MERCENARIES
SPIES &
PRIVATE EYES

FBI-3902
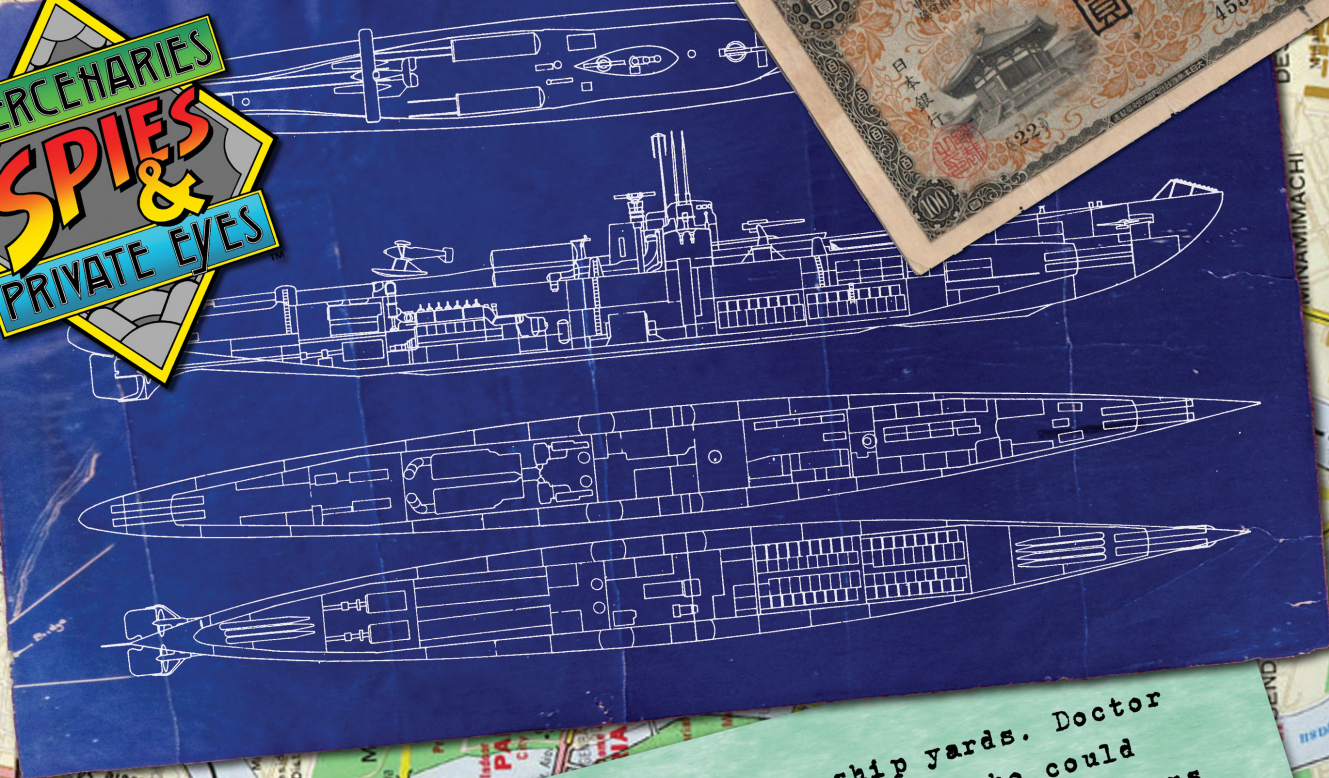
Your assignment is to infiltrate the Kawasaki ship yards. Doctor Hashimoto will be your contact. Neutralize any hostiles who could compromise your identity. You must, at all costs, capture the plans for the new I-6J2 submarine. You will, of course, be paid your normal fee, with a bonus if you escape with the plans undetected.

