

Lies & Spies X!



Welcome to Lies & Spies - X!

Espionage! Secret Agents! Intrigue! Hair-raising escapes! Thrills and adventure using familiar rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about “Golden Age” comic book pulp spy stories (surveillance and undercover investigations through a retro lens). They assume you know how OSR products work. There, it’s done. You know how to play already. Just get on with it.

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below:

Strength: You can use your Str bonus to modify your “to-hit” and damage results in melee.

Intelligence: You can use your Int bonus to give you bonus languages. Also, if you have an Int of 15+ you own one gadget or item of 1AP “value”.

Wisdom: Psy-Spies can use their Wis bonus to give a penalty to the target(s) of their psychic powers. If you have Wis 15+ you get +1AP to start each mission with.

Constitution: You can use your Con bonus to gain additional hit points on each Hit Die (HD). HD are rolled with a d4, d6, d8 or d10.

Dexterity: You can use your Dex bonus to modify your “to-hit” number with ranged (also called “missile”) weapons and modify your character’s armor class.

Charisma: Characters with Cha 15+ can start the game with one Psychic power (from the *Psy-Spy* list).

Attribute Bonus

Attributes scores of 13-15 have a bonus of +1; 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

Armor Class

Armor Class (AC) rates how difficult it is to hit and be hit. It is set out as AC XX; the XX represents the armor class and determines how easy/difficult it is to hit that AC. There isn’t much in the way of armor in this genre, so some classes get bonuses to their AC.

Example: An unarmored man would be AC10, while one with a Dex of 13 would be AC11.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level and so on.

Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, horror, falls and evasions, toxins, environmental dangers and so on. You also use this number to perform tasks/class abilities (called **Task Checks**). Some tasks can be attempted by anyone at the GMs discretion, using the basic number, and others receive a bonus if it is within their class abilities.

Acquisition Points

Characters have a number of Acquisition Points (AP) based on their level to obtain weapons and gadgets for use on their missions. At the end of a mission, the items are returned and they can choose a new set of items for the next mission. They can pool points for bigger/better gear. At 1st level, you get 4 AP and you have +1 AP per level thereafter.

Prowler

Prowlers are stealth, intrusion and surveillance experts.

Hit Dice: 6 HP at 1st level, then 1d6 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Prowlers also get +1 on *Saving Throws* vs. evasion.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 5th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: Prowlers can use any pistol or sub machine gun and any dagger or cudgel.



Prowlers have class abilities as follows:

- **Forged Papers:** Using a Forger's kit, Prowlers can create easily-forged documents like travel passes, ration coupons, etc. More intricate documents like money are beyond the abilities of most Prowler forgers, which they'd have to obtain by other means. The exact quality of the forgery is up to the GM.
- **Prowler skills:** Prowlers have +2 to succeed at *Climbing, Tailing, Opening Locks, Notice, Pick Pockets, Hiding in Shadows* and *Moving Silently*.
- **Street Smarts:** Prowlers are able to move around the city streets at ease and as if they belong in whatever dodgy neighborhood they are in. They know certain street types, and can interact with them on their level. +2 to rolls to move around the city and to know where certain people and black market goods can be found.
- **Surprise Attack:** When attacking from behind or by stealth, Prowlers get +4 to hit and x2 damage. This rises to x3 damage at 6th level.

Swagger

Swaggers are the team's mouthpiece – they are all talk, charm, diplomacy and bravado.

Hit Dice: 6 HP at 1st level, and 1d6 per level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. Swaggers get +1 on *Saving Throws* vs. interrogation, being lied to and vs. psychic powers.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 5th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: Swaggers can use any pistol or submachine gun and any dagger or cudgel.



Swaggers have class abilities as follows:

- **Assess:** Swaggers are able to study another individual for a few minutes and work out something about them; such as their class, their level, maybe any hidden agendas and anything else the GM sees fit to divulge. They receive +2 to their task roll for this.
- **Contacts:** You have one contact at 1st level and gain another one at 2nd level and plus one at each level thereafter. The contact can be from a range of backgrounds – usually other agents but could be the military, police, politicians etc. They could even have contacts who are enemy agents (traitors). These contacts generally have some useful information or can help out the character in some way (providing a safe house, weapons, information etc.) that they will freely give to the character provided it is within the realms of information or stuff they might have ready access to.
- **Disguise:** Using a disguise kit, you are able to pull off the most audacious disguises. You can look and act like a specific person as long as you have seen them (taking an hour to don your disguise). Or you can “pass for” a specific person if you are in shadowy darkness or the viewer doesn't know him or her that well. You can

disguise yourself as a “generic” person with just a few minutes to effect a few quick changes to your stance, attire etc. You only need to make a task check if under close scrutiny. Your check is at +2.

