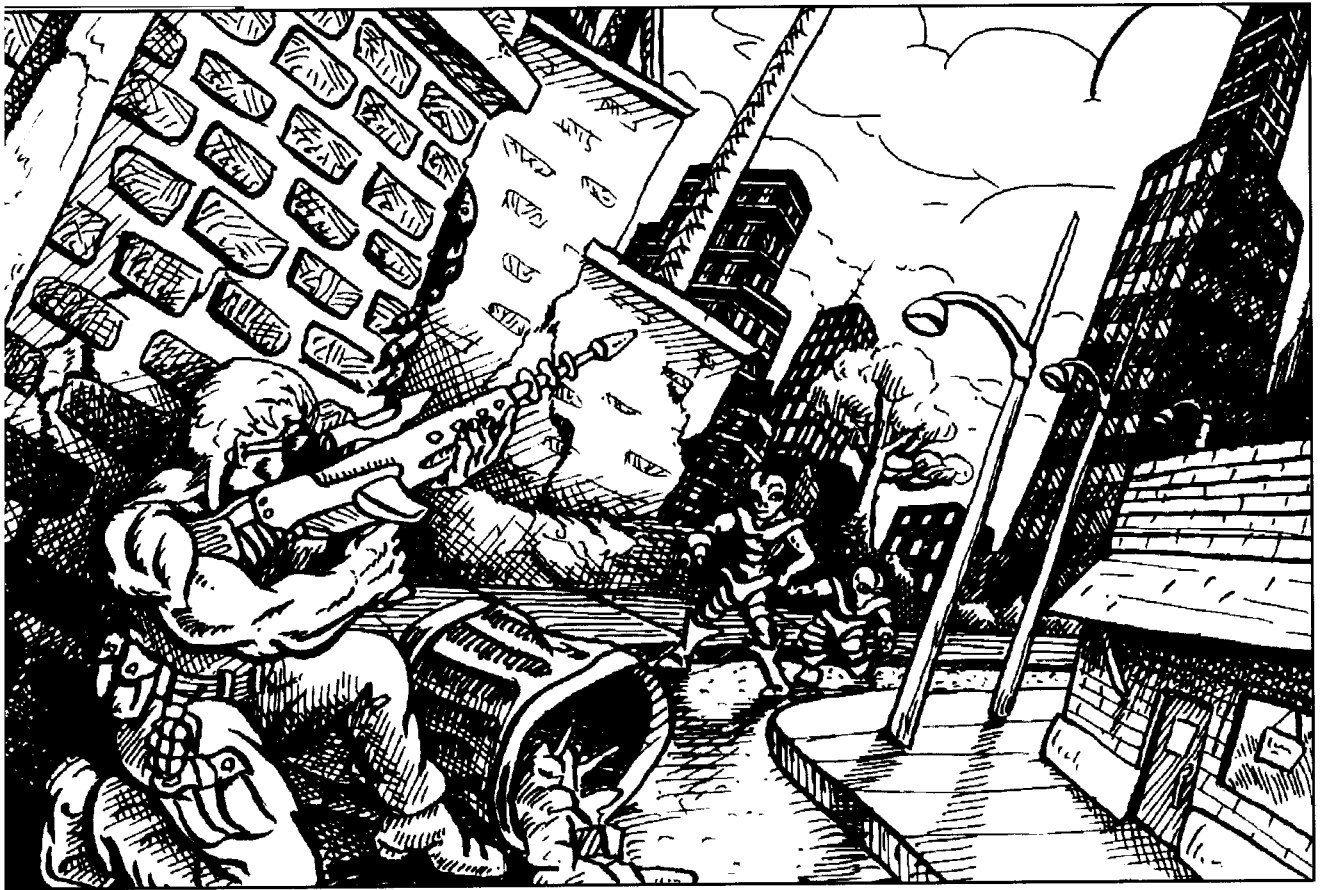
Translation: +100 Popularity to the first hero to fiddle with a newfound alien weapon or gizmo he does not understand, an action that will surely result in instant incredible destruction, but never actually killing anyone in the process (well, except maybe one or two villainous Extras). If the Director has several functions built into it, then any Feature Role other than the first guy to fire the weapon can get at least +50 Popularity for each discovery, providing he musters up a dazzling sequence. Speaking of razzle-dazzles, this is a great spot to cash in on the F/X Repertoire.

Ak-ak, ak-ak-ak. Ak-ak-ak-ak-ak, ak, ak-ak-ak-ak. Ak-ak, ak-ak-ak. Ak. Ak-ak. Ak!

(Translation: We have. Powerful weapons. Plasma disintegrator pistols. Melt flesh. Make skeleton glow green. We Mars. Attack. Kill earthling. Take women. Play stupid games. +50 Popularity. +4 big Wounds. English too long. Victory ours!)

Rrrrr! I come in peace! I come in peace! *Shhhiiiiinnngg!*

(Translation: These killer CD's are so fast it even escaped our previous section on musical deadliness. Essentially compact disc in size and appearance, they ricochet off solid objects — emphasis on solid — and continue bouncing in a blur after release, while mercilessly buzz-sawing the heads off of those caught standing flat-footed. However, these miniature flying guillotines will make a beeline for and embed themselves into a switched-on speaker — sonic vibration and magnetism attract them. In combat, treat one of these discs normally for the first Sequence when it relies on the firer's Action Dice, after which it becomes an equivalent of a 4-Guts Supporting Cast, going after one random person or making a stunt attack on up to three available Extras each Sequence, until



it is destroyed or contained. Smart heroes can milk for Popularity by dodging it in typical manly fashion for a couple turns.)

X-RAY X-PRESS TO HELL

We save the biggest boom for last! Break out the big guns, boys!

For pure, unsaturated, unabashed mega-damage, look no further than the EM-1 Light Rail Assault System. Also advertised as the Cyrez TX-1000 rifle, this thing of beauty is the Friggin' Big Gun featured in *Eraser*. First, switch on the x-ray scope, which comes on-line in two seconds. Then scan the premises with no barrier to obstruct you, which makes for some neat special effects. After that, zero in on the target's heart, which the audience can clearly see beating for more F/X Popularity. Finally, pull the trigger on this handy rail-gun to fire translucent-blue tracer rounds to annihilate everything in a Very Big Boom worth +5 Wounds!

It's a potent manly-man weapon not merely for its devastating power and visual value, but only Feature Roles are able to spot the x-ray combing the area and realize that as long as they're behind lead covers, they'll be okay. Thus, those of lower role levels are essentially absolutely positively toast.

This next innovation is almost good enough to make us create a new category of "Friggin' Big Bullet." Well, it won't exactly be for size, but what it can do: Californium bullets, shells filled with said element, capable of producing mini-nukes on impact since californium has a critical mass of a mere few grams. Two or three shots of this from a rifle will clear the lot in a hurry, doing Friggin' Big Boom on the scale of +7 Wounds!

We'll skip nuke warheads and proceed straight to the doomsday devices of this generation—Electromagnetic pulse, or EMP. Whether controlled by computer system (*Goldeneye*) or hand-held keypad (*Escape From L.A.*), it orders certain orbital satellites to bombard any place or anything in the world with intense electronics-distorting EMP beams, instantly wrecking (say) fighter jets (which explodes quite nicely), shutting down an entire nation, or in Snake Plissken's case, killing the lights for the whole world permanently. Never mind the damage, just give a Feature Role one chance to escape the situation unscathed, and add 50 to 200 Popularity to his sheet for the spectacular fireworks!

MAXIMUM DAMAGE™

MAXIMUM VENGEANCE

NEW REPERTOIRE

Extreme Vengeance heroes kick big booty already, so giving them more firepower is almost like Pamela Anderson Lee wearing a shirt with a lower neckline. Overkill is overkill.

But this production is about overkill, and let's face it, you action stars want it (probably as much as you want that plunging neckline on... oh, never mind).

Therefore, we've turned out ten killer schticks in the name of liberty, justice, and the first ten minutes of *Barb Wire*. God bless Pamela!

