

Yippee Ki Yay!

It's 1990 and 100 hostages just got taken by bad guys, luckily, you got away

Roll	You are	The bad guys also have	The crisis is	But you have
1	A Detective (Profile people on sight)	Your wife	In an Airport	Smoke Grenade
2	A heavyweight boxer (Punch through anything)	Your husband	On a Train	Mobile Phone
3	Ex special forces (Stealth)	You child	On a Cruise Ship	Leatherman
4	A Decorated Veteran (React first)	Your mother	In an Office block	Some Rope
5	A martial arts expert (Disarm)	Your father	On an Airbus	A Tazer
6	A Mountaineer (Climbing)	Your best friend	In a Hotel	A Lighter

Roll	The bad guys are	Disguise as	They want
1	Russian Terrorists	Musicians	Gold bars
2	German Terrorists	Chefs	Bonds
3	Aliens	Maintenance Crew	Revenge
4	Middle Eastern terrorists	Removal Men	Military Secrets
5	Chinese Terrorists	Tourists	Nuclear codes
6	The Military	Security guards	Superweapons

Roll	The main bad guy has	The main henchman is	They are
1	An English accent	Sumo Wrestler	Bulletproof
2	A lisp	Identical Twins	Unrelenting
3	A stutter	Cowboy	Strong
4	Hideous scarring	Fencer	Fast
5	Eye patch	Weightlifter	One Step Ahead
6	A pet cat	Genius Inventor	Behind You

You're pretty tough but your vest will get damaged	
1	White
2	A bit dusty
3	Frayed
4	Blood spatters
5	Ripped
6	Filthy

You lose if
Over 50 hostages die
Any special hostages die
The bad guys get what they want
More than 1 bad guy escapes

Every time you kill a bad guy D6 hostages die UNLESS you make a one liner when you kill them

Actions
When you want to perform an action roll 1D6
if the result is equal to or under your vest condition you succeed
If you fail you can choose to succeed but drop one vest level
If you are using your skill -1 from the result
If you roll a 6 with a filthy shirt you die heroically
if you roll 6 any other time GM introduces a complication

Remember - this is an action film, that means crawling through vents, throwing each other through glass windows and taking blows to the head that would kill a man. Make sure the fights are over the top, go especially wild when a player turns a fail into a success by losing a vest level. When entering a new room or area include a few random objects./items in your description These will provide players options for their one liners.

your players will get better at passing checks as the game goes on. make sure to ramp up and power creep the fights. they might struggle to subdue one guard at the beginning but by the end a room of 8 guards should be pretty straightforward. Make sure you're escalating the adventure as it goes on.

If your players die (this should only happen near the end of the session) let them narrate their own heroic deat and make sure they have a long drawn out goodbye speech with another player.