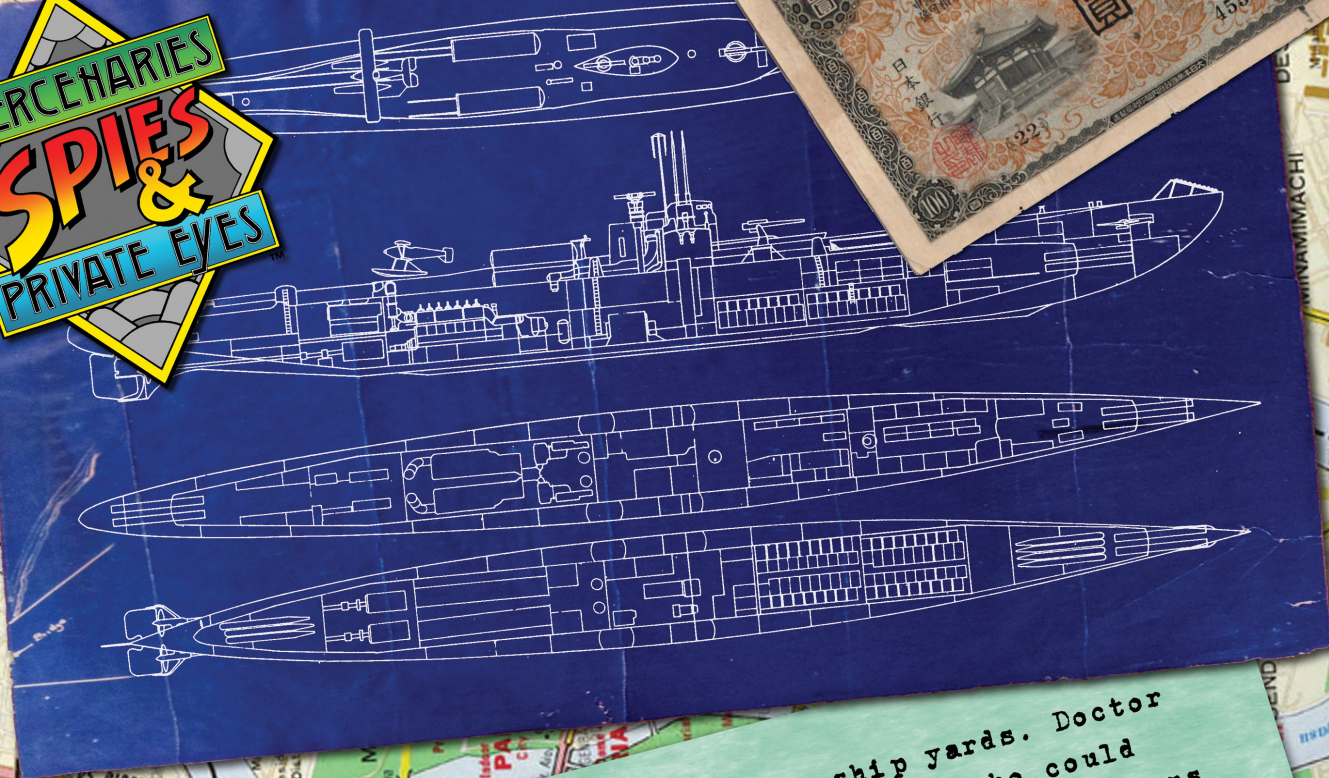


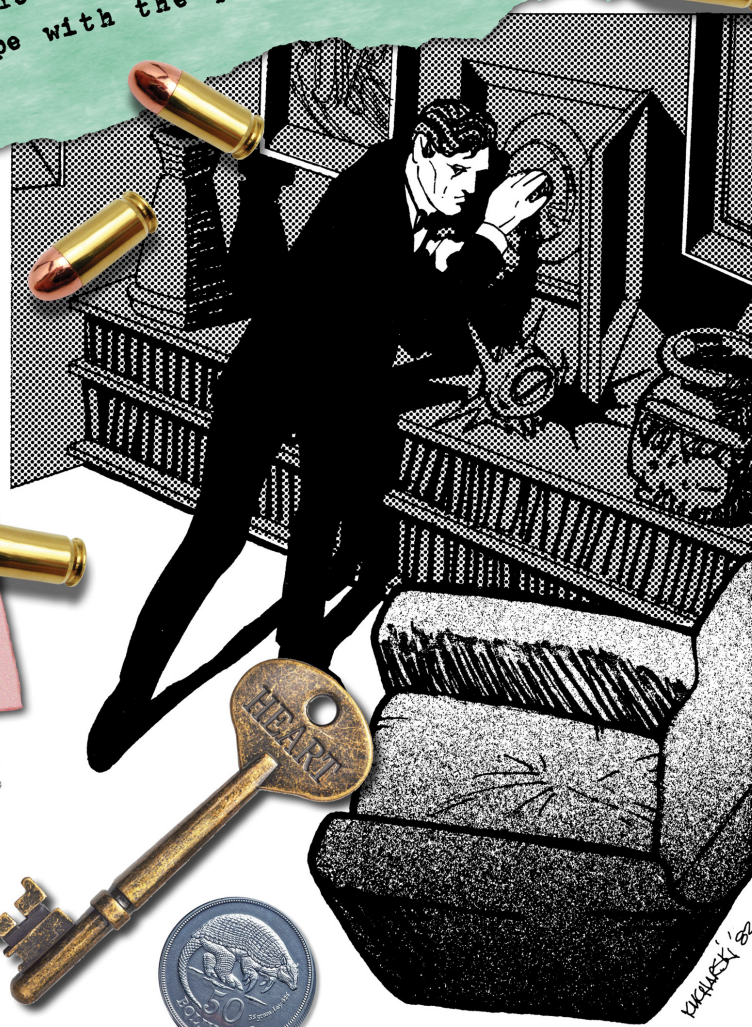
MSPE: the Combined Edition!



Your assignment is to infiltrate the Kawasaki ship yards. Doctor Hashimoto will be your contact. Neutralize any hostiles who could compromise your identity. You must, at all costs, capture the plans for the new I-6J2 submarine. You will, of course, be paid your normal fee, with a bonus if you escape with the plans undetected.