Coup de Grace: The final blow, the bulls-eye shot, the big send-off, the good-bye kiss... Whatever it's called, you can burn a level in this Repertoire to count one attack roll as if all the dice came up sixes! However, you must be down to the last quarter of your total Wounds to use it, since we don't want to be anti-climactic about this. You do receive an additional 2x Popularity if you use it in conjunction with a Background Specialty, or 3x with a Signature Move.

Dramatic Inspiration: Action heroes are easily motivated. Anything from a timely encouragement to a keepsake reminder can fire them up to mount a serious comeback. (You don't want to be the villain in *Fist of the North Star* when good 'ol Fist went nuts after seeing one of his lover's spilled seeds sprouts leaves out of the floor crack!) All you need is a convenient inspiration to

gain one Sequence worth (per level spent) of unopposed beating! That's right, you get to unleash a flurry of total medievalness on the buttocks of your hapless foe (or foes), and he cannot use Action Dice against you!

Matte Shot: If Arnold can coolly jump out of a flaming plane at 20,000 feet in *Eraser*, then there's no reason you other action heroes can't as well! We saw how they staged that on one of those "Behind the Scenes" specials on HBO, and it's perfect for those who aren't especially self-preservation challenged or not named Jackie Chan. This repertoire makes a stunt look more dangerous than it really is with "blue screening" — a special effect that combines a scene that is masked (Arnold in wired harness) with another footage (jet on fire). Once per level, you can roll extra Action Dice equal to your level in this Repertoire for a stunt (e.g. if you have 3 levels, you can do this three times, adding 3 extra dice each time), and even if it fails, you take no damage because you're performing it in the safety of your own soundstage.

Motivated Close-up: When the going gets tough, the tough gnashes his teeth with a determined look, as the camera focuses in for a close-up shot of sweeping hot barrel of a carbine blaster, or the two bulging arms jamming an iron bar into a whirling giant fan, or the driver's facial expression when he's about to floor it and punch the car through a burning wreck, or... Anyway, you get to multiply the rolled result of any

one attack or stunt for comparison purposes and Popularity. Spending one level will double whatever you rolled (not number of dice!); two levels, triple the roll, etc. This is usually accompanied by a deafeningly macho scream from the hero to let audiences know he means business.

Music Video: If you can't beat them, cut a music video. This is a sequence shot in the style of a music video, featuring your hero practicing, training, preparing for upcoming combat, which gives him levels equal to the total in this Repertoire to split among these following Repertoires against one specific character: Go Ballistic, Multiple Angle, Tough-It-Out, Zoom. He can make several videos, spreading the levels and Repertoires against different foes if he chooses.

A video with hip artistry or techtronics worthy of MTV "Buzz Clip of the Week" status will earn the hero 100 to 1000+ additional Popularity.

Slapstick: Oh, a wise guy, eh?! Tryin' to hit me with that hammer, eh? Why I oughtta!... See this? I'm usin' the Slapstick Repertoire, and until the end of this Sequence, nobody on my side or yours gets hurt or takes Wound in combat. I can do this once per level per film, so whattaya think of this fight now, huh? Nyuk, nyuk, nyuk...

Sound Effects: The boys in the mix room just got some extra props in for the bone-crunching scene, and you can take advantage of it with this repertoire. Once per level per Film, roll extra dice equal to your total levels in Sound Effects for damage by amplifying the volume, making the impact sound even worse than it looks. The sound of wrenching bones in Steven Seagal's movies still give us the willies!

Optionally, you can use it to reduce damage by muffling the speaker or telling the guys to hold off on snapping the celery. This is done by rolling a number of dice equal to your Sound Effects levels and taking off one Wound for each roll matching your own role level (6 if you're Feature Role, 4 if Supporting Cast, etc.). No Wound is inflicted if this roll cuts it down to zero.

Squib Bag: Either the hero was born with blood bags under the skin or he's a natural gusher. Regardless, he can really make cuts and bruises seem much worse than they

are to solicit audience sympathy (while showing how tough he is at the same time), getting 2x Popularity from all successful attack rolls made against him for one Scene per level per film.

Tracking Shot: The favorite of all boogeymen and B-flick monsters, this repertoire lets you ambush another character by using the camera as your view point to follow the target, keeping him on-screen until you decide to jump him. This is good for one Sequence of automatic surprise per level spent per film, but it can be negated by a Cutaway from the target.

Whip Pan: Every dog's going to have its day, and when that happens, the hero's going to find himself getting beaten within an inch of his life. This repertoire will help you make it through those tough times. Once per level per Film, you can fake death and "exit" combat immediately without further harm, only to make a dramatic re-entrance one Sequence (or more) later when the camera "whips" across the screen and pans up to your face — hence the Repertoire's name — ready to extract retribution during your side's turn.

FOR CAST MEMBERS ONLY

OK, line up, heroes and heroines. Get your new Repertoire here! Just find your Descriptor and Designator, add what's listed on your talent profile sheet, and you're set. No purchase necessary. Void where prohibited by law. Batteries not included. The check's in the mail.

Descriptors

Acrobatic: Matte Shot (2), Slapstick (1).
Bumbling: Slapstick (2), Whip Pan (1).
Grim: Coup de Grace (1), Tracking Shot (1).
Gung-Ho: Dramatic Inspiration (1), Sound Effect (1).
Maverick: Matte Shot (1), Motivated Close-up (1).
Pumped-Up: Coup de Grace (1), Motivated Close-up (1).
Suave: Matte Shot (1), Whip Pan (1).

Designators

Agent: Matte Shot (1), Tracking Shot (1).
Common Champ: Slapstick (1), Motivated Close-up (1).
Cop: Squib Bag (1), Whip Pan (1).
Fighter: Dramatic Inspiration (1), Music Video (1).

Outlaw: Squib Bag (1), Tracking Shot (1).
Scholar: Coup de Grace (to represent a Lucky Shot, really) (1), Squib Bag (1).
Soldier: Sound Effect (1), Motivated Close-up (1).

EXTREME FIGHTING

Disclaimer: This section is not to be confused with the much criticized pay-per-view tournament of free-for-all brawls inside an octagon cage (though it could happen in a Film). We do not watch that barbaric stuff or know anything about it, the least of which being it's actually called the *Ultimate Fighting Championship*, and that Extreme Fighting is a totally separate organization running a similar gig. Oops.

All right, that minor slip aside, we're going to share valuable insight we cagey (translation: weaselly) Extreme Vengeance veterans have accumulated; secrets to cinematic combat longevity; pointers to overcome opposition with efficiency and style, while raking in hum-vee loads of Popularity (translation: weasel play). Or as certain characters from Saturday Night Live would say, "We're gonna *clap* pump you up!"

FUN WITH REPERTOIRE

Let's start with Dramatic Slo-Mo, a staple of every American action flick, and a very handy Repertoire to have when there's a billion bullets or explosions ripping all around you. It protects you from all damages for one whole Sequence, so you'll want to save it for diving out of harm's way when you're caught napping on the draw, right?...

Wrong, turtle breath. You'll only get Popularity from their rolls, see, versus theirs and yours if you use it offensively. What really makes Dramatic Slo-Mo potent is the fact you can attack in the meantime. Think about this: you're essentially guaranteed a free shot with no chance of getting hurt in return! It's gaming's answer to video games' Power Pill and God Mode!

Despite its name, the action isn't necessary slowed down to a crawl. You're free to script it as your hero standing audaciously out in the open, calmly loading his weapon, at the same time "staring down" his enemies into scattering their shots, hitting everything on God's green earth but him, before firing back. Or, since the bottom line is you take no damage, pull a Nicholas Cage in *Con Air* — actually taking

a shot without even flinching. The key is to creatively construct the scenes to make your hero appear as macho, cool, awesome, and friggin' superhuman as you possibly can. So what if you have to stretch the interpretation a bit? You'll earn lotsa Popularity for style, baby!

A good chunk of maximizing this Repertoire is timing. You can declare Dramatic Slo-Mo at any time, hence the weaselly-but-legal thing to do against a buff Supporting Cast or Feature Role is to let him attack first without using defending, then invoke this Repertoire to duck out of his Sunday punch, then hit him with every Action Die you have, hoping he has exhausted all his Action Dice for his attack. Of course, the Director can turn around and pull this very same trick on you...

