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Red Tie Tigers!

A scratching noise from the porch. Barely audible. The heat in Bangkok is brutal at this time of the year, so you slept light anyway. Another noise from the porch. Doesn't belong here. It sticks out of the usual pollution like a thai boxer's broken shin bone through flesh. You shake your head to clear away the grey clouds of last night's many shots of Sang Som. Easy now, easy. You get out of your bed, slowly. Now: footsteps outside. The typical sound a credit card makes when it's swiped through a cheap door lock.

You are on your feet now. Traditional thai boxing stance, with your rear right leg bearing about three quarters of your body weight. Your fists held high. Front left leg slightly touching the ground. Someone is turning the doorknob now. The door opens slowly. Kao Loy: You jump, your left arm and leg swinging forward and giving you momentum so you can drive your right flying knee right into the door. You crash through the thin wood, someone screams, then you land. You knocked the first intruder out cold.

You hear a click behind you.

Red Tie Tigers! is a Macchiato Monsters setting for Thai action films. I've done my best to get a certain mood across that helps you to play your characters.

Additional rules:

Montage scenes: Every player has the right to one montage scene per adventure. When he asks the GM for such a scene ("I'd like to have a montage scene"), he has to describe a few 1- or 2-second scenes where his character is seen preparing for the big showdown.

Describing a Montage scene in a way that entertains the other players at the table grants the player 2 rerolls in any one scene (preferably the showdown, but you can blow your rerolls for unimportant crap, if you want to).

Stunts: Regular, off-the-shelf action movie stunts (I leave the definition open, so you can adjust according to your preferences) require a normal attribute test. Courageous stunts require two tests. Stunts ALWAYS occur when your character is jumping, falling or leaping great distances.

If you roll a critical success, you are unharmed, deal damage to your opponent and receive a one-time +1 bonus to the attribute for your next test.

If your roll is successful, you are unharmed and deal damage to your opponent.

If you fail a stunt test but don't roll a natural 20, split any damage you do in half and apply it to both you and your opponent.

If you fail a stunt test and roll a natural 20, reduce your attribute by 1, take full damage, while your opponent remains unharmed.

Every Red Tie Tiger has a cell phone (most probably the latest model). Equipment in action movies is always available when it's needed. What's more interesting is setting the right mood. Hopefully, the following tables can support you.

	Food
1	Cup of Tom Yum Goong (Spicy Shrimp Soup)
2	Bowl of Som Tum (Spicy Green Papaya Salad)
3	Cup of Tom Kha Kai (Chicken in Coconut Soup)
4	Bag of Thua Pan (fried bean curd, rice flour + Tapioca flour + coconut milk + Peanut and some seasoning)
5	Cup of Gaeng Daeng (Red Curry)
6	Bag of Thua kra-chok (peanut bar)
7	Bowl of Pad Thai (Thai style Fried Noodles)
8	Bowl of Khao Kriap Pla (fish chips)
9	Bowl of Khao Pad (Fried Rice)
10	Bag of Tamarind candy
11	Bag of Khao niew bing (sweet sticky rice wrapped in banana husks)
12	Bowl of Pad Krapow Moo Saap (Fried Basil and Pork)
13	Bag of Luk Chup (sweet almond snack)
14	Bowl of Gaeng Keow Wan Kai (Green Chicken Curry)
15	Bowl of I-dtim mat phrao (coconut ice cream)
16	Bowl of Yam Nua (Spicy Beef Salad)
17	Bowl of Kai Med Ma Muang (Chicken with Cashew Nuts)
18	Bag of Non Mai Non (fried wood worm)
19	Bowl of Khao niew mamuang (coconut sticky rice with mango)
20	Bag of Durian chips

Watching action movie heroes going shopping is not of interest to the audience, except maybe in Montage Scenes. Every Red Tie Tiger starts out either Poor (1), Working Stiff (2-5) or Wealthy (6). GM determines whether you can buy stuff you need or not.

