Twelve terrorists. One cop.
The odds are against John McClane...
That's just the way he likes it.



BRUCE WILLIS

DIE HARD

TWENTIETH CENTURY FOX Presents A GORDON COMPANY/SILVER PICTURES Production A JOHN McTIERNAN Film BRUCE WILLIS DIE HARD
ALAN RICKMAN ALEXANDER GODUNOV BONNIE BEDELIA Music by MICHAEL KAMEN Visual Effects Produced by RICHARD EDLUND Film Editors FRANK J. URIOSTE, A.C.E.
and JOHN F. LINK Production Designer JACKSON DeGOVIA Director of Photography JAN De BONT Executive Producer CHARLES GORDON Screenplay By JEB STUART and STEVEN E. de SOUZA
Based on the novel by RODERICK THORP Produced by LAWRENCE GORDON and JOEL SILVER Directed by JOHN McTIERNAN

Color by DeLuxe

Read The Fawcett Paperback.

DOLBY STEREO

COMING THIS JULY

DIE HARD

SPOILERS AHEAD. YOU'VE BEEN WARNED.

STARRING BRUCE WILLIS

A JUMPCHAIN ADAPTATION BY EYOUCHEN/MADAMADA/ELI

1.0 - ELI'S EDITION

Jumper. We're not beating around the bush for this one. There's a cop named John McClane here. Mr. McClane is always in the wrong place at the wrong time. There are more than a few times when he's gotten entangled in a terrorist plot. Fortunately - he's the right man for the job. Now, we're throwing you into the mix.

Now, you might be wondering where your usual stipend is. You're not getting it this time. This is an action movie, and it'd be boring if somebody from another dimension showed up and resolved the plot in ten seconds. As such, you'll be reduced to the body mod.

This is a gauntlet. You have been reduced to your bodymod and must suffer for any points you have. You will be involved in one of the movies, one way or another.

+0cp (cop points)

TIME AND PLACE

In other words, which movie are you featuring in? Roll 1d6 to choose. By default, the gauntlet will end when the conflict's over, one way or another. The end of the movie, so to speak.

1. **Die Hard (1988)**
   The original Die Hard. Die Hard in a building. It's Christmas Eve. You are in Los Angeles. Where specifically in Los Angeles? In Nakatomi Plaza, the headquarters of a very up-and-coming Japanese company. There's a Christmas party going on, and Detective John McClane has arrived to visit his estranged wife, Holly, who's got a career that's taking off. The party's going to be crashed by twelve terrorists, led by a man named Hans Gruber. He's ostensibly there for radical causes, but the truth is that he just wants to steal 640 million dollars in bearer bonds. Unfortunately for him, there's a certain fan of Roy Rogers in the building.

2. **Die Hard 2 (1990)**
   Die Hard in an Airport. McClane is in Dulles International Airport, Washington, DC. General Ramon Esperanza, military dictator of the South American nation of Val Verde, has been arrested. He was once supported by the US as a strong anti-communist leader, but aid was withdrawn after he violated the neutrality of other nations. To make up for lost funds, he started a large cocaine operation. However, a rogue special forces unit, led by Colonel William Stuart, has objections to this and will take over the airport tower to free Esperanza. Opposing them are the Dulles Airport Police and Staff… and John McClane. An elite unit will come in later to dispose of Stuart and his men, but there's something fishy about them…

3. **Die Hard with a Vengeance (1995)**
   Die Hard in New York. And Canada, briefly. McClane's having marital troubles, he's been suspended from the force, and he's probably drinking too much. He's pulled back into action when a bomb goes off in a department store. A terrorist going by "Simon" reveals that he is behind this, and threatens that he will detonate more unless McClane wears a racist sign in Harlem. He's saved by Zeus Carver, a local shop owner, but the pair of them are forced to undergo subsequent challenges to prevent one of the bombs from going off. There's a lot of action, but guess what? The entire thing's a ploy to keep the cops busy while the bad guys go to steal all the gold from the New York Federal Reserve.