Cue Card is another often-underutilized Repertoire. If you believe it's just a convenient hint device strictly for non-combat purposes, we have mega-blockbuster screenplays starring ourselves to sell you. These are the ones where we drive off in brand-new Ferraris with Pamela Lee, Mira Sorvino, and a bunch of other gorgeous starlets at the end.

Cue Card, in essence, is your way of asking for blatant script direction. In combat, your hero can normally walk through just about everything in your path, but knowing what to blow away is nearly as important as knowing what not to blow away. So instead of wasting precious Action Dice to demolish something the Director will preserve through fiat anyway and risk Popularity loss at the same time, you might want to find out whether that Doomsday Weapon is a viable target right now, and when can you get a fix on it.

Reading the Director's mind is another way to quick, fat Popularity. See, the Director usually has in his head that one "big stunt" when he first planned out the scenes, a specific action so cool (at least to him) that whoever does it is going to ring up fan counts like they're going out of style. Even if he didn't plan one, something will come to him during the scene. Trust us.

With Cue Card, you can find out just what he would love to see you do. Ricochet the shot off the vault door and hit the gas main behind Extra #2? No problem. I'll take the bucket o' Pop now, thank you.

Then there are the indestructible juggernauts that the Director will throw at you occasionally, be they android assassins

from the future, aliens dripping acid blood, psychotic killers on super drugs, or undead things bent on opening the gate to hell. However, cinematic convention dictates there is usually an Achilles' heel to these monsters, a soft spot as mushy as a theater full of women at a showing of "Casablanca."

Again, you can find out where or what to aim at and when, straight from the horse's mouth. Douse them with olive oil under a midnight moon after sacrificing a chicken to the acorn god? Okay, will get right on it. Even if there is no weakness, the Director will still offer suggestions, if not outright solutions, of taking them down. All for the price of one Cue Card. Don't leave home without it.

Nobody worries about the Extras, it's the top level heels that you have to watch out for. Sometimes a premature action can pit you against a superior nasty, who's got more Guts than an entire beer league softball team. You don't have enough Action Dice to overcome this badass. Oh-oh. Curtain time?

Not exactly. If you have Lethal Exchange, that's your last-ditch equalizer against seemingly unbeatable foes. What it comes down to, then, is luck. Will you inflict enough damage to drop the other guy first, or will you be slapped around and called Susan? And you get one extra Guts to improve your chances until the end of this dogfight, so you have nothing to lose!

Are the bad guys about to win? Are you languishing in some forgotten corner of the set, left for dead by the contemptuous villains who haven't enough sense to see that you are the star of this dang Film? With the Miraculous Recovery Repertoire, your Wounds cannot drop below zero. And yes, you can use Miraculous Recovery any time after you've hit zero, even if you're considered to be "long dead." Thus, it's possible for you to spring back to life after, oh say, seven *Hard to Kill* years of coma.

Facade has been tagged as a musclemen's Repertoire. While it's great to always be able to punch or shoot through barriers, you can really take Facade's basic effect — turn inanimate object into cheapo breakaways — to town. Imagine combining this with the anger-knockback rule... The chump not only goes flying into a wall, but through it as well for one helluvan impressive attack! Now if we deliver that same hit, say, thirty floors above the ground...

Also, no restraint can hold you down when this Repertoire is around. Spending a level will let you uproot shackles and kick out of bonds like a true manly man. Changing that incoming Mack truck into a plastic shell on balloon wheels will make a head-on collision that much easier to live with, too, not to mention how tough you'll come off with the audience!

As highly as we tout Dramatic Slo-Mo, there's another Repertoire that, when used correctly, will pull double duty. Surprise! It's Tight Two-Shot.

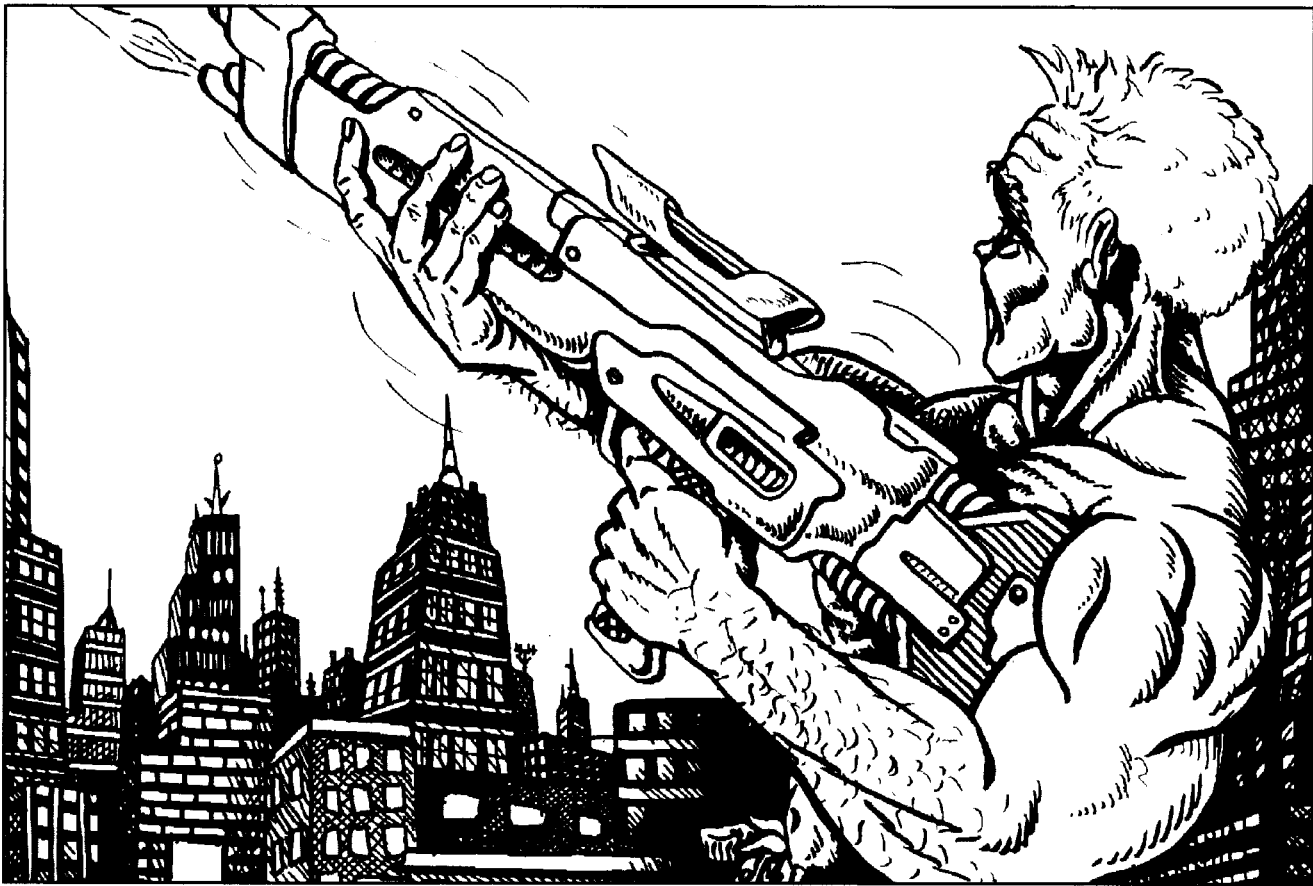
Like DSM, you have to reach beyond its basic effect and invent cool applications. Obviously, Tight Two-Shot is primarily for snaring villains into a dramatic verbal volley so they'll reveal why the Senator was killed, but then there's this one function similar to Slo-Mo: you and one other person are immune to damage... Aha! The light bulb goes on! You realize that the next time an ally could use a breather, you can run over and escort her through the heavy fireworks to safety in a Tight Two-Shot, without either of you risking a hole in the back! Of course, this requires a running dialogue, but how hard is it to say, "Are you all right?" "Yeah, I think so." "C'mon, we gotta get to the roof!" "Okay."