- **Silvertongue:** You can lie, bluff, cajole, haggle and taunt with the best of them and people believe your bull. You receive +2 to appropriate checks (or simply role-play it).

Controller

Controllers pull together all the known facts from which they can see the bigger picture; they organize and manage the team to get the best out of them.

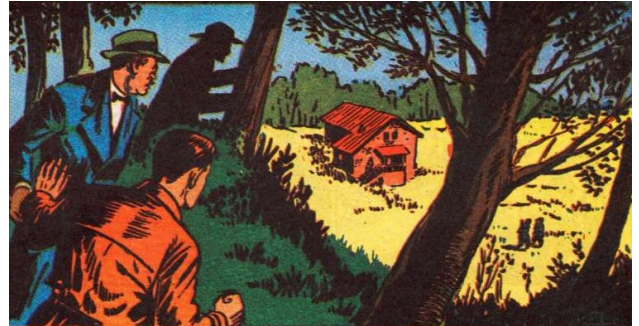
Hit Dice: 8 HP at 1st level, and 1d8 at each level thereafter.

Saving Throw: 15 at 1st, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. The Controller also gets +1 on *Saving Throws* vs. death and psychic powers.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th and +3 at 6th.

AC Bonus: +2 at 1st, and +3 at 3rd and +4 at 5th level

Weapons: Controllers can use any pistol, sub machine gun, knife or cudgel.



The Controller gets the following class abilities:

- **Call for Support:** Once per adventure, if the Controller has access to a phone or radio and is in a location where there are likely to be friendly agencies, they can request assistance. This is usually in the form of a “hit squad” of enforcers or maybe some equipment that the team needs. They can use this ability twice at 4th level. The number of Enforcers they can access is one per level. The items they can obtain is equal to their AP.
- **Command:** Once per two levels per adventure, Controllers can enable members of their team to make a second *Saving Throw* if the first one failed, as long as the other character(s) can hear them.
- **Tactician:** Controllers can assess a tactical situation or ambush to provide a number of their team equal to the Controller’s level with a +1 modifier to their attack and damage rolls. They can do this once per two levels per adventure (round nearest).
- **Weapon Trained:** Controllers can choose one weapon type (revolver, heavy revolver, smg, rifle etc.) with which they receive +1 to hit and damage.

Enforcer

Enforcers are the ultimate tough guy – they prefer to meet the enemy head on with the best firepower at their disposal or with their bare hands if necessary

Hit Dice: 10 HP at 1st level, and 1d10 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level.

Enforcers also get +1 on *Saving Throws* vs. death, poisons, disease and interrogation.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th and +5 at 6th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: Enforcers can use any weapon.

Enforcers get the following class abilities:

- **Combat Machine:** Enforcers get one attack per level each round against foes of 1 HD or fewer, using unarmed combat techniques and/or advanced weapon training.
- **Enforcer Skills:** Most Enforcers have had a physical profession of some sort before they were agents; they receive one choice of the following at +2 to their roll: *Army, Navy, Cop, Marines, Mechanic, Dock Worker, Miner, Driver, Seaman, Builder, Blacksmith, Lumberjack, Steeplejack etc.*
- **Vehicles:** Enforcers can drive wheeled and tracked military vehicles at +2 to their Task Check.



- **Weapon Trained:** Enforcers can choose one weapon type (knife, fists, rifle, pistol, machine gun etc.) with which they receive +1 to hit and damage.

THE PSY-SPY

A strong-willed individual with powers of the mind

Hit Dice: 4HP at 1st level and 1d4 per level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Psy-Spies get +2 on *Saving Throws* vs. *psychic attacks, taunts, interrogation and intimidation*.