你在東京的上級
是李醫生地址是
日光街道四十號

U.S. POSTAGE
24 FLYING BUFFALO 24

HEART
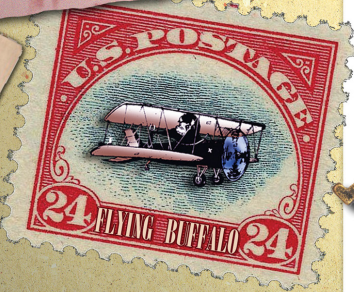
MERCENARIES SPIES & PRIVATE EYES ™

GAME MASTER SCREEN
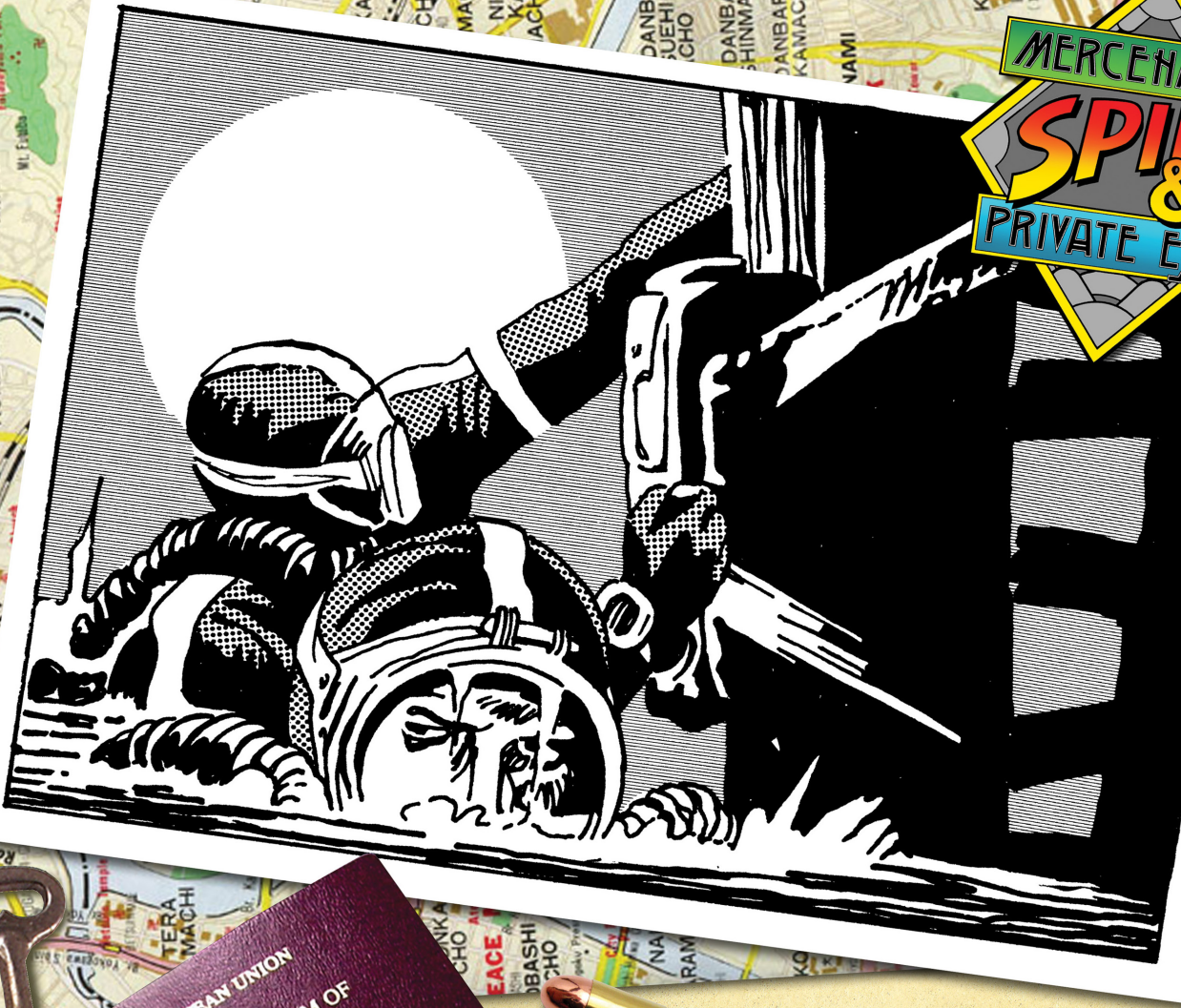
FBI 3902

Flying Buffalo Inc.