REPERTOIRE COMBOS

Bzzz Hi, welcome to the Maxa *Bzzz* amage drive-thru. Would you like *Bzzz* our new combat combos today? Served fresh and hot, these are *Bzzz* the thing any *Bzzz* needs to burn the oppozi *Bzzz* un like they just spilled a morning coffee in *Bzzz* air laps. Great. And whacha like to *Bzzz* ink with that?

Zoom + Multiple Angle: Nothing like the smell of napalm in the morning — from more than one angle, yet! You can bring down a whole skyscraper with just a firecracker using this fiery combo. First, you Zoom in on the detonation device (from afar naturally; hey, nothing in the Repertoire that says you have line of sight or be present to use it!), then after rolling the bucketful of dice, you multiply the damage by playing the explosion back several times. MAJOR KABLOOIE!

This combo is also great for a stunt attack. You can really knock a lot of Extras off with a shot like this!



Avenging Fury + Zoom + Coup de Grace: Arghhh!!! This is our equivalent of the ultimate cheese, Channel/Fireball combo. You double your dice, then make them all 6's!!! What's worse, you can Go Ballistic before that, which will give you even more dice to double! Hmm, maybe we should get to work on a restricted/banned list...

Lethal Exchange + Dramatic Slo-Mo + Multiple Angle: There you go. Trade shots with someone who's tougher, slo-mo his so you don't take anything, then if you rolled a decent damage, stick it to him with a couple instant replays of such masterful attack.

Avenging Fury + Miraculous Recovery: This can be explained away as a collage of dream-like flashback while you're down or unconscious, images of past encouragement or crimes committed against you to provide the inspiration for you to get up and go another round, with renewed energy yet!

Motivated Close-up + Multiple Angle: You have to roll higher to do damage, and a level of Motivated Close-up will usually do the job. Then pour on the damage with Multiple Angle if it's a good roll.

Go Ballistic + Dramatic Inspiration + Coup de Grace: Whoo-who, the ultimate comeback! Get hurt, get extra dice, get inspired, and while the other guy stares in awe of your superhuman rage, knock his block off.

Avenging Fury + Zoom + Dramatic Inspiration + Coupe de Grace + Multiple Angle: Man, are you sadistic or what? Talk about overkill! Wanna add a Background Specialty to that? Geez...

Of course, you may have already spotted a couple of Repertoires that are interchangeable or replaceable in these combos (Avenging Fury and Zoom, for starters). We studio guys would love to see your favorite combos so we can rip them off for our next game. Send them in, and don't worry if they seem too weird. (One of ours was Product Endorsement and Tough-It-Out, something about a condom that really protects you... oh, never mind.)

THEM'S FIGHTIN' OPTIONS!

The heroes, at least up till now, have it easy. Here's a way for the Director to make combating Extras/Supporting Cast challenging for them: For quick resolution when multiple attackers/defenders are involved, roll Action Dice equal to the total Guts of the



combatants for either one or both sides, then apply Wounds equally (so if the damage came out to be, say, 3 Wounds, everybody on the losing side will suffer that amount of pain). If weapons are present, add only the bonus from the biggest weapon once (so fifty Extras ganging up on someone with half of them using Uzis and half of them using pocket knives will only get a +2 Wounds bonus from the Uzis on their total). We recommend this option only when the Film calls for the Extras to give the heroes a temporary setback, or if the heroes are having too easy a cakewalk. If nothing else, remember that NPCs — even Extras — can "assist" the heroes and each other too!

Pulling punches and "warning shots" are options good for both intimidation attempts and prolonging a fight for additional Popularity. You describe your action as basically non- or less-damaging, then roll your Action Dice and do as much or little damage as you wish.

Coincidence is not merely a stat to turn the tide of battle your way, but you can now actually cause damage with it! To do so, you must first gain the initiative, render an appropriately fortuitous scene ("As he charges toward me with the metal spike, I tripped over a hose on the ground while backing up so he impales a high-voltage switch box behind me instead!"), and if the Director approves, roll your Coincidence Action Dice versus the target's Coincidence Action Dice and proceed as you would normally for combat.

LOOKING FOR MR. GOODBRAWL

Seen him lately? He's this savvy stud of a cinematic hombra whose big screen fights could pack 'em in tighter than a varsity cheerleader with her eyes on the quarterback.

Maybe he is you. Heck, take a look at the telltale Popularity from that last flick. That will say whether you were mowing

'em down with style or just plain mowing 'em down. Tell ya what, let us punch up G's profile, then you can see if it matches you.

Mr. Goodbrawl is an eternal opportunist. He never passes up a chance to tie in all his commercial endorsement deals. In fact, he would find way to pitch a new product every time the audience turns around but with such a subtle, casual transition, from background scenery to a off-comment on a slogan. If there's an opening for pyrotechnics and special effects of any scale, you bet he'll be there, using all sorts of movie excuses to be included from the setup till the last flaming scrap of metal hits the ground. He can smell blatant plot devices from miles away like a juiced-up hound dog, and unfailingly follow them like one. He's on a constant lookout to put his Repertoires to good use, because he knows an action with Repertoire will ring up more Popularity than without. You'll find him in a Motivated Close-up of a torturous, sweat-glistening workout just as easily as acrobatically plunging with a damsel in his arms into a swimming pool ten floors down amidst stray gunshots, the latter combined with a Matte Shot, of course.

Mr. Goodbrawl creates his own opportunities too. If there isn't an opening for f/x, he will make one — instead of shooting the bad guy directly, he grabs a flare gun off and aims for the "leaking scuba tank" (one of his famous improv-on-the-spot scenes). He's forever devising scenes and adapting his script to take advantage of his Repertoires. Confronting twelve decked-out bikers could very well Flashback him to when he was bullied by a gang of leather-clad teens as a child, triggering an Avenging Fury that would end with The G-ster launching one last rowdy rider through a window by the nose ring, while the rest slump in various states of battered-and-bloodiness.

Mr. Goodbrawl is lucky. He never quite knows what he has on him at any given time, but darn if it ain't a Coincidence that he keeps turning up a timely throwing pistol-knife here, a razor credit card there. And double darn if it ain't a Coincidence that the silver lighter in his jacket pocket stopped a lethal shot headed straight for the heart, or the villain should end up standing nowhere else but right under a crane suspending a ton of bricks.

Mr. Goodbrawl is crafty. Despite his prowess, he knows how to pick his spot. He

realizes that hogging the spotlight all the time will stale his act real fast, and that a Dynamic Duo or cool double-team is oftentimes the way to go and still chalk up respectable Pop. He also knows he practically holds all the cards in a Feature Role, so he can afford to dispense movie logic freely. He'd toss away a good gun that he might need later on, or spare a downed bad guy long enough for him to fire off one final cheap shot. This means The G Man always takes the hard way out too, even though the solution may be one obvious, common-sense action away. He knows adversities breed box office sweeps and die-hard fans, so he'll deliberately put himself in apparent "disadvantages" or "complications" to make a fight interesting and check off NG's at the same time. (The Defective Prop rope breaks, and lands him in the middle of a chop-shop full of armed goons is an old favorite.)

Above all, Big G is a showman. He has a bottomless bag of tricks to treat the audience. We won't be surprised if Snake Plissken learned to cheat by the "Bangkok Rule" from him, before 'ol Blue-Eye (no "s") took off to escape from L.A., nor if we see him smack umpteen thugs silly with weapons as impromptu as cellular phone, gardenware, or step ladder. One-liners come second-nature to him, especially under fire. (Shaking his head at an evil henchman who has the misfortune of being showered in liquid nitrogen, "Told you to freeze.") He stages everything close, even if he has it made by a godly margin. Foes either connect with their ineffective blows or barely miss a vital spot, and a return shot is always comparable to "I dive out of the vault as the plastique they threw explode behind me, then glide the bright-orange shockwave and rapidly unload a clip into five guys in a close-up." He understands the audience is quicker to accept the implausible than the impossible, so if he can't physically jump across the Grand Canyon to follow the bad guys, he sure can take a running leap onto the top of one of their getaway hang gliders as they swoop off (leading to quite a thrilling struggle). He will intentionally take a hit at the appropriately climactic moment, so he can then Go Ballistic or find a sudden Dramatic Inspiration and finish the villain off (possibly with a Coup de Grace) in a convincing, violent fashion for a rousing applause-all-around finale.