Basic Hit Bonus (BHB): +1 at 4th level.

AC Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: Psy-Spies can use pistols.

Psy-Spies have a choice of Powers. Choose two at 1st, another at 3rd, and another at 6th level:

- **Danger Sense:** You get a prickly sensation when immediate danger is present.
- **Darkness:** You can create an area of 30 x 30 ft of darkness that mundane folk are unable to see in, but creatures with night-vision (like cats) or super senses (sight) can see in. You gain dark vision that allows you to see in your own created darkness (but not in other darkness). It lasts 2 minutes per level. You can use it once per day (twice at 4th level).
- **Heal Others:** You can touch someone to heal them of 1d6+1 points of damage once per level per day.
- **Meta Senses:** You can choose from Infrared Vision, Radio Hearing, X-Ray vision, Radar, Sonar or 360-degree Vision. You get a second choice at 4th level.
- **Mental Blast:** You can blast someone with 2d4 damage. This increases to 3d4 at 4th level.
- **Mind Control:** You can dominate the minds of 1d4 normal people, +1 at 3rd level and +1 at 5th level. This lasts while you concentrate and they get a saving throw if you order them to do something against their will.
- **Phase:** You can turn incorporeal and pass through walls. During this time you cannot affect materials but by the same token bullets and so on pass through you. It lasts 1 minute per level. You can use it once per day (twice at 4th level).
- **Super Charisma:** Increase your Cha to 18. If it's already 18, add 1d4.
- **Super Intelligence:** Increase your Int to 18. If it's already 18, add 1d4.
- **Super Wisdom:** Increase your Wis to 18. If it's already 18, add 1d4.
- **Super Senses:** Choose a sense; hearing, smell, taste, touch or sight. You get +4 to notice rolls involving this sense and you can sense things at a much greater distance than normal.
- **Telekinesis:** You can lift and move objects at a range with your mind that you could physically lift. It lasts as long as you concentrate.
- **Telepathy:** You can communicate with others across distances with the power of your mind. You can send messages to anyone you can see or to the rest of your team within 50 miles. This requires concentration.
- **Teleport:** You can instantly transfer yourself from your current location to any other spot that you can see directly. You can do this once per adventure per level. You can teleport to a location you know up to 50 miles away once per adventure. This is very taxing and if Con is 12 or less requires twenty minutes rest afterwards.



Advantages & Disadvantages

You can take some Advantages, but each one you take must be balanced by taking a Disadvantage. Normally the GM will set a limit on the number of Advantages you can take. Mostly these play out by role playing them but some have specific rules. You shouldn't let them take over the game but they should come into play at appropriate moments (usually no more than once per adventure). The list is by no means exhaustive and you should come up with your own as required.

Advantages

Allies: You have a network of friends who you can turn to in times of need for assistance. You need to choose a group of people at the time you take this Advantage (local police, a university, the military, a criminal gang etc.).

Amazing Car: You have a motor vehicle with some extras built into it. Choose a type and add a machine gun, extra armour (+2 AC), speed boost (+30 mph), underwater adaptation, extra maneuverability or some other similar extras (with the GM's agreement). This doesn't use your AP.

Attractive: You are seductively amazing-looking and can usually get your way with someone who likes your type.

Celebrity: You are famous and loved by your adoring fans. You rarely have to pay for anything; you can get access to exclusive restaurants and events etc.

Grit: You are one tough and determined individual and you will never give in to interrogation or torture.

Hideout: You have somewhere that only you know about that you can escape to when you need to hide or simply to be alone.

I just happened to have this: Once per adventure you may pull out a 1AP item that was not declared beforehand and doesn't come out of your AP total.

Immortal: You are ageless and can't be killed – except by one thing (chosen at outset).

Intimidating: You have a particularly steely gaze or you exude confidence and presence. You can often win an argument, cause foes to turn tail or get what you want as a result.

Is that your best shot? : You are remarkably resilient. If you fall to 0 HP, once per adventure you can shake off your wounds and return immediately into the action on full HP.

Lucky: Once per adventure you may re-roll a failed Task Check or Saving Throw. You may take the highest result.

Mentor: You have a teacher that you can turn to for help and advice. Your teacher is more knowledgeable or more powerful than you but isn't normally able to actually join you on your adventures but the advice they give is always helpful.