Hamilton —1983
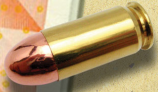
TOP
SECRET

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 Success = No Injury 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 *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.)
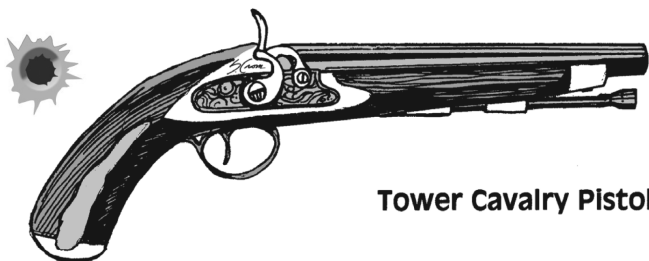
Tower Cavalry Pistol

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

Shooter	Target Range	Stand/Aim	Move	Dodging/Cover
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

Shooter	Target Range	Stand/Aim	Move	Dodging/Cover
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
Move		15	20	25
Dodge/Cover		20	25	30
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

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
Hand To Hand		
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

ADDITIONAL COMBAT & MOVEMENT

Hit Location

# rolled	location
11, 66	Head
12	Rt. hand/paw/tentacle
13, 31	Right shoulder
14	Right shin
15 , 24, 53, 62	Stomach
16, 26	Spine
21	Left hand/paw/tentacle
22	Left forearm
23, 33	Right thigh
25, 34, 43, 52	Chest
32	Right kneecap
35, 42	Groin
36, 63	Left shin
41	Right shin
44, 45	Left thigh
46, 64	Left shoulder
51, 61	Heart
54	Left kneecap
55	Right forearm
56	Right foot
65	Left foot

Roll 2 x d6, but do not add. Use one as tens digit

Movement Rates

Speed	Sprint	Dogtrot	Walk	Crawl
32	35	14	7	4
31	34	14	7	3
30	34	14	7	3
29	33	13	7	3
28	33	13	6	3
27	33	13	6	3
26	32	13	6	3
25	32	13	6	3
24	32	13	6	3
23	31	13	6	3
22	31	12	6	3
21	31	12	6	3
20	30	12	6	3
19	30	12	6	3
18	30	12	6	3
17	27	11	5	3
16	25	10	5	3
15	23	10	5	2
14	21	9	4	2
13	20	8	4	2
12	19	8	4	2
11	17	7	3	2
10	16	7	3	2
9	16	6	3	2
8	15	6	3	2
7	14	6	3	1
6	13	6	3	1
5	13	5	2	1
4	12	5	2	1

Multiple Shots and Targets

Semi-Automatic

Up to 3 Shots per Round
Each shot after first adds # of dice damage to TN
(1st = 10, 2nd = 12, 3rd = 14 for a 2d6 handgun)
+5 additional penalty per target after first shot

3 Shot Burst (Automatic Weapon, Trained Character ONLY)

Add dice of one round to TN to hit for ALL shots
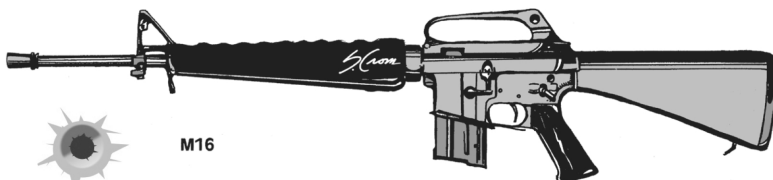Only one target or supressive fire only per burst
Up to 3 bursts per round, still +5 additional penalty per target
    after first burst

Full Automatic Weapon Fire

Empty Clip or Machine Gun per round ROF
Subtract # of bullets downrange from To Hit #
If hit, divide total # of bullets fired by 6 to determine how many
actually hit target (See chart on page 101 in the rules for details)

M16

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