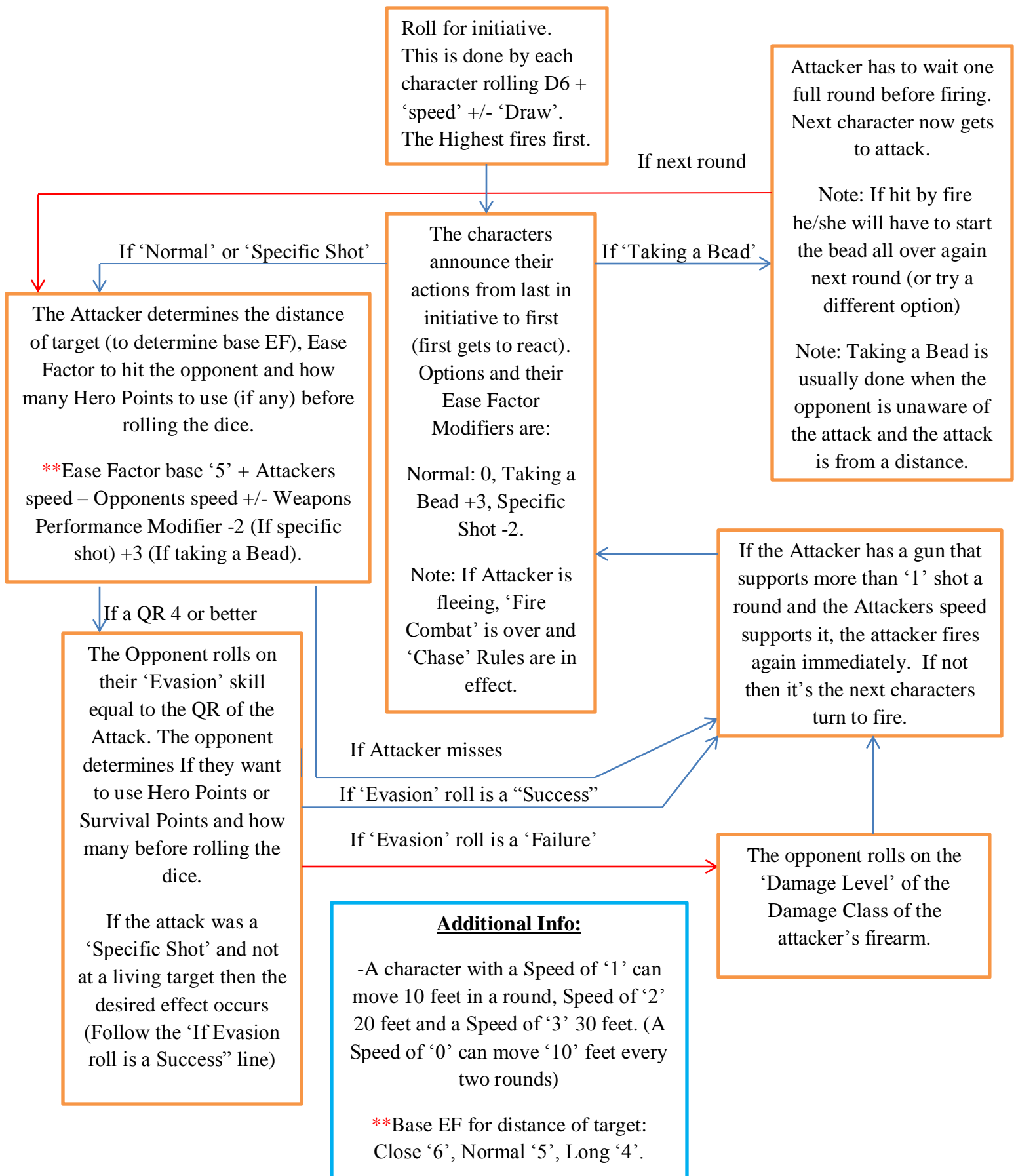


*****‘Fire Combat’ Flowchart for use with the ‘James Bond RPG’ by Victory Games*****



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!

K.j

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