Skilled: You have a notable skill or knowledge that you rarely fail at when needed. Choose a skill, knowledge or ability e.g. master mechanic, master electrician, fly aircraft, stunt driver, horse riding, law, chemistry, physics, archaeology, languages etc.

Wealthy: You have significant sums of money available to you, even at short notice. You can influence people with these assets and you can buy expensive things without worry.

Disadvantages

Age: You are older than the usual agent and suffer the effects of your old age from time to time.

Animal aversion: Animals are fearful of you and growl and back away in your presence. Horses will not let you mount them and guard dogs often go for you.

Dependence: You are dependent on a particular drug, chemical, or energy to maintain your health. Without it, your powers might consume you.

Double agent: Your own agency believes you are also working for the other side, but aren't certain yet. They keep tabs on you and feed you snippets of false information to see if their suspicions are correct.

Egotistical: You are the greatest and you know it. Others should bow before you and heed your every word. You get angered when people don't show you the respect you deserve.

Enemy: Someone hates you and is out to get you (usually an enemy spy). They will appear at the most inopportune moments and cause you all sorts of problems.

Phobia: You have an irrational fear that can make you virtually useless – it could be fear of heights, enclosed spaces, spiders, being tortured etc.

Physical hindrance: You have some sort of physical impairment that makes life difficult.

Prejudice: A group of people (law enforcement, the media, the government, the Church) don't appreciate what you are doing and you constantly have to defend yourself from these agencies.

Someone needs me: An aged grandmother or a sick child; whoever it is, they need your help and support and you can never let them down.

Squeaky clean: You are committed to being a virtuous and honorable hero. You won't do anything that would soil your reputation, hurt or endanger an innocent person, or break the law. You insist that your comrades hold to your high ethics, too.

Vengeance: You have it in for one enemy spy, assassin or spy-ring and you are committed to destroying them.

Weird appearance: People find you unsettling to look at. This can prejudice them against you and they tend to avoid you wherever possible. Some might even attack you because of how you look.



Enemies and NPCs

Civilian

AC: 10

HD: 1d6-1

Attacks: unarmed 1d3

Move: 12

The citizen is a normal person – a shop assistant, nurse, lawyer, gardener, student, taxi driver, and banker and so on.

Thug/Goon

AC: 11

HD: 1d6

Attacks: Tommy Gun 1d6 x3

Move: 12

Usually work for the Mastermind

Assassin

AC: 12

HD: 2d6

Attacks: Rifle with night sight 1d8

Move: 12

Special: Choice of any four abilities from Prowler, Swagger, Controller or Enforcer.

Soldier

AC: 11

HD: 1d6

Attacks: Rifle 1d8 or smg 1d6 x3

Move: 12

Officer

AC: 11

HD: 1d6+1

Attacks: pistol 1d6

Move: 12

Special: Choice of one Controller class ability

Enemy Agent

AC: 11

HD: 1d6

Attacks: light pistol 1d6-1

Move: 12

Special: Choice of one Prowler class ability

Enemy Psy-Spy

AC: 11

HD: 1d6+2

Attacks: Dagger 1d4, pistol 1d6

Move: 12

Special: 2 psychic powers.

Super Psy-Spy

AC: 12

HD: 3d6+1

Attacks: Swordstick 1d6

Move: 12

Special: 3 psychic powers.

He is the enemy forces' secret weapon; a powerful foe and will give the heroes a whole lot of problems.

Mastermind

AC: 12

HD: 4d6+1

Attacks: Staff 1d6

Move: 12

Special: Hideout, "summon" 2d6 goons, choice of two Controller abilities, wealth, egotistical

This is the top man in the enemy organization. The characters won't defeat him easily.