FBI-3902

你在東京的上級  
是李醫生地址是  
日光街道四十號



**MERCENARIES**

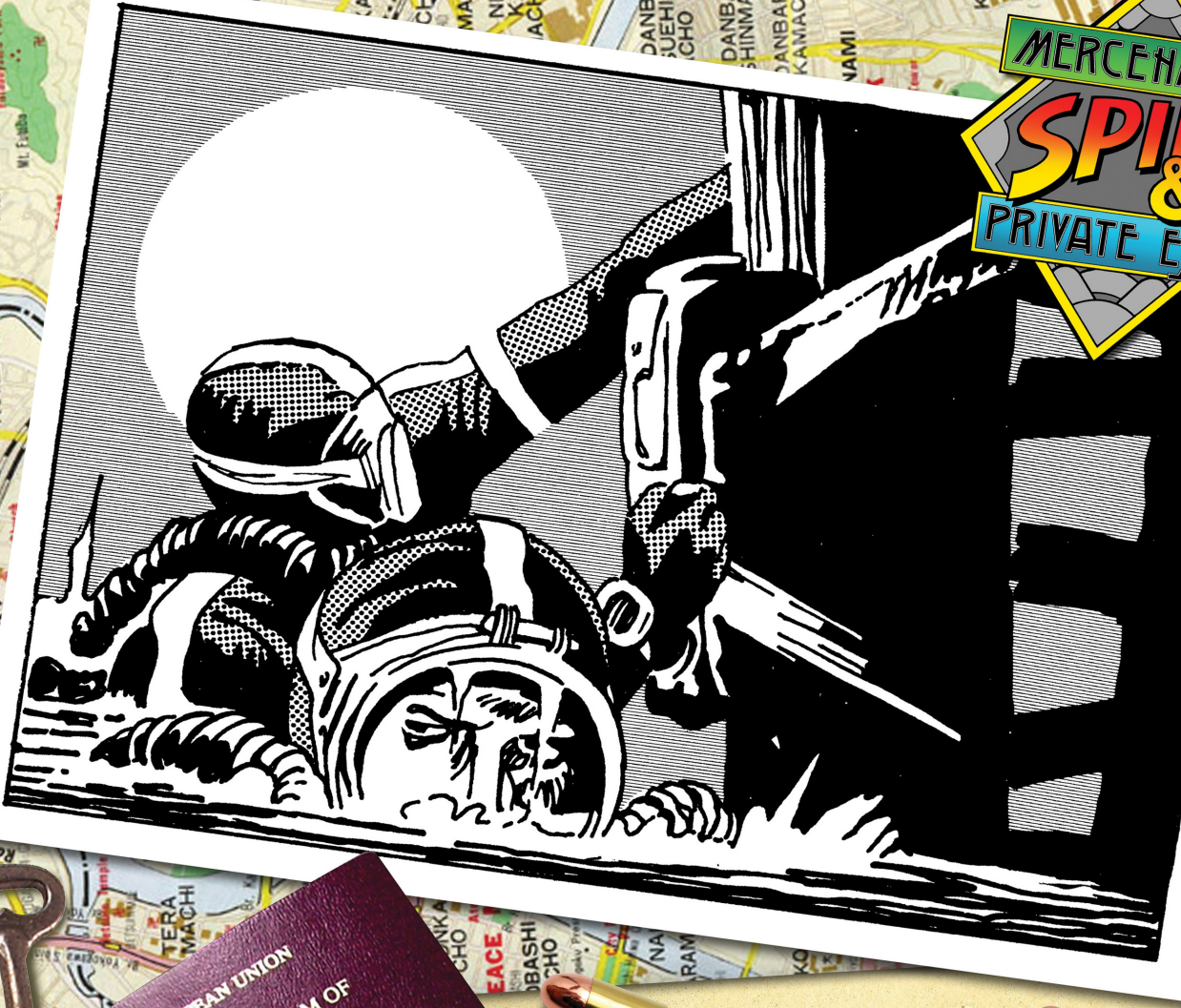
**SPIES &**

**PRIVATE EYES**

**GAME MASTER  
SCREEN**



MERCENARIES  
**SPIES**  
&  
PRIVATE EYES



EUROPEAN UNION  
UNITED KINGDOM OF  
GREAT BRITAIN  
AND NORTHERN IRELAND



PASSPORT



**TOP  
SECRET**

PHOENIX SCRAMJET  
CODENAME: A-7

BLUEPRINT NUMBER: 62190717  
DO NOT COPY



# ADVENTURING

## Standard Saving Rolls

| Level of Saving Roll | Target (2d6)   |
|----------------------|----------------|
| 0                    | 5              |
| 1                    | 20             |
| 2                    | 25             |
| ...                  | +5 every level |

## Versus Individual NPCs

Opponent's Attributes + Skill(s)

Used for skills such as Confidence

**Saving Roll = 2d6\* + Attribute + Skill(s)** \* DARO Applies

## Vehicle Crashes

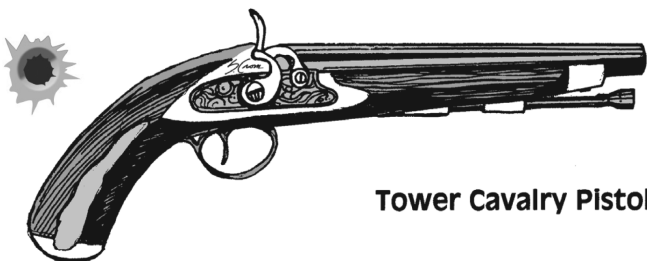
|                     |                                                                                                                   |
|---------------------|-------------------------------------------------------------------------------------------------------------------|
| Damage              | MPH/5 dice of damage to vehicle and what it hits                                                                  |
| Head-On             | Add all speeds and divide evenly to vehicles                                                                      |
| Damage to Occupants | Damage is TN* of SR Luck Saving Roll<br>Success = No Injury<br>Failure = Injury CON damage equal to amount missed |

| Class | CON | Example                     |
|-------|-----|-----------------------------|
| 0     | CON | Person, Animal              |
| 1     | 100 | Motorcycle / sapling tree   |
| 2     | 250 | Subcompact                  |
| 3     | 350 | Compact                     |
| 4     | 400 | Sedan / small pickup or suv |
| 5     | 500 | Van / large pickup or suv   |
| 6     | 650 | APC / Semi                  |
| 7     | 750 | Tank                        |