4. **Live Free or Die Hard (2007)**
   Die Hard in the Digital Age. Also, it's the one where McClane launches a car into a helicopter. Computers are at the forefront now and things are changing. There have been a series of murders, and the victims are all white hat hackers working with the FBI, immediately followed by a massive shutdown of infrastructure - transportation, finances, and that's just the start of it. The perpetrator? Thomas Gabriel, the disillusioned former

head programmer for the Department of Defense. He's got a bone to pick with the US government and wants to get rich in the progress. An aging McClane's going to be working with one of the surviving white hats, Matthew Farrell.

5. **A Good Day to Die Hard (2013)**
   Die Hard in Moscow (and later, Ukraine). A former billionaire, Yuri Komarov, is on trial. It's a kangaroo court organized by a corrupt official, Victor Chagarin because Komarov has evidence of his dirty deeds. McClane's estranged son, John "Jack" McClane Jr. is also in prison because he shot someone. He's also a CIA agent deep undercover, but that's unknown to the authorities. McClane's going to fly to Russia to go find his kid and get tangled up in Chagarin's attempts to kill Komarov. Not everything's as it seems, and it looks like the man they're protecting isn't exactly innocent either…

6. **Free Choice**
   Lucky roll. You may choose any of the above options, or something that isn't on the list. *Die Hard: Year One,* the novel *Nothing Last Forever,* the 1968 movie *The Detective* starring Frank Sinatra, video games, and more are also available - you appear in any work featuring or related to John McClane.

DRAWBACKS

Jump Mode (+1000cp): I won't shame you for it. If you don't want to lose your powers for your time here, that's fine. You can have them, your warehouse, and exist in your true Jumper glory. You also get the stipend that'd normally be provided. However, by taking this, you'll be missing out on the rewards that are only available to gauntlet takers. It comes at a cost.

"Shoot the Glass!" (+100cp): Maybe you were caught unprepared. Maybe you just don't like shoes. Whatever the case, you cannot wear anything on your feet and must go barefoot. Shoes were invented for a reason, and they're generally useful things to have. Don't step on anything nasty.

Gennaro (+100cp): John McClane may have the chops to save the day and take down the bad guys one by one, but he's also a cop who's married to the job. In short, he's got a rocky relationship with his wife and if things go the way they're going to, there will be a divorce down the line. You share in this quality - however good you may be at making friends, you're not good at *keeping* them. Fate will have it that your friends won't stick around as long as you'd like, one way or another, and this might even begin to affect companions or family.

Thornberg (+100cp): You're kind of famous, but not in a good way. You attract news, sure, and people might recognize your name - including the nasty kinds of reporters. They'll hound you with no respect for ethics, and they're very, very nosey. The word "privacy" isn't likely to be in their vocabulary. What's more is that they'll broadcast anything they can get hold of, no matter how sensitive it is - causing panics, revealing key info to people who *really* shouldn't know these things, and more…

More Goons (+100cp): Pretty straightforward, as far as these things go. There are just more bad guys you'll have to fight. About 25% more. For example, if you're in Nakatomi Plaza when Hans and company come marching, you'll find fifteen guys instead of twelve. This drawback may be taken up to

"Not Since This Morning…" (+100cp): No two ways about it, you're an alcoholic. You habitually abuse it, but you haven't fallen into the clutches of a full-blown addiction… *yet.* You WILL if you're not careful about it. You might have a hangover at times, and experience withdrawal at others.

The Safety (+200cp): Not everybody's cut out for a life of running around and shooting people. Most of us aren't, and there's no shame in it… except for when you're in an action movie. Which you are. You're inexperienced in these sorts of things - and while you might acclimate after a while, it'll show. You'll be visibly shaken when things go south, won't know how to operate most weapons, and are simply more prone to panic and less tolerant of pain. You'll get over this in a while… if you live that long.

138th and Amsterdam (+200cp): You must wear a *very* offensive sign for your entire stay here. I won't go into what it says - you have control over that - but it's very vile and provocative. More than a few people are going to be offended by it while you're here. You can't conceal this sign in any way and must wear it for all to see.

A Mistake (+200cp): You shot someone who didn't deserve it. Or maybe you didn't. Either way, you can't bring yourself to use a gun or even point it at someone. Ever. You can't get over this; it will haunt you for your entire stay here.