Dog, Guard

AC: 13

HD: 1d6+2

Attacks: Bite 1d6+1

Move: 14

Vehicles

Armored Car

AC: 14 **HP:** 25 **Crew/Passengers:** 3/0 **Attacks:** Machine gun **Move:** 40 mph

Car

AC: 11 **HP:** 10 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 50mph

Car, Sport

AC: 12 **HP:** 10 **Crew/Passengers:** 1/1 **Attacks:** None **Move:** 75 mph

Car, Limousine

AC: 12 **HP:** 14 **Crew/Passengers:** 1/5 **Attacks:** None **Move:** 65 mph

Cart

AC: 10 **HP:** 6 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 5 mph

Motor Boat

AC: 11 **HP:** 10 **Crew/Passengers:** 1/4 **Attacks:** None **Move:** 40 mph

Motorcycle

AC: 11 **HP:** 4 **Crew/Passengers:** 1/1* **Attacks:** None **Move:** 70 mph

Some have a sidecar which can carry a passenger and mount a machine gun

Truck

AC: 12 **HP:** 16 **Crew/Passengers:** 1/10 **Attacks:** None **Move:** 50 mph

Small Coastal Patrol Boat

AC: 12 **HP:** 15 **Crew/Passengers:** 4/0 **Attacks:** 2 machine guns **Move:** 40 mph



Playing the Game

Time

A turn represents ten minutes, and a combat round is about 6-10 seconds.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

- Characters move at 12ft.
- Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save. Otherwise they are knocked out.

Note: *If any of the damage is from fists or stunning weapons, the character doesn't die but is knocked out.*

Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a Saving Throw. A successful Saving Throw means that the individual avoids the threat or lessens its effect. Each character class has a Saving Throw target number based on level. Roll that number or higher to succeed.

Enemy Saving Throw: *The target number is calculated by subtracting the enemy's HD from 19.*

Combat

When the team of agents comes into contact with enemies, the order of events is as follows:

- Determine Initiative.
- Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
- Party that lost Initiative acts and their results take effect.
- The round is complete; re-roll initiative for the next round.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6 – high roll wins. The winning side acts first; moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, player characters act first. Sometimes it is apparent that one side has the drop on the other, in which case they automatically win the first initiative round.

Melee Attack

A melee attack is an attack with hand-held weapons such as a dagger, gun, or cane. Two combatants within five feet of each other are considered to be “in combat.”

Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; except Controllers, who can always avoid shooting their friends.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Enemy attack: Attack as a 1st level character, but add their HD to the attack roll. Enemies of less than 1 HD attack as 1st level characters.

Chases

One of the staples of the spy genre is chases – whether that is in cars, motorcycles, motor boats or even on foot. These are intended to be simple rules to enable you to recreate such chases although you should also bring in narrative elements, just as you would with combat situations.

The Chase

When the team of agents is involved in a chase, the order of events is as follows:

- Determine distance apart. One vehicle is the “target” the other the “chaser”.
- Determine Initiative.
- Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
- Party that lost Initiative acts and their results take effect.
- The chase round is complete; re-roll initiative for the next round.

Determine Distance

This is done by the GM taking into account the circumstances of the chase. The GM should mark on the chase track the position of the vehicles:

Melee	Close	Medium	Far	Distant
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Determine Initiative

This is exactly the same as for combat.

Close/increase distance

The winner of initiative makes their driving roll. If they succeed they move left along the track. If they are the target and are already at melee range, the chaser is moved right along the track instead. If they are already in the same range band as the target, they may attempt to sideswipe the target off the road. This is resolved as an “attack” by making a driving roll vs. the target’s AC. A successful hit roll means the attacker causes 1d6 damage on the opponent. Once both the target and chaser have made their moves, the round is over and initiative is rolled for the next round.

Missile Attack

The people in the vehicles may also fire at the other car on their turn, if they have appropriate weapons. To hit rolls are made at -2 plus any modifier for range. Damage is done directly to the vehicle. They can target one of the people in the other car, but the roll is at (a further) -2.

Ending the chase

The chase is over if a vehicle sustains enough damage to put it to zero HP. It may simply come to a juddering halt (1-2) skid off the road (3-5), or explode spectacularly (6). If it skids off the road occupants make a saving throw or take 1d6 HP. If it explodes, they get to make a saving throw. Success means they take only 1d6 damage. Failure results in 2d6 HP damage.

If the target is already at melee range and manages to push the chaser back to beyond distant, then the target has escaped.