Is he you? Will he be you? We hope so!

MAXIMUM DAMAGE™

MAXIMUM COMMANDMENTS

There are rules, and there are RULES. The sample edicts compiled below for action flick fights are RULES. Some of them are explicitly stated to reward extra fan count when adhered to. The rest, though not necessarily as generous, should at least prevent Popularity loss when followed. All Directors are encouraged to contribute to this list. Send them to the Archangel Entertainment headquarters and we'll happily share them in an upcoming sequel.

FIRST WE GET THERE...

- Anyone can climb to the ceiling of a building (warehouse in particular) without being seen by anyone walking beneath. For a good guy hiding thus, at least one bad guy will pause directly underneath for him to fall on and subsequently overpower. This applies to trees and natural terrain as well.

- A hero with a group of people will wander off by himself or be isolated just before the bad guys attack. (Wesley Snipes went to the toilet in *Passenger 57*, Bruce Willis to the back room in *Die Hard*, Steven Seagal got imprisoned inside a meat locker in *Under Siege*.) This nets +50 to +200 Popularity, in addition to that from any Coincidence roll.

- Villains cannot catch their prey on a merry-go-round. A bad guy will hop on immediately in hot pursuit, rather than wait for the carousel to complete a revolution.

THEN WE RUMBLE...

- Bad guys receiving a groin shot fall down for the count (though this can be done no more than twice per Film). On the other hand, good guys shrug it off and return to action within seconds. (See Arnold in *Total Recall*, wherein Sharon Stone kicked his private parts a half-dozen times, only to have Arnie mount a ferocious comeback a minute later.)

- Bar fights should always contain the scene of a loser being forced to involuntarily slide down and off the bar, even if this is impossible in real life. +50 Popularity if you're the tosser.

- Showers of sparks will fly in a sword fight or an armed melee whenever the weapons clang into each other.

- The safety fence around a transformer or similar high-voltage setup becomes charged only when a bad guy is thrown against it, and naturally with spectacular results, grabbing +100 to +500 Popularity for the hero, depending on the special effects described.

- Any sharp object which a bad guy used to attack the hero during a fight will most likely end up embedded in the wall or floor. Then the bad guy will be killed by it, usually by falling on it or being thrown onto it (+50 to +500 Popularity for causing the death).

- Any character slamming into a brick wall while swinging from a rope is never injured. He'll moan and slide off of the wall.



WITH SOME GUNPLAY...

- A gun will automatically disengage itself when it's jammed into the waistband of a pair of jeans, and engage itself just as automatically when it's drawn clear of the character's, uh, where Arnold was kicked.

- Any sound-suppression device will silence a gunshot completely. Even if it's just a towel over the barrel, the person in the very next room won't hear it. (See Jamie Lee Curtis in *Blue Steel*.)

- Feature Roles will never shoot an ally by mistake. They'll almost pull the trigger but recognize their partners a millisecond before firing, despite possible disguise or poor visibility. An exception is *Hard Boiled*, but that was meant to be tragic (+20 Popularity).

- The higher a Feature Role climbs, the more likely it is for him to drop the firearm (+100 Popularity for putting himself at a disadvantage).

- A bad guy getting the drop on a good guy will not shoot, but instead shout out, "Hey, (name of another Extra)! I found

him!" which gives the Feature Role a chance to whirl around and plant a slug in the bad guy.

- Anybody who's shot while standing near a window, ledge, or balcony will fall outward. Never mind the direction of the bullet; what you'll see is the victim plunging to the ground below, even if the shot came from the outside to begin with.

- Unless the character is supposed to be tough, a female of lesser than Feature Role status who shoots a bad guy for any reason will then drop the gun and begin sobbing.

PLUS NIFTY EXPLOSIONS...

- During a chase involving normal vehicles, at least one car will hurtle over a ramp badly disguised as a normal part of the landscape. For bad guys, the vehicle shall strike something and implausibly explode. For good guys, the vehicle will survive a landing which normally should tear it to shreds.

- Everybody will always know whether and when a crashed vehicle or wired building will explode. The more time they take to get out of there, the grander the pyrotechnics (+10 to +1000 Popularity, depending on how dramatic the escape is).

- The detonation of a building or vehicle is always repeated in several different angles.

AND NOTHING SHALL GO TO WASTE

- Whenever a body of water, liquid, or chemicals is present, somebody will jump, fall, or be pushed into it by the fight's end (+50 Popularity; more depending on the content and its effect on the victim).

- Whenever a sharp object is even remotely displayed on the scene, somebody will be impaled on it—see *Dead Again* (+50 to +200 Popularity for incurring such a death).

- The heroes will discard their weapons prematurely after one strike, without making sure the bad guys are absolutely positively totally disabled (+50 Popularity).

- And to complicate matters, they won't take the useful stuff from disabled bad guys, such as guns, ammo, radios, car keys, maps... (+100 Popularity, +50 more if they mutter, "Sure could use that (fill-in-the-blank-item they chose not to take) right now," in a later scene).

MAXIMUM DAMAGE™

MAXIMUM IMPACT

THE GIMMICK

A true action hero takes prides in never knocking off grunts with just one weapon. Here is your heroes' chance to unwrap their entire arsenal and exercise their rights to wipe out the bad guys creatively — a rushing wave of Extras, a labyrinth of cached firepower, no time limit, no rule but one: You can't kaputz anybody the same way twice...

THE TREATMENT

If it's a piece of military history, "Colonel" Redd Warring wants it. It makes no difference if it's a banged-up spear of a Zulu warrior chief, a dormant landmine lain by Confederate soldiers, or the bullet-riddled hull of a German tank, nothing is too obscure for this compulsive war buff's collection.

The latest thing that has 'ol Redd salivating is the personal weaponry of the legendary feudal-Japan general Otaka Hiroshi, on display at the local Municipal Expo of Arts and History as the feature exhibit of a cultural exchange program. Knowing he stands as good a chance of securing this national treasure as do straw huts standing against a napalm bomb, Redd went scrounging for deals and came back with the Blood Sun Clan, red-clad Japanese terrorists who are as severely short on cash as they are on scruples and good old American Smith & Wessons. Now since Redd's real day job is, appropriately enough, arms smuggling, the bargain of a healthy boat of hot heat in exchange for the

Otaka armory was struck in the time it took, well, a napalm bomb to blow away straw huts.

If the "Colonel" has his way, General Otaka's props will make a very nice addition to his vast underground vault of historical battle gear. As for the ninjas... hey, it's not for Warring to question what they're going to do with the heavy guns, not even when the Japanese Prime Minister's life could be at stake...

CAST OF CHARACTERS

"Colonel" Redd Warring (Feature Role)

Guts: 5 Coincidence: 8

Repertoire: BS—Guns (1), Dramatic Slo-Mo (1), Sound Effects (1), Subtitles (1), Tight Two-Shots (1).

Possible Cast: Joe Don "*The Living Daylights*" Baker; Drew "*The Human Cartoon*" Carey; Reginald "*Die Hard 2*" Vel Johnson.

Redd is a chubby fellow, as the profits from running illegal arms the globe over has kept him very well fed. It got him a nice mansion, too, not to mention the spare money for all the toys he had ever wanted as a child.

His mama would say Redd played with little soldier figures even when he was still in the womb. Combat and weapons fascinated the boy, who, unlike the other kids in the neighborhood, chugged around in between ice cream snacks playing "commanders" instead of doctors or cowboys. You didn't have to ask what he wanted for

birthdays and Christmas; a toy gun, a Spaceman Spiff laser rifle, or a plastic sword would have him calling you his best friend/favorite relative.