	Valuables
1	Praciat – bands worn around biceps in thai boxing. Each band contains sacred symbols called "maha amnat" or "chatri mahayanta", blessed by the magic arts masters. In ancient times, Thai warriors wore Praciat on their arms or head in the battlefield to miraculously prevent dangers.
2	Denims and sneakers
3	White dinner jacket
4	Tiny buddha figure
5	Pack of Krong Thip smokes
6	Small stash of weed
7	Gold chain, rings
8	Fine leather shoes
9	Phra Luang Phor Klai (good luck and prosperity charm)
10	Siang Pure Inhaler (against dizziness and stuffy nose)
11	Business suit, made of fine silk
12	Lanna silver jewelry (made by the Lanna tribe)
13	Old beat up clunker, Nissan
14	Huge collection of black market DVDs (a fricking library if you want)
15	Buddha charm made of gold
16	Sak Yan tattoo (has magic properties; only Buddhist monks make real Sak Yans)
17	Brand-spankin' new Thai Rung SUV
18	Elephant. It's your elephant. A sign of prosperity and power.
19	Wooden carving of Hanuman, the monkey god and servant of The Lord
20	Kuman Thong amulet (very popular black magic amulet; Kuman Thong is an unborn baby whose father roasted him with fire all night until the unborn child has a golden brown color. Very demanding, you have to feed it daily, or it will cause bad things to happen. If the Kuman Thong is happy, however, it gives you great power.

	Melee weapons
1	Cheap switchblade d4
2	Phlong (cudgel) d4
3	Mai sok san (a pair of clubs worn on the forearms) d6
4	Krabi (sabre) d6
5	Krabong (pole) d6
6	Baseball bat d6
7	Hatchet d6
8	Shovel or crowbar d6
9	Palmsticks d6
10	Krabong thongtan (“staff two-part”, nunchaku) d6
11	Bowie knife d8
12	Machete d8
13	Flail d8
14	Sword d8
15	Bayonet d8
16	Heavy sledgehammer d8
17	Katana d10
18	Ngao (elephant pole weapon, bladed staff) d10
19	Chainsaw d10
20	Saen Phonlaphai (scythe) d12 (if your damage die is lower, you automatically fight with disadvantage when using the saen)

	Ranged weapons
1	Throwing stars d4 (d6 stars)
2	Slingshot d4 (ammo d8)
3	BB gun d4 (ammo d6)
4	Crossbow d6 (ammo d4)
5	Hunting bow d6 (ammo d4)
6	M1911/Type 86 semi-auto pistol d6 (ammo d6)
7	Heckler & Koch USP semi-auto pistol d6 (ammo d8)
8	HS 2000 semi-auto pistol d6 (ammo d8)
9	Beretta 92 semi-auto pistol d6 (ammo d8)
10	Remington Model 870 shotgun d8 (ammo d6, close distance gun)
11	Uzi submachine gun d8 (ammo d8)
12	FN P90 submachine gun d8 (ammo d8)
13	SAR 21 Assault rifle d8 (ammo d8)
14	Type 56/56-1 Assault rifle d8 (ammo d8)
15	CAR-15 carbine d10 (ammo d8)
16	IMI Negev light machine gun d10 (ammo d8)
17	Type 56 Light machine gun d10 (ammo d6)
18	SIG Sauer SSG 3000 sniper rifle d12 (ammo d6)
19	M60 general Purpose Machine Gun d12 (disintegrating belt, ammo d8)
20	Mk 19 Grenade Launcher d20 (belt, ammo d6)

Armor

Action movie heroes don't need armor. Even if we see them wearing armor occasionally, it makes no real difference. Every Red Tie Tiger adds d6 hit points when wearing armor.

You don't have to spend dice for the following table.