Missile Weapon Table

Weapon	Damage	Rate of Fire	# of Shots	Range	AP
Thrown knife	1d4	1	1	10 ft	1
Crossbow	1d6	1/2	12	75 ft	2
Miniature gun*	1d6-1	1	1	10 ft	2
Light revolver	1d6	1	5	15 ft	1
Revolver	1d6	1	6	25 ft	1
Auto pistol	1d6	1	7	25 ft	1
Heavy revolver	1d6+1	1	6	35 ft	2
Heavy auto pistol	1d6+1	1	7	40 ft	2
Sub machine gun	1d6	3	32	50 ft	3
Rifle	1d8	1	16	100 ft	3
Anti-tank/sniper rifle	2d6	1	5	300 ft	5
Machine gun	1d8	3	50	150 ft	4
Heavy machine gun	1d10	3	100	200 ft	5
Hand grenade**	3d6/2d6/1d6	1	1	20ft	2

*Shooting or throwing at twice this range is at a -2 penalty to hit. At three times this range, the penalty is -5 to hit. * Can be concealed in a lipstick, smoking pipe, glove etc. **Causes an explosion in a 10 ft radius. At a 20ft radius damage is reduced to 2d6 and up to 30 ft radius causes 1d6. Weapons are assumed to come with appropriate ammunition.*

Melee Weapon Table

Melee Weapon	Damage	AP
Baseball bat	1d6	-
Dagger/knife	1d4	1
Brass knuckles	+1 to fist damage	1
Clubbed pistol	1d4	-
Clubbed rifle	1d6	-
Fencing foil	1d4+1	1
Fist*	1d3/1d4*	-
Machete	1d6	1
Nightstick	1d4	1
Staff	1d6	1
Sword	1d8	1

**Heroes always do at least 1d4 with their fists*

Armor Table

Type	AC	Move	Notes	AP
None	10	12	The character is wearing no protective covering	-
Trench coat/leather jacket	11	11	A tough-wearing coat that provides some protection	1
Mail jacket	13 (12)*	9	Chainmail sewn between layers of cloth, made into a jacket	2
Mail coat	14 (13)*	8	Chainmail sewn between layers of cloth, made into a coat	3
Armoured vest	15 (14)*	7	Steel plates sewn into a cloth vest	4

**Bracketed number is vs. firearms*

Class Combat Tables

Class – Level	20	19	18	17	16	15	14	13	12	11	10
Enforcer 1/Controller 1 Prowler 1-2/Swagger 1-2 Psy-Spy 1-3	20	19	18	17	16	15	14	13	12	11	10
Enforcer 2/Controller 2-3 Swagger 3-4/Prowler 3-4 Psy-Spy 4-6	19	18	17	16	15	14	13	12	11	10	9
Enforcer 3/Controller 4-5 Swagger 5-6/Prowler 5-6	18	17	16	15	14	13	12	11	10	9	8
Enforcer 4/Controller 6	17	16	15	14	13	12	11	10	9	8	7
Enforcer 5	16	15	14	13	12	11	10	9	8	7	6
Enforcer 6	15	14	13	12	11	10	9	8	7	6	5