The Nemesis (+400cp): Remember the long-haired blonde guy in the first movie? Karl? Well, you've got your version of him now - an enemy that's got a real bone to pick with you, and damn good to boot. This enemy has as many points worth of skills as you do, and that's on top of the skills of a veteran soldier and whatever else they might already have. They hate you so much that it's made them almost preternaturally tough - the punishment they can take is mindboggling, and there'll be a couple of times when your foe will come looking for another round if you've thought you'd had them beat. If you're one of the bad guys, this will be John McClane himself.

Simon Says (+400cp): Blackmail. You will be blackmailed by an unseen enemy by phone. They're quite well-hidden and seem to be almost omniscient, with how they're constantly watching you. This enemy will send you on wild goose chases around town, often accompanied by riddles. If you don't oblige them? They'll set off one of many bombs they've got stashed in places where people congregate. If that's not the kind of thing that'd bother you, they instead have something of serious value to you that they're willing to destroy. These requests will get worse and worse, and this foe will use them to distract you while accomplishing their real goals.

Blue Tape (+400cp): Good news! You have help. There'll be a unit of guys over to assist you and take down whatever force you're facing. The bad news is that… they're all in cahoots. The cavalry isn't here to help - rather, they're more bad guys looking to pretend to be your allies to lull you into a false sense of security. They'll try their best to deceive you, and if you've truly ticked them off, they might even shoot you in the back. You will forget you took this drawback.

Little Pond, Big Fish (+400cp): You've got help. Unfortunately, the people helping you are uncooperative and belligerent, to put it politely. The authorities are on the scene - or more of your partners in crime, if you're not one of them - but they might not be on the same page as you and the boss doesn't like you. There might even be some confusion at first, and they'll be shooting at you as much as they'll be shooting at the enemy. Even if that isn't the case, expect the people who're ostensibly supposed to be on your side to constantly get in your way.

Targo's Maxim (+600cp): Out of all the villains in the movies, it's probably Targo who'd have been the most menacing… if he were given the opportunity. He was the no-nonsense sort of terrorist who wanted to have McClane killed as quickly as possible. Now, anyone you go up against will have taken up his philosophy. If someone gets the drop on you, that's it. You won't be offered a chance to surrender, and nobody will tie you to bombs or give you any courtesies.

They'll just shoot you and be done with it. Every enemy you face will be smarter and deadlier, and they'll be playing for keeps.

Jumper McClane (+600cp): Maybe Holly flew to New York. Maybe she left the party with John to do something else. Whatever the case, John McClane will not be at Nakatomi Plaza in 1988, and won't be at any other places where he fights bad guys anymore. It was all butterflied away. Or maybe *you're* John McClane. He won't be around to save the day. That's your job - wherever and whenever you are, you have to thwart the plots of whatever bozos are around and do at least a good a job as McClane would've, if not better.

The Long Haul (+600cp): Die Hard's a good franchise. Well, maybe the last movie wasn't as good, but I don't regret watching all the movies. The gauntlet no longer ends when the bad guys are all done for, so to speak. You're going to be here for all five movies. hat's from 1988 to 2013. If you're not a complete bastard, you'll be up against all the villains, from chasing Hans Gruber around to getting involved in a feud between two of Russia's most powerful men. If you are, you'll be running into McClane, again and again. Nakatomi, Dulles, New York, Washington, Moscow - you'll be there through it all.

SKILLS

Fists with your Toes (100cp): You probably get around a lot. All over the world, and you probably hop universes every decade or so. Not everywhere's the same, and you might get uncomfortable in some. Well, you've learned a special trick to help you acclimatize much faster. Just go barefoot and make fists with your toes, and you'll feel much, *much* better. It'll feel better than a shower and a fresh cup of coffee and do wonders for jetlag and getting used to the climate too.

"Just the Fax, Ma'am." (100cp): You're a good-looking person. That's it. You're conventionally beautiful or handsome, a perfect 10 to those whose type you are. Even those whose type you aren't would admit you're an 8 or 9 on the scale. Maybe you'll be hit on, or you'll get lucky if you hit on someone else. However, this won't protect you from bullets, explosions, or meaningful danger.