\* TN=Target Number

## Adventure Point Guidelines

| Risk                         | Base = 100pts                                                                     |
|------------------------------|-----------------------------------------------------------------------------------|
| x 0 to x5+                   | No Risk up to Suicide Mission                                                     |
| Combat                       | Base = Enemy CON                                                                  |
| x½ to x3+                    | Much Weaker Foe up to x3+ Superior Foe<br>Add extra +1 if capture instead of kill |
| Saving Roll Adventure Points |                                                                                   |
| SR lvl x Die roll            | (Each use of a skill adds 50AP to the total.)                                     |



Tower Cavalry Pistol

## Information Gathering

### The Types of Saving Rolls

Passive SR

(GM Calls for the Roll or Does a Secret Roll, usually LK)

Active vs Environment

Active vs Individual NPC

### Skills Usually Applicable to Environment

Chic, Diplomacy, Elocution, Research, Forensics, Observation, Cryptology

### Skills Usually Applicable to NPC Interactions

Chic, Confidence, Diplomacy, Elocution, Seduction, Observation

*Note: As always, if a player comes up with a good reason that any of a character's skill(s) can apply, allow it.*

## Recovery And Healing

### Unarmed/Stun/Non-Lethal Damage

Target stunned for # of turns/minutes equal to damage over CON.

Target recovers 1/2 of Stun damage upon waking.

### Critical Wounds (to fully heal)

Over 100% CON

30 + Damage x 3 in Days

### Serious Wounds (to fully heal)

50-100% CON

14 + Damage x 2 Days

### Slight Wounds (to fully heal)

1pt - 49% CON

Damage x 2 Days

### Attributes other than CON

1 Point every 30 minutes.

## Poison - Type and Damage

### Knockout Drops

1 Drop = 1d of SPD, DEX, and STR Damage

Normal Recovery

### Neurotoxin

1 Dose = 2d to STR first hour, 1d to STR subsequent until anti-venom administered

If STR drops to zero or below, character will die unless given anti-toxin within six minutes (12 Combat Rounds).

STR Recovery is as Per CON, not 1 point every 30 minutes.

### Hemotoxin

1 Dose = 2d to CON first hour, 1d to CON subsequent until anti-venom administered

If CON drops to zero or below, character will die unless given anti-toxin within six minutes (12 Combat Rounds)

# CORE COMBAT

## Missile Weapon Chart I

|             | Target          | Stand/Aim | Move | Dodging/Cover |
|-------------|-----------------|-----------|------|---------------|
| Shooter     | Range           |           |      |               |
| Stand/Aim   | 5 yards or less | 10        | 15   | 20            |
| Move        |                 | 15        | 20   | 25            |
| Dodge/Cover |                 | 20        | 25   | 30            |
| Stand/Aim   | 6-50 yards      | 20        | 25   | 30            |
| Move        |                 | 25        | 30   | 35            |
| Dodge/Cover |                 | 30        | 35   | 40            |
| Stand/Aim   | 51-100 yards    | 30        | 35   | 40            |
| Move        |                 | 35        | 40   | 45            |
| Dodge/Cover |                 | 40        | 45   | 50            |
| Stand/Aim   | 101+ yards      | 40        | 45   | 50            |
| Move        |                 | 45        | 50   | 55            |
| Dodge/Cover |                 | 50        | 55   | 60            |

## Missile Weapon Chart II

|             | Target          | Stand/Aim | Move | Dodging/Cover |
|-------------|-----------------|-----------|------|---------------|
| Shooter     | Range           |           |      |               |
| Stand/Aim   | 5 yards or less | 20        | 25   | 30            |
| Move        |                 | 25        | 30   | 40            |
| Dodge/Cover |                 | 30        | 35   | 40            |
| Stand/Aim   | 6-50 yards      | 10        | 15   | 20            |
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| Stand/Aim   | 101+ yards      | 40        | 45   | 50            |
| Move        |                 | 45        | 50   | 55            |
| Dodge/Cover |                 | 50        | 55   | 60            |