Other Equipment & Gear

Item	Use	AP
Armoured brief case	Can use to protect oneself as a shield (AC+2) and virtually impossible to break into	2
Binoculars	To see things at a distance	1
Button compass	Compass concealed in two buttons that are placed together	1
Car	Just a standard motor vehicle	6
Armored car	A car upgraded with armor plates and machine guns	16
Climbing rope, grapple hook	Handy for mountaineering or climbing over walls	1
Disguise kit	Make up, wigs, glasses, false moustaches and other stuff to effect an impersonation	2
Disguised bomb	In a small disguised paint box or similar	2
Flashlight	Power to illuminate a strong beam of up to 30 ft; up to 60 ft is shadowy/unclear	1
Forger's kit	Enables a character to make false documents, passports, permits etc.	2
Lock picks	Enables Prowlers to "ply their trade". In a small concealable case.	1
M-209 Cipher Box	Used to encode messages. It is compact and portable.	2
Matchbox camera	This camera is the size of a matchbox; it can be made to look like a real matchbox.	1
Medicine case	Contains bandages, penicillin, pain killers, tinctures etc. Heals 1d3 HP per use (x6)	2
Minox camera	Small enough to be held in the palm of the hand.	1
Motor boat	A fast boat with outboard motor	6
Motor cycle	A one-person two-wheeled fast vehicle	4
Motor Patrol Boat	An upgraded motor boat, with machine guns	14
Night vision goggles	Infra-red goggles to see images at night	2
Paraffin lamp	Lights up a tent or about 20 ft around; up to 40 ft around shadowy and unclear	1
Portable radio set	A portable set, that can transmit to a receiver within a range of about 50 miles	3
SCUBA gear	A wetsuit, flippers, goggles, oxygen tank and other stuff for underwater missions	2
Seismic Intruder Detection Device	Made to look like something innocuous, it can detect movement up to 300 yards	2
Shoe transmitter	Has a battery, voice recorder and transmitter in the heel.	2
Signal kit	Flare gun, 6 flares	2
Silencer/flash suppressor	Fitted to a gun, reduces the flash and sound produced when fired.	1
Silver dollar concealer	A hollow coin to hide messages or photographic film	1
Sniperscope	A range finder and night vision device for fitting to rifles. Cancels the range penalty	3
Spy tool kit	Assorted drill bits, blades, saws and pliers in a small "suppository-sized" case.	2
Swordstick	A sword concealed in a normal walking cane (or in an umbrella)	1
Tire spike	Sharp metal "caltrops" to burst the tires of a vehicle when scattered over the ground	1
Typewriter, portable	Useful for writing reports and so on	1
Walkie-talkies	A pair of hand-held units that has a range of about 10 miles	1

The spy genre and plot ideas

- These rules are intended to be used to recreate spy stories from the end of WW2 up to the early Cold War period – that is the late 1940's up to the early 1960's or so. Even so, they could be adapted to cover slightly earlier and slightly later periods.
- During the period, there were a surprising number of innovations in the gear and gadgets used by spies the world over. Small guns fitted into innocuous-looking everyday items, bugs and countermeasures, miniaturized cameras (many of the designs were really just miniaturized equipment fitted into small objects).
- As WW2 had just ended and there were tensions with Communist Russia, there are many scenarios likely to take place on European soil; particularly in the major capitals – Berlin, Paris, Budapest and so on. For more exotic locations, try setting some missions in Egypt, Morocco or Tunisia. Even further afield, you have places like China, India and Tibet where your missions will have a very different style.
- Surveillance operations are vital but particularly boring. They are usually simply to obtain intelligence – such as finding out who goes to a particular address/location? What is the purpose of their visit(s)? Who is at the address/location and what are they doing there? This usually involves taking photographs and/or listening in on conversations. Occasionally, the characters will have to take the initiative and act upon what they see/hear. This might mean breaking into or assaulting the building or to tail a suspect when they leave the location.
- The characters are required to deliver a package from point A to point B. They aren't told what's in the package but someone knows



about it and wants it, or at least wants to stop it being delivered. The characters will notice at some point that they are being watched/followed and should be on their guard.

- The characters are to take part in a prisoner exchange. They are to escort their enemy agent to an agreed upon location to make the swap. Or, they might be double-crossed. What if the enemy agent escaped before the characters get them to the exchange location? It would be particularly interesting if the enemy agent is someone who the characters have reason to want to see dead or locked away forever. What if the enemy agent didn't want to be exchanged because he knows he'll be executed by his own side? He might have some vital information to give to the characters if they agree to let him go.
- The characters are required to break into an enemy HQ, Embassy or other similar location to steal something important. This type of mission will involve elaborate plans, disguises, breaking and entering, shady NPCs, and people getting double-crossed.
- A friendly agent has been found dead. The characters must find out who killed them and why. Did the agent stumble across something important? Was he just "in the way" of an enemy mission? Is there a mole in the character's organization?
- One of the organizations operatives has been captured by the enemy. He knows something important that the enemy will try to extract from him. The character's job is to rescue him if they can before he gives in to interrogation, or assassinate him if they can't get him out. This will probably involve subterfuge, intrusion, disguises, bribery and blackmail. Or it might just be a swift "in and out" job with lots of firepower.
- One of the characters has been targeted by an assassin. Whilst the assassin failed the first time, the character has reason to believe he is still a target. The characters have to get to the assassin before he gets the character. Who is the killer – is he an enemy agent or a hired mercenary? Why is the character on a hit list?

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