



# Hanoi Hilton



## Overview:

The Year is 1965. You have been captured in enemy territory. Locked up in this camp with no chance of escape. It's up to you and your fellow prisoners to come up with a plan to get out. At least if you ever want to see your family again. Damn Johnson, Damn this War.

You are so tired of watching over your shoulders. Guards, dogs, and the Warden are bad enough, but it seems that your fellow prisoners are starting to turn on you too.

## Basics:

Each Player takes on a soldier cliché for their primary cliché. All other clichés are up for grabs but try to keep it at least mildly realistic. The Players goal is to come up with and execute an escape plan.

The NPC's are trying to prevent an escape by the Players. It is possible that they will stumble across your plans. IT is even more possible that they will coerce the information out of the players.

## NPCS:

Guard Dogs: These things are mean, once one has been sicced on you the best thing you can do is just curl up in a ball and try to protect your throat.

Guards: These guys are the enforcers of the camp. Break the rules? Start a fight or a riot? These guys descend in packs of five or more and distribute their own brand of discipline usually with a club or a knife.

The Warden: A sadistic master manipulator. Get taken into his office and there is no telling what to expect. He will try to get information about anything you may have heard. He may try to be your friend. He may try to offer you rewards. He may just beat the information out of you with his bare hands. Resist him at all costs.

## Gameplay:

This is a highly story driven world. Most "combat Scenarios" come from trying to resist questioning by the warden. The warden may attempt different methods of interrogation. The characters figure out how their various clichés are best able to resist. If you lose this combat you spill the beans and tell the warden everything you know about any planned escape attempts. Of course how compartmentalized those plans are can make a huge difference in how well the warden and guards can use that info..

Players may be selected at random for questioning. Or the warden may suspect they know something.

No Pumps or hooks or any of the optional stuff required, Just roll along with standard rules.