Redd kept up an extensive study on weapons and historical campaigns, while his waist grew correspondingly as well. Naturally, he applied to the military services on the first opportunity, but failed the physical so miserably that they'd take him only as a cook — in the reserves. However, even that was good enough to give him a couple of contacts after just one tour. These men, who became rogue mercenaries after mustering out, were very impressed with his knowledge and hooked him up with a smuggling ring. In due time, the rotund former cook who couldn't do five push-ups but could recite the entire Heckler & Koch catalog backward came to own a profitable gun-running op himself — and not just any small shop, but the largest in North America, and among the top three in the world.

The income, of course, enabled Redd to build up the greatest collection of historical arsenals this side of the Smithsonian, while continuing to combine his passion with his illicit trade. Redd fancies himself a man of war, and even if he's never seen one lick of action, you would believe the detailed stories he tells, what with him in dapper military uniforms all the time, and insisting that he be addressed as "Colonel." Some dreams die hard...

Marco Solo (Feature Role)

Guts: 7 **Coincidence:** 6

Repertoire: BS—Explosives (2), BS—Firearms (3), BS—Seduction (1), Fast Motion (2), Lethal Exchange (1), Matte Shot (2), Motivated Closeup (1), SM—Sniping/Ambush (2), Sound Effects (2).

Possible Cast: Antonio "Assassins" Banderas; Fabio "Acapulco Heat"; Lorenzo "Renegade" Lamas.

Self-professed "Michelangelo of Hitmen" and lady-killer, Marco Solo has long occupied one of the top spots on the Interpol most-wanted list. He too has a personal deal with Warring for some special tools for his next job, and is sort of helping Redd out in the meantime. He views his trade as an art, so he tries for smooth, poetic perfection and actually achieves it on a consistent basis, which is all the reason for him to be even more egotistical.

Warring's Lackeys (Extras)

Guts: 1 **Coincidence:** 1

Repertoire: None.

They can walk and chew bubble gum. Period.

Blood Sun Ninjas (Extras)

Guts: 2 **Coincidence:** 2

Repertoire: Dramatic Slo-Mo (1), SM—Ninja Tricks (1).

These are possibly the toughest Extras you'll meet anywhere! The Blood Suns clan is comprised of radical terrorists trained in ninjitsu who are disciplined enough to use teamwork (i.e. "assist") when needed. Only one out of every five (designated the "skwad masta") will have a light firearm. The rest resort to the typical ninja arsenals of knives, exotic blades-attached-to-a-long-chains, shurikens, garrotes, etc., and each carries a smoke capsule to cover movements and retreat.

For Film purposes, only about one out of every three Blood Sun ninjas will use Dramatic Slo-Mo, though everybody is likely to use Ninja Tricks to bewilder the heroes.

Blood Sun Ninja Master (Feature Role)

Guts: 5 **Coincidence:** 5

Repertoire: BS—Acrobatics (2), BS—Martial Arts (2), BS—Ninja Tricks (2), Matte Shot (1), SM—Serpent Shuriken" (2), Tracking Shot (1), Whip Pan (1).

Possible Cast: Mako "RoboCop 3"; Ernie "Surf Ninjas" Reyes Jr.; Garrett "Star Trek Voyager" Wang; Cary-Hiroyuki "Mortal Combat" Tagawa

The ruthless de facto leader of Blood Sun, his Repertoires make him a tough foe in battle, in addition to his personal trademark poisoned "Serpent Shurikens." He wants to better equip his charges for their ultimate objective of assassinating the Japanese Prime Minister!

Megumi "Michelle" Kodo (Supporting Cast)

Guts: 5 **Coincidence:** 6

Repertoire: BS—Acrobatics (1), BS—Martial Arts (2), Subtitles (1), BS—Firearms (2).

Possible Cast: Maggie "Supercop" Cheung; Tamlyn "The Burning Zone" Tomita; Isako "Fist of the North Star (1995)" Washio.

This lovely Japanese Secret Service agent is not afraid to mix it up, both in fisticuffs and firefights. Her assignment is

to protect the exhibits, which she'll do at all cost.

CULTURAL (FIST) EXCHANGE

The Film opens at the downtown Municipal Expo of Arts & History (or whatever museum the Director has in mind) on a comfortably cool night. It's the first show of a feature exhibit on priceless treasures shipped in all the way from Japan, on loan as part of a cultural exchange program with its national government.

As usual, let each hero start with an on-screen exposition explaining why he is there, and award 25-100 Popularity accordingly. Naturally, there are keynote speeches, followed by an invitation-only reception party (attended by the society's finest), some carousing, a quick verbal directory of the displays from the curator (a Mr. Arthur Kingsbury), more carousing, then finally the festivities of the official opening to the public, which last from 9 p.m. till midnight.

Heroes who are specifically assigned to security or undercover duty will get a brief demo of the anti-theft measures just prior to the party (while Outlaw characters will find out with some scouting). The installations are fairly decent, consisting of the usual guard patrols and cameras, alarmed glass cases (for small to medium items), motion-sensors surrounding the platforms (for larger items), infrared beams, reinforced vents (no sneaking in or out of these!), and mega-voltage electric screens to surround the more valuable exhibits when the detectors are set off (the Otaka armory is one of those so protected, along with the First Emperor's robes, royal jewelry, paintings and crafts by celebrated historical artists, etc.) They will also be introduced to "Michelle" Kodo, Japanese Secret Service special liaison assigned to this tour. Others will see her in the party and roaming the premises later.

The scene is opened to role-playing for Popularity between the heroes' arrival till about 11:30 p.m., when the Blood Sun Ninjas strike. Several Blood Suns are posing as photographers, journalists, guests, etc., and disperse themselves throughout the exhibit floors. Ironically, they will be conspicuous to the Feature Roles simply because they go out of their way to be inconspicuously stand-offish, though they do carry forged credentials if confronted. A

thorough search (-100 Popularity for using real-world logic) will reveal that they carry a red mask and wear a red ninja costume underneath their normal clothing. Miss Kodo would be able to identify their origin but will barely finish cautioning the heroes of the trouble they could cause before the Blood Suns decide to move up their scheduled attack! (Otherwise it'll happen at the normal time.)

On a given signal, the ninjas inside unleash smoke bombs in unison and change instantly into their costumes during the ensuing panic. Another ten or fifteen ninjas lurking outside will rush in when they see the smoke pouring out. The objective for them is to cause distractions and mislead the security into thinking either this is an outright terrorist attack, or that they're after something other than the Otaka armory. Michelle, of course, will join the effort to turn them back. But while she and the heroes are occupied, a third ninja team is laser-torching a hole through the platform on which Otaka's weapons are placed from directly beneath it! They will climb through, remove the items within the safety of the electrical screen (which by now will have activated, so even if the heroes happen to witness the heist, they can't stop it), then slip back down the hole and disappear in the sewer system beneath the museum. The rest of the Blood Suns will beat a hasty retreat after their compatriots have made away with the Otaka armory.

At some point during the fight, the Blood Sun Ninja Master will make a brief, timely appearance to further interfere with the heroes. Regardless of outcome, he'll escape the scene to fight them another time.

THE MUNICIPAL EXPO OF ARTS & HISTORY

The museum is a high-class three-story building located in downtown. For this Film, we're only concerned about the first two floors, since the top floor holds only administration and security offices.

Now, with all the valuable items currently in here, the heroes must be extra careful when fighting. Michelle won't tolerate the use of firearms unless there is a clear shot without risk to any of the antiques. Heroes will get +50 Popularity for Sequences in which they save one of these treasures from damage, and +50 more if

they have somehow brought about the need for it to be saved in the first place! They should also receive a huge Popularity bonus for combat innovations with these exhibits (without damaging them) when fighting the ninjas.

Each general exhibit has its own area:

Exhibit #1 contains an old Emperor's throne, the first Emperor's robe, cases of royal jewelry, etc.

Exhibit #2 has emerald, jade, wood, and stone statues of various figures from Japanese myth, as well as ancient manuscripts and scrolls in glass cases.

Exhibit #3 holds the Otaka Armory, a large replica of a fabled castle from the Japanese feudal era with finely crafted swords/polearms positioned all around, and the first muskets used in Japanese military campaigns.

Exhibit #4 displays paintings and instruments of famous artists and musicians.

Exhibit #5 shows intricate wood and jade crafts and small statues, all inside glass cases.

