***'**Fire Combat' Flowchart for use with the 'James Bond RPG' by Victory Games**

Roll for initiative. This is done by each character rolling D6 + 'speed' +/- 'Draw'. The Highest fires first.

If next round

Attacker has to wait one full round before firing. Next character now gets to attack.

Note: If hit by fire he/she will have to start the bead all over again next round (or try a different option)

Note: Taking a Bead is usually done when the opponent is unaware of the attack and the attack is from a distance.

The characters announce their actions from last in initiative to first (first gets to react). Options and their Ease Factor Modifiers are:

Normal: 0, Taking a Bead +3, Specific Shot -2.

Note: If Attacker is fleeing, 'Fire Combat' is over and 'Chase' Rules are in effect.

If 'Normal' or 'Specific Shot'

If 'Taking a Bead'

The Attacker determines the distance of target (to determine base EF), Ease Factor to hit the opponent and how many Hero Points to use (if any) before rolling the dice.

**Ease Factor base '5' + Attackers speed – Opponents speed +/- Weapons Performance Modifier -2 (If specific shot) +3 (If taking a Bead).

If a QR 4 or better

The Opponent rolls on their 'Evasion' skill equal to the QR of the Attack. The opponent determines If they want to use Hero Points or Survival Points and how many before rolling the dice.

If the attack was a 'Specific Shot' and not at a living target then the desired effect occurs (Follow the 'If Evasion roll is a Success" line)

If the Attacker has a gun that supports more than '1' shot a round and the Attackers speed supports it, the attacker fires again immediately. If not then it's the next characters turn to fire.

If Attacker misses

If 'Evasion' roll is a "Success"

If 'Evasion' roll is a 'Failure'

The opponent rolls on the 'Damage Level' of the Damage Class of the attacker's firearm.

Additional Info:

-A character with a Speed of '1' can move 10 feet in a round, Speed of '2' 20 feet and a Speed of '3' 30 feet. (A Speed of '0' can move '10' feet every two rounds)

**Base EF for distance of target: Close '6', Normal '5', Long '4'.

NORMAL FIRE:

Your character can fire as many shots as either his Speed or firearm allows. There are no special modifiers or effects for this form of fire.

TAKING A BEAD:

Your character is taking more time to aim at the target. This form of fire is useful when it is important to hit something and damage it. You must declare in one Action Round the specific target your character is aiming at; the character may perform no other action during the round. In the next Action Round, your character may fire at the declared target, and he receives a +3 Ease Factor modifier. When using this option, the modifier is good for that round only.

SPECIFIC SHOT:

This option is similar to Taking a Bead, but it is performed In the same Action Round as it is declared. Your character is trying to make a more difficult shot while spending no extra time to aim. A Specific Shot gives your character a -2 Ease Factor modifier for the task, but allows him either to do more damage than his Quality Rating would normally dictate or to accomplish the specific damage or effect you have declared for him. *If your character is firing to do more damage and is successful, he will better his damage result by two levels (for example, a Light Wound will become a Heavy Wound). If he is firing to do a specific effect (for example, trying to disarm someone, shooting the target in the legs to stop him from running, blowing out the tires of a car, or damaging the control lever of the nuclear reactor) and succeeds, the damage result is not altered but the desired effect is achieved.*

Enjoy!

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