	First names (male)	Last names
1	Sarawut	Thaibangouy
2	Tanawat	Rardchawat
3	Nattapong	Monkoltham
4	Sirichai	Pumpihon
5	Chatchai	Tomson
6	Teerapat	Iemtadanai
7	Nut	Chirapaisarnsakul
8	Boom	Praphasirirat
9	Panupong	Thong-oon
10	Anurat	Atitarn
	First names (female)	
11	Ploy	Srichure
12	May	Tuntayakul
13	Nan	Wongrutiyan
14	Fern	Kawrungruang
15	Aom	Wattana
16	Kanokwan	Saowaluk
17	Nadcha	Chanpakdee
18	Sudarat	Trivisvavet
19	Toey	Sawasdipon
20	Fai	Panichwit

Set-pieces are typical and/or interesting locations where the action happens. As the GM of Red Tie Tigers!, ask yourself these two questions: Is this location a cool opportunity for a fight? Would I want to watch it in a movie? If yes, go right ahead.

Set-pieces have a Risk Die. The dR represents how resourceful the surroundings are, or in other words: How easy it is for a character to use stuff as improvised weapon. So, in a sense, the location dR is also the damage die when someone uses it. If the location dR is reduced to zero, the characters have run out of opportunities to improvise and must resort to their own weapons.

	Set-Pieces
1	Crowded beach d6 (sun shades, loungers, sun screen and other flammable liquids)
2	Floating market d8 (hot woks, open fire, cutlery, hot food, water)
3	Temple ruins d8 (steep walls, loose stones, angry deities)
4	Night bazars d6 (hot woks, open fire, cutlery, hot food, melee weapons)
5	Railway d8 (full speed, high bridges, fights on top of a waggon, tunnels)
6	Food stalls d6 (hot food, open fire, cutlery, crowded streets full of vehicles)
7	Highrise d8 (really high, elevator shafts, staircases, windows)
8	Construction site d8 (heavy equipment, deep holes, power tools, electricity)
9	Chao pho headquarters d10 (Thai mafia; goons, guns, drugs, muscle, women, men and booze)
10	Student protests d6 (bricks, sticks, crowded streets full of vehicles)
11	Illegal auto race d8 (fast vehicles, crowded streets)
12	Soi d8 (unsafe alleyway, gangsters, gang fights)

More inspiration (taken from fortressofshadows.org, an old Feng Shui rpg site):

Indoors

Abandoned Tenements, Airport Terminal, Arcade, Asylum, Bank, Bar, Brothel, Casino, Castle, Church, Cinema, Circus, Dojo, Embassy, Factory, Fireworks Factory, Garage, Gymnasium, Hardware Store, Hospital, Hotel, Ice Rink, Laboratory, Library, Mall, Mansion, Monastery, Morgue, Movie Studio, Museum, Nightclub, Old Peoples Home, Palace, Police Station, Printworks, Prison, Restaurant, Sauna, School, Sex Shop, Slaughterhouse, Strip Club, Take-Out Restaurant, Theater, Toy Store, TV Studio, Warehouse

Outdoors, underground

Arctic Station, Airport Flight Line, Amusement Park, Boat City, Bridge, Caverns, Chemical Plant, Docks, Fairground, Farm, Forest, Garden Maze, Jungle, Junkyard, Landmark, Military Base, Mine, Mountain, Parking Garage, Plantation, Power Plant, Rooftop, Sewage Treatment Plant, Sewer, Swamp, Swimming Pool, Village, Zoo

Random Action Scene Generator

These tables give you suggestions for new and hopefully interesting action scenes. They are heavily "inspired" (kinda like, you know, *borrowed from*) by Hong Kong Action Theatre! 1st edition.

My advice is to roll up a few scenes before you start playing. When it seems right, pop one of them in.

Action type

1-4	Chase on foot
5-8	Chase with vehicle or on mount
9-12	Fight

Who's in it

1-4	One or two opponents per player character
5-8	Three to four opponents per player character
9-12	A lot of opponents, I mean holy shit that's a fucking lot

Setting

1-3	Natural, outdoors
4-6	Recreational
7-9	Business
10-12	Public transport
13-15	Office building or vehicle belonging to the authorities
16-18	Residential
19-20	Other

Complications

1-5	Bystanders/innocents get in the way
6-10	Environment is difficult/dangerous to maneuver in
11-15	Props lying/standing around
16-20	The old action scene merges seamlessly with a new one -- roll on the tables again