Academy Trained (100cp): You've got the knowledge of a rookie cop, fresh out of the academy. While you're not the best, you know enough of what you're doing to be sent out on patrol. Knowledge of the law and procedure, combat training, emergency aid, communication and de-escalation, criminal psychology, and more.

Something Funny (100cp): Wisecracking's probably a bad idea in delicate situations like the ones you're going to get into, but it sure can get under the skin of whoever you're taking a dig at. You're particularly good at this and getting a rise out of whoever you're taunting. Maybe you can goad them into making a mistake. Curiously, this works better if you're talking to them via radio.

Professional Planning (200cp): Not everybody can pull off a heist and get away with it. There has to be research, planning, and strategy involved. Going in without a plan isn't a good idea at all. Fortunately, you're good at this. Scoping out the place you want to hit, ascertaining factors, putting together a team, and executing the operation are things that you can do seamlessly, and train your subordinates to do so as well. Of course, this could also be applied to security measures.

The Voice (200cp): Sometimes running and gunning isn't the way to go - perhaps it's a fight you won't win, or you could do more through a more roundabout way. Whatever it is, you've got a head for lying - the confidence, the charisma, and the ability to read people well enough to know what they're expecting you to say. You're also pretty good at disguising yourself. You'll probably be able to fool a lot of people if someone doesn't fool you with a police code or something.

Step Outside (200cp): You might not be the best with a gun, but when it's close and personal you'll be hard-pressed to find a challenge. You've got a lot of muscle and bulk on you, and you've got hard-earned skill from a great amount of training and a greater amount of field

experience. You can punch, kick, and wrestle with the best of them, and lay out most guys in a single strike or two. Your skills in hand-to-hand combat extend to weapons as well, as you're a dab hand with knives, bats, or whatever else you might find yourself holding.

Out of Bullets (200cp): But not out of options. You can also use a car. If you're going fast enough, you can kick a lot of ass. Plus, it's a lot more reusable than ammunition. You're incredible behind the wheel - you can weave and dodge with the best of them, and in another world, you'd be on a racetrack or teaching a defensive driving course. You could probably drive through Central Park without hitting anyone (though that's because most people have self-preservation instincts). Moreso, you've got a sense of how to use any vehicle you're in for maximal destruction, and when to get out of dodge when the alternative's to die in a fireball. Go launch a car into a helicopter. Speaking of which, you can fly helicopters too, though you missed a few lessons.

Marksman (400cp): You knew this'd be here. Die Hard is an action movie. Action movies have guns. You're better with them than most people, enough to be designated as a sniper in the military. Staying stock still and waiting for the perfect shot's an old hat, and you've got the reflexes to draw and shoot accurately faster than all but the sharpest of hands. You could consistently hit targets at a far larger distance than the gun was meant for, and do it while they're moving to boot. If it wasn't already, your eyesight is now 20/10.

6991 (400cp): Fastidiousness is important. It can save your life, and you've taken that to heart. You're quite perceptive. You pay enough attention to detail to pick up on the smallest things almost immediately after you're presented with them. It'll help you with a lot of things - predicting where your enemies might go next, figuring out their plans, and deducing their motives and *modus operandi* will be much easier with this than without. If someone tries to pull a double-cross on you, chances are that you'll know and be ready for it. If this is combined with **Academy Trained,** you have the skills of a police detective.

A Very Big Bang (400cp): What's another staple of action movies? Explosions. And now you know the means of how to make them. You are an expert in explosive engineering and demolitions and probably learned it from the military. Putting them together is a piece of cake to you, and defusing them is just as easy. I hope you use this knowledge wisely. It's a lot of destructive potential in your hands.

Come to the Coast (400cp): You're agile. You've got extensive training in parkour and gymnastics, and you run incredibly fast. You'll never have to worry about running away from someone - or chasing them down for that matter. You could even avoid gunfire with ease if you have to, though it's better to have cover for that. Fitting into tight spaces like air ducts shouldn't be hard. It wouldn't be difficult to climb up and down steep heights, either. All this ninja shit's made you quite stealthy, and most won't notice you until they're unconscious, in one way or another.