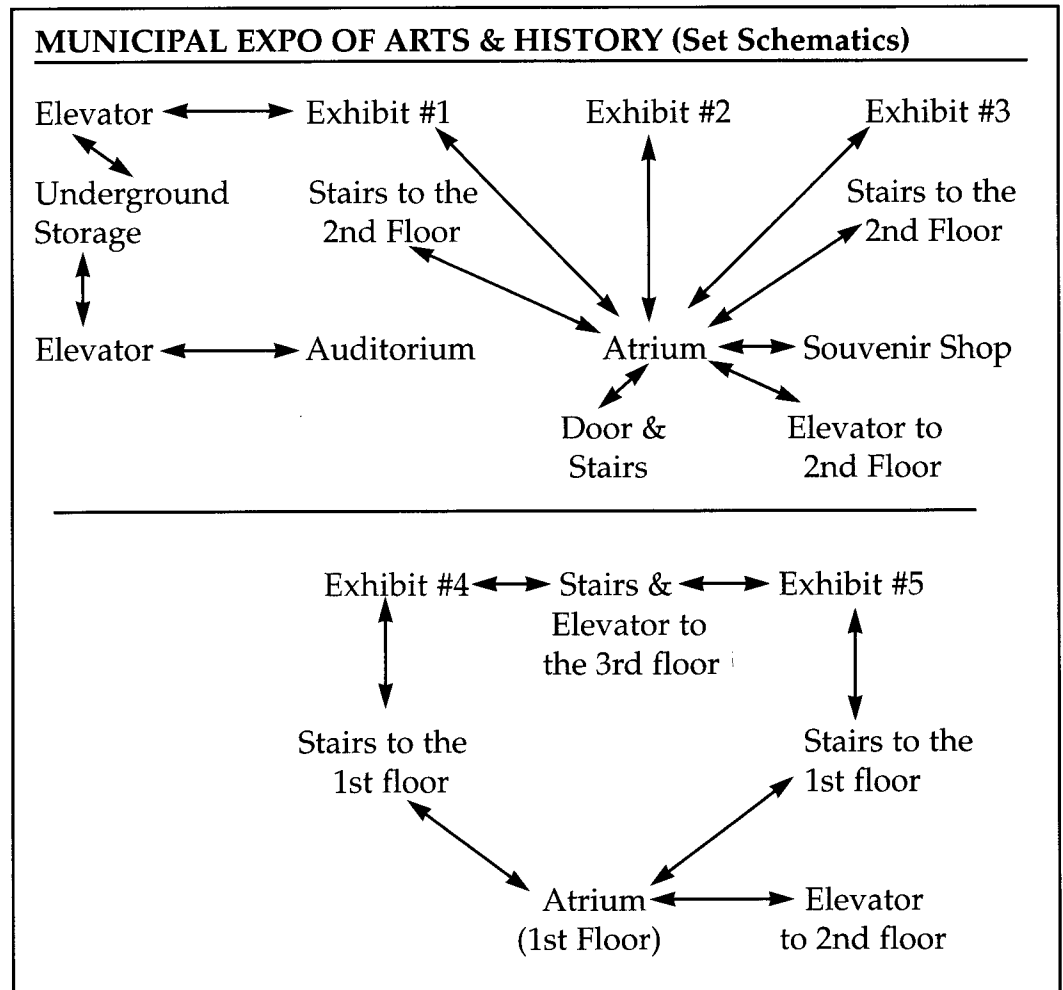
THE OTAKA ARMORY

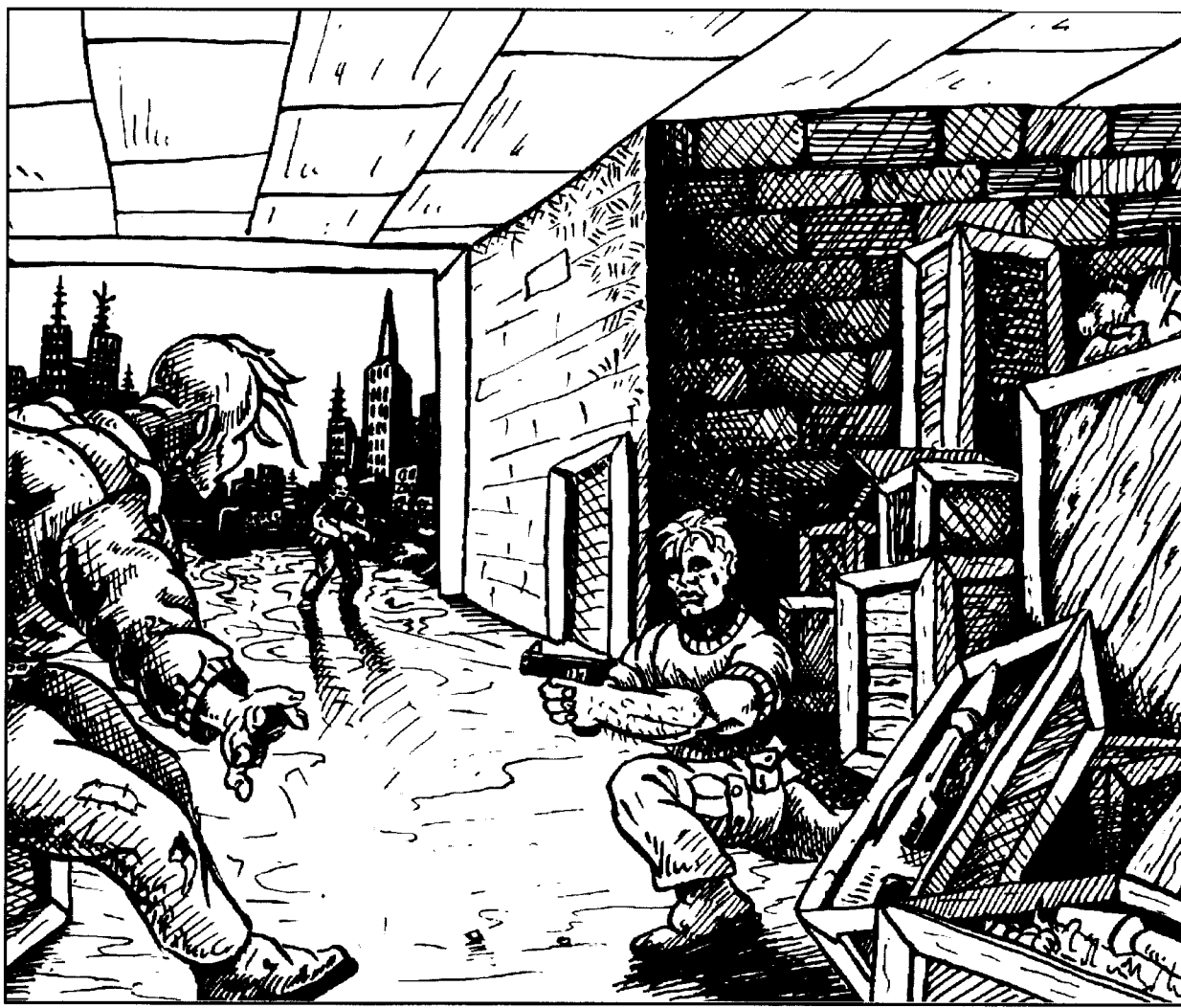
This perfectly preserved set of General Otaka's personal weaponry is comprised of an ornate armor and helmet, a katana, a wakazashi (short sword), a gold-inlaid war fan, a blood-stained headband, and a personal standard. They rest majestically upon a large silk-covered, roped-off podium.

TRACKDOWN

Now the heroes must find out where the Blood Sun ninjas are taking the armory and what they will do with it. Michelle will note that the Blood Sun clan is not the traditional type of ninja clan, so they definitely didn't take it to sanctify their hideout, and they are not the kind to hold it for ransom — especially when there are other equally-priceless but smaller, easier-to-carry items in the same building.

If somebody asks Michelle or goes digging up files, he'll notice that the Blood Suns, while long on training, are short on the necessities of modern terrorism, such as guns and explosives. From that (perhaps coupled with a Coincidence) the heroes should eventually be able to narrow the





prospects down and eventually deduce a link between Blood Sun and Warring.