## Ranged Target Size Chart

| Target Size                | To Hit | Example           |
|----------------------------|--------|-------------------|
| Tiny (4" diameter or less) | x4     | Eyes, coin        |
| Small (5" - 2 feet)        | x3     | Head              |
| Medium (2 feet - 5 feet)   | x2     | Children, tires   |
| Large (5 feet - 12 feet)   | x1     | Adult, motorcycle |
| Huge (12 feet+)            | x ¾    | Trucks, cars      |

## Armor

### General Armor

Roll Dice Equal to Armor Rating and Subtract from Damage

### Flak Vests

As General Armor, but only versus bullet damage.  
(Optional MK4 with plates is 5d+3/bullet AND vs shrapnel)

## Order of Combat Turn

|   |                                                      |
|---|------------------------------------------------------|
| 1 | Martial Arts Attacks w/Speed SR & Within 6 feet      |
| 2 | 1st Missile Weapon Round                             |
| 3 | Martial Arts Attacks between 6 and 20 feet of target |
| 4 | Standard Movement                                    |
| 5 | 2nd Missile Weapon Round                             |
| 6 | Hand to Hand Combat                                  |
| 7 | Movement                                             |

## Cover

| Damage Dice Reduced | Example                                            |
|---------------------|----------------------------------------------------|
| 1                   | 1" wood, windshield, 1/8" steel                    |
| 2                   | 3" wood, car door                                  |
| 3                   | 6" wood, 1" plasterboard, per layer of bricks      |
| 4                   | Bulletproof glass, per layer cinderblock, 1" steel |

(Optional) Instead of rolling additional dice, just remove damage dice starting with highest value and going down.

## Sample Weapons

|                     | Capacity | Dice + Adds    |
|---------------------|----------|----------------|
| <b>Hand To Hand</b> |          |                |
| Broken Bottle       | -        | 1 + 3          |
| Switch Blade        | -        | 2              |
| Hunting Knife       | -        | 2 + 2          |
| Billy Club          | -        | 3 (Lethal/Non) |

## Missile Weapon Chart I

|                    |          |       |
|--------------------|----------|-------|
| Colt Peacemaker    | 6        | 3     |
| Smith & Wesson 9mm | 8        | 3     |
| S&W .44 Magnum     | 6        | 7     |
| Colt 1911A         | 7        | 4 + 1 |
| *UZI               | 25/32/40 | 3 + 2 |
| *Thompson          | 20/30/50 | 4 + 3 |



## Missile Weapon Chart II

|                               |    |                |
|-------------------------------|----|----------------|
| Tazer (Also HTH, Max 25 feet) | 1  | 4 (Lethal/Non) |
| Ithica Model 37 Shotgun       | 8  | 8/4/2          |
| Browning .30-06               | 5  | 12             |
| AK-47                         | 30 | 6 + 2          |

\* Submachine guns use Chart I no stock and Chart II if using a stock

## Useful Page References

From the 2019 MSPE Combined Edition

|            |                               |
|------------|-------------------------------|
| P. 47 - 49 | Martial Arts Combat           |
| P. 56 - 55 | Generic Foes and Animal Chart |
| P. 79 - 82 | Dinosaurs and Nightstalkers   |



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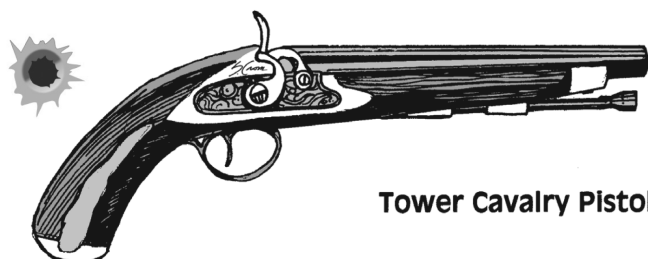
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