Fire Sale (600cp): Computers. They're becoming increasingly relevant. Soon, the cutting-edge technology at Nakatomi Plaza's front desk will seem obsolete. They control more and more things over the years, so why not learn to control them? You're an expert programmer, but your true talent lies in something… less ethical. Hacking. You're able to do all that movie crap that you see them do. Bypassing electronic locks, messing with the transit system, hijacking TV channels, and all that stuff. In terms of skill, you're probably about as good as Matt Farrell from the fourth movie. You might not be able to mess with NORAD the way Gabriel did, but you could pull it off with enough practice.

"They're History." (600cp): Wrong. You're hard to kill, though there's a lot of luck factored into it. Sure, you might be held at gunpoint or otherwise at the mercy of an enemy. But they'll likely mess around before deciding to kill you. Or if they do, they'll tie you to a bomb instead of outright shooting you. This extends beyond your enemies, too - things will time themselves to maximize your chances of survival. If the hacker you're trying to rescue is set to press a certain key that'll trigger his death via explosion, you'll show up at his door at the last second, sparing him that fate. If there's a car in a tunnel that's about to fall on you, it'll have to hit two more that happened to be in its path before it'll hit you. Don't push it.

ITEMS

After the gauntlet is over, everything bought here will become self-repairing. If lost or destroyed, the item will be returned to you within a week. Consumable resources such as ammunition, power, or fuel will be replenished daily.

Die Hard (free): You have everything related to the Die Hard franchise. Besides all five movies, you've got the original novel, *Nothing Dies Forever,* anything with a crossover, the novelizations and comic books, and all the video games. Have fun. After the gauntlet is over, you get an extra set of everything featuring yourself and your actions here.

Little Gun (free): Wouldn't be fair to leave you without this, would it? You have a pistol. It can be of any make, from McClane's Beretta 92F to Gruber's Heckler & Koch P7M13. You can't have a machine pistol. Whatever it is, you have three full magazines of ammo.

Twinkies (100cp): Al's favorite. I like them too. You have a box of Twinkies. They're delicious but don't expect them to be anything more than that. Post-gauntlet, the Twinkies will replenish every day. You can eat as many of these Twinkies as you like without fear of getting fat.

Big Gun (100cp): Now we're talking. With this, you can have any gun that existed at the time, provided that it's small enough for you to carry around. Anything's available - the sky's the limit. Want the HK94s or M95s from the first movie? Ok. The M16's or Karl's AUG are also available. So are sniper rifles, machine guns, shotguns, anything you can think of. You can even grab the rocket launcher that Gruber's henchman Alexander blew up the APC with. Whatever you get, you have three full clips of ammo to start with.

Rolex (100cp): This is a sexy watch. It's expensive and made of gold, and it'll never be off when you look at it for the time. It's tough, too, and won't break on you - except for one very specific condition. If someone's grabbing onto you by the watch, and you need them to let go, it will break or come loose. You might not get it back (at least not until Jump's end), but you'll be free.

Walkie-Talkie (200cp): The good guys use them. The bad guys use them. McClane's inevitably going to get his hands on one of the bad guys' radios and use it for trash talk (unless it's the last movie). With this, you can get in on the action as well. This walkie-talkie will never lose its signal or run out of power. Additionally, it always seems to contact someone who can help you if you need it. If your enemies have a communications network, it'll always tune into that as well. Whether you want to secretly listen in on what they're saying or follow in McClane's wisecracking footsteps is up to you.

Set of Wheels (200cp): You have a vehicle. A car. It can be a police car, a truck, or a dump truck if you want. Whatever you're driving, it handles incredibly well and moves faster than any other model of it. It's pretty damn tough, too - able to take more than its fair share of small arms

fire, which is nearly impervious to. It'd take something like a fighter jet's autocannon to seriously damage it.

Boom (200cp): It's mostly plastic explosives you've got here, but there's also a crate of grenades. If you got all the plastiques together, you could blow up an entire floor of Nakatomi Plaza. I don't think it needs to be explained what these are for.