Any captured ninjas will speak limited English (good time for Subtitle) and won't give in easily to interrogations (minimally a Preview Clip task). If made to talk, they will reveal only the location of their temporary safehouse — an illegal underground casino with a sushi restaurant front. The heroes will first have to get through the restaurant (leading to a fight scene against ninjas and Yakuza Extras, with maybe a chase afterward to boot), then make somebody spill the Warring transaction (Casual Plot Level). The armory will already be on its way to him.

Those with street connections in Tokyotown (a Coincidence roll will do here) can peel away for a little investigation, where they'll learn about the trade between Warring and the Blood Sun Ninjas, picking up extra Popularity by portraying a stereotypical "gaijin (barbarian)" image.

When possible, Michelle will be with the heroes every step of the way during the investigation. She will also remind them, repeatedly if necessary, how important it is for the continued good relations between their two countries to recover these items undamaged.

Meanwhile, depending on how long the process takes, the Ninja Master and his minions may make the usual intimidation attempts (e.g. kidnapping, assault, arson) to discourage the heroes, who should pick up decent Guts from these acts.

To find Warring's mansion, the heroes' best bet will be to shake down one of the gun-running outfits that have either close or recent association with the man (maybe breaking them up to make the streets safer while they're at it). (Undercover work is the option for the most Popularity here.) This will inevitably result in more firefights, more chases, and more opportunities for the heroes to put what they've glimpsed in this book into practice.

Depending on the time it takes to wrap this scene up, Marco Solo may make one appearance to try to take out one of the heroes. He'll snipe the target hero (but fail to kill him) and then automatically escapes.

OPEN FIRE

The top levels of Warring's mansion are easily penetrated, assuming the heroes brought backup (if not, Michelle will, or radio in for assistance). Like the museum, we're not really concerned about the upper floors. Let the Extra cops secure that. The vast vault of open and cached weapons under the mansion is where the climax will take place.

DAMAGE TIME!

Redd has built a huge underground warehouse used both to store all his arsenals for sales and display his collection. Two elevators—a regular elevator and a service elevator for the big stuff—lead down to this gun enthusiasts' wet dream. Redd, Marco Solo, and the Ninja Master start off inside the Big Backroom where Redd cements all his business deals, but unless the heroes are extremely efficient in disposing Redd's lackeys upstairs, the bad guys will be alerted (by secret alarm or camera). Any hostage, as usual, will be tied up here as well.

Back to the warehouse. It's a virtual Weapons 'R Us, with row after row of conventional and not-so-conventional weapons of all types, not just firearms, either in unsealed caches or out in the open waiting to be picked up. (The Warehouse Set Schematics will stand in just fine with some alterations and additions. Just make

sure it's big!) We're not going to provide keys to exactly what nifty gun is where, but suffice it to say that this will be a creative exercise for the heroes: just about whatever they care to use will happen to be within an arm's reach (an excellent place to use Coincidence!). It can be anything from a simple knife to an obscure foreign combat systems to anything mentioned in the "Maximum Force" section and beyond, since improvising is generously permitted. If a hero wishes to grab a "liquid nitrogen capsule gun," well, it's there!

Naturally, there's a steady supply of Warring Lackeys and Blood Sun Ninjas for target practice, plus Marco Solo and the Ninja Master taking pot-shots to make things interesting. The heroes can hammer, slice, impale, crush, flame, electrocute, riddle, and plug the Extras to their heart's content as they carve a path to Warring.

However, there is one ground rule to this near-total script freedom that the Director should pass on to the heroes before this slaughterfest begins: Employing the same weapon or method of killing/destruction in more than one Sequence will result in a hefty cumulative -50 Popularity penalty.

MAXIMUM IMPACT 2: RIOT OF THE RISING SUN

If by some chance that the Ninja Master gets away or some other development on that scale, the Director should seize the potential and do a sequel, bringing the heroes to Japan to stop the Blood Sun's agenda of assassinating the Prime Minister.

MAXIMUM DAMAGE™

MAXIMUM LETHALITY

While we salute the killing ingenuity of all you action superstars and directors everywhere, we realize your creative wells won't always be full. It could run a little dry by the time you have Sacrificial Grunt #1,806 in sight. After carefully viewing several classic (and less-than-classic) pics on loop simultaneously, we have scientifically reduced the art of action fatality down to a formula, presented in four simple steps:

1. Roll a die to see which of the three tables you will be using to bestow doom upon your target.
2. Roll another die on that table for the type of brutality you will employ. Examples are in parenthesis, but be creative.
3. After successfully scripting your action involving the prescribed element(s) to the Director's satisfaction, receive the Popularity bonus listed.
4. You should roll on "To The..." table for hit location only if the Director deems it necessary.

For example, Van Dammage suffers a temporary burnout against a random bar tough during a fight and decides to take a chance with our charts. He rolls "3-4," which means he rolls on Table II, followed by a "6," which gives him an Animal/Insect/Nature Hazard. He informs the Director that he will send his foe flying through the thin wall and into a back-room pit where illegal canine fighting is taking place, whereupon rabid pit bulls promptly dine on his throat and eyeballs (determined by rolling a 3 on "To The..." table) before they escape to cause further chaos. Since Van Dammage seamlessly works in the required angle and more, the Director awards him the full +150 Popularity.

You may even choose to roll multiple times on a single attack for a truly complicated, spectacular beatdown, but naturally it will be harder to string everything together without being totally ludicrous (unless it's a comedy).

WHICH TABLE?

- 1-2 Table I
3-4 Table II
5-6 Table III

TABLE I

	POPULARITY
1 Melee Strike (KO punch, spin kick, headbutt, clothesline)	+0 to +50
2 Gory Blow (neck snap, flying kick to the gut, eye-gouge, face stomp)	+50 to +100
3 Conventional Weapon (knife, axe, spear, firearm)	+0 to +50
4 Improvised Weapon (drink tray, briefcase, billiard ball, dumpster)	+50 to +150
5 Gardening/Power Tool (shears, chainsaw, staple gun, electric drill)	+50 to +150
6 Industrial Machine (gravel grinder, garbage or automobile compactor, newspaper print roll, giant ventilation fan)	+50 to +200

TABLE II	POPULARITY
1 Paraphernalia/Handy Knick-knacks (syringe, key, fountain pen, safety pin, ...any small things within reach)	+25 to +50
2 Kitchenware/Bathroomware (meat slicer, refrigerator, hair dryer, urinal)	+0 to +100
3 Furniture/Decoration (chair, piano, trophy case, hood ornament)	+50 to +100
4 Chemical (acid, fire extinguisher, experimental serum, random mystery compound)	+25 to +150
5 Vehicle (train, farm tractor, rotating helicopter blades, jet engine)	+50 to +150
6 Animal/Insect/Nature Hazard (shark pool, alligator pit, tiger cage, bee swarm, rolling boulder, quicksand)	+50 to +150

TABLE III	POPULARITY
1 Falling/Crushing (through the window, off the balcony, from the back of a truck, buried under a ton of rock)	+0 to +100
2 Burning (oil lantern, barbecue grill, boiling liquid, hot steam)	+0 to +150
3 Hanging/Suffocation (choke with rope/electric cord/belt, plastic bag over head, drowning)	+50 to +100
4 Impaling (protruding pipe, meat hook, broken table leg, sharp tips of a gate fence)	+50 to +200
5 Electrocutation/Explosion (high-voltage switch box, collapsing neon sign, gasoline and a lighter, armed warhead)	+50 to +200
6 Special Effects/Stunt Extravaganza! Something that may begin innocently enough only to lead to a chain of volatile plot complications! Let your imagination go to town on this one (victim's slumping body hits a lever to start the meltdown sequence; victim's misfire disables the brake or other important mechanism; 20-car smash-up in a tunnel)!	+A lot

TO THE...

- 1 Body Part of Your Choice
- 2 Back/Spine
- 3 Head/Throat
- 4 Entire Body
- 5 Groin (male)/Chest (female)
- 6 Lower Torso