Wings (400cp): You've got something questionable. A plane or a helicopter. It's military-grade and well-armed - think the Mil Mi-24 in *A Good Day to Die Hard* or the F-35 in *Live Free or Die Hard*. This is a legitimate attack craft. It's stuffed to the gills with weaponry. Heavy machine guns, missiles, autocannons, and the capability to get wherever you need to be damn fast. If you don't want military hardware, you can instead have a Boeing 747.

Nakatomi (400cp): You own the Nakatomi company. Well, not really. You're just the head of a major overseas branch, akin to the one in Los Angeles. Maybe you're the boss instead of Takagi. Whatever the case, you own Nakatomi Plaza (or a Nakatomi building that's somewhere else). As a high-ranking businessperson, you're rich. Nakatomi itself deals in bearer bonds and presumably tech products. Whatever the case may be, post-gauntlet, the building is yours.

REWARDS

The Gauntlet's over and you're still in one piece. You get a reward. What it is depends on if you helped McClane beat the bad guys or were one of the villains yourself.

If you helped McClane:

Yippie-Ki-Yay: More than anything, the reason why McClane comes out on top every time is because of two things - his ingenuity, and his determination. You have both of these qualities. You're a very resourceful sort. Thinking out of the box comes naturally to you, and there'll always be *something* in the environment you can use to your advantage. Need to climb down an elevator shaft? You can jam that submachine gun you've got between the opening and use the strap to climb down. Is the plane full of bad guys flying away? Pull out the gas cap and light the fuel trail. Need to cross New York in minutes? Call an ambulance to your desired location and follow it via car while it clears the way. You'll always be able to think out of the box and find a potential plan of action for a dangerous situation. Moreover, you're pretty damn tough. While you aren't superhuman by any means and can still be injured, you're determined enough to keep going. Bullet wounds or defenestration won't stop you - while they'll certainly damage you, the only way you're going down is through a lethal wound.

Moreover, if you desire it, you'll always be the right person in the wrong place and time. Terrorist attacks and other vile plots will take place where you're there to stop them. This doesn't cause anything bad to happen - it simply draws what would've happened anyway to you, so you can stop it. For some reason, these attacks are particularly likely to happen on Christmas Eve.

If you didn't:

Bearer Bonds: A simpler, more material reward. You've got much of what the bad guys from every movie wanted - or some of their stuff. All of it will replenish every jump or decade if spent; whichever comes first.

This includes:

- $640 million worth of Bearer Bonds
- A Boeing 747
- $140 billion worth of Gold Bullion
- A truck with an attached trailer full of advanced computer equipment
- €1 billion worth of weapons-grade Uranium

ENDING

Time’s up. Where will you go from here? Make your choice.

Go Home

Stay Here

Move On

NOTES

Sorry to that Anon who was talking about making a Die Hard jump on threads #5996 and 5997. This was supposed to be called the original edition, but its name has been changed. Honestly, I hope you do a better job than I did with this.

No, the Nemesis does not have to be a guy.

Come to the Coast is based more on Rand, the French Mercenary who McClane has a hard time shooting in the fourth movie, than McClane himself.

Mada Mada Plus Ultra. EYouchen/MadaMada/Eli Jump #20. I wanted to make this in time for Christmas Eve.

Credits:

- EYouchen/MadaMada/Eli/Whatever name I may take on in the future - the beleaguered Jumpmaker.
- QafianSage and Poscidion, whose names have usually been in the credits section since Jump #12.

Changelog:

- First *conceived* on December 1st, 2023
- 1.0 published on December 24th, 2023

Location Categories:
Total: 20

- Not Earth: 6 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer
- Fantasy: Empire of Man, Behind the Bookcase, Warhammer Fantasy: Rise of Sigmar
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Global: 4 - DCeased, Arthur Christmas, Superman: The Last God of Krypton,
- Roverandom
- Earth, Specific: 8
    - Canada: 1 - The Troop
    - The UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling
    - The US: 3 - The Amazing Spider-Man, Raw Deal, Die Hard
    - Italy: 1 - Porco Rosso
    - Norway: 1 - The Troll Hunter