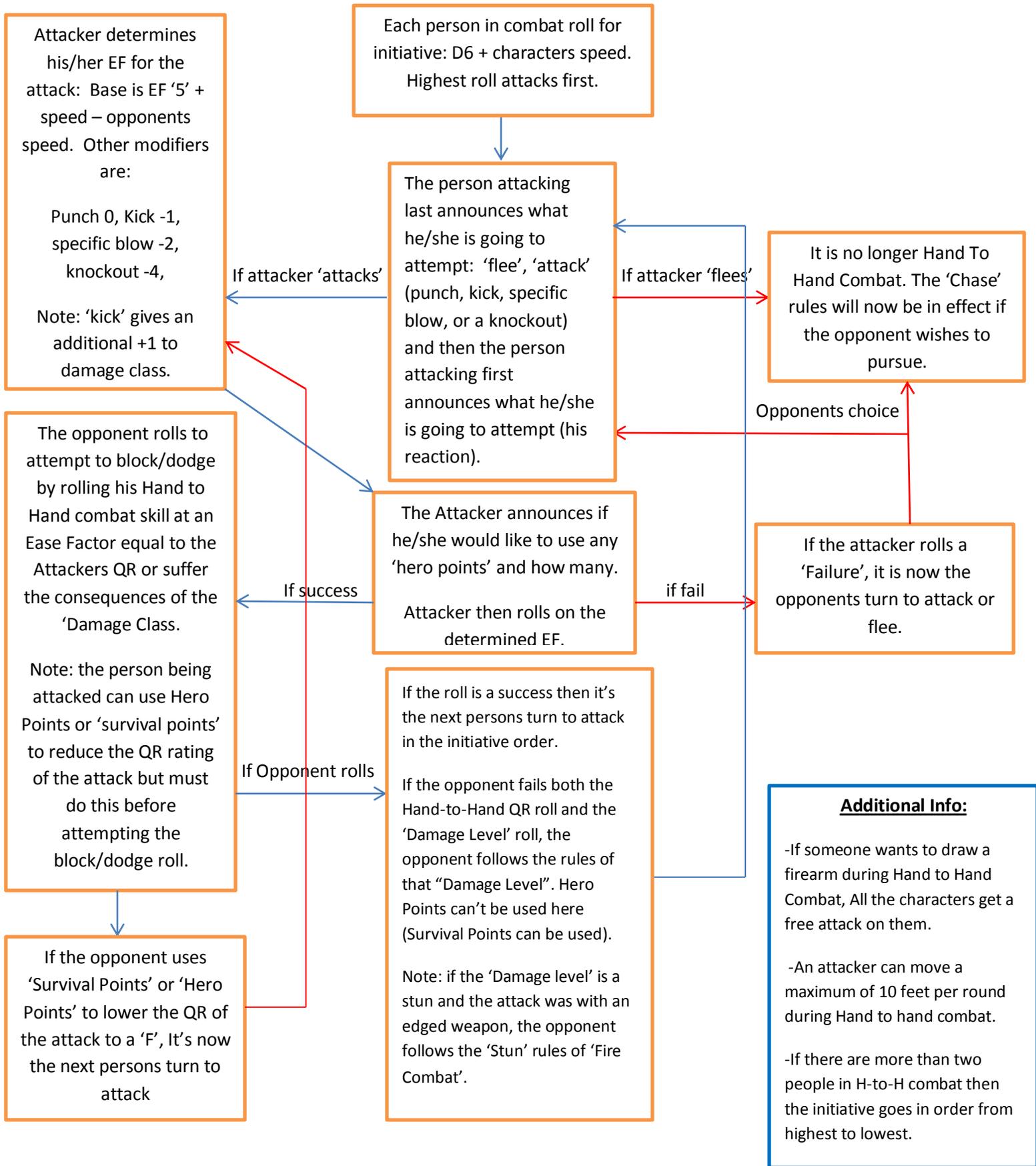


'Hand to Hand Combat' Flow Chart - **For Use with the 'James Bond RPG' by 'Victory Games'**



Attacker determines his/her EF for the attack: Base is EF '5' + speed - opponents speed. Other modifiers are:
 Punch 0, Kick -1, specific blow -2, knockout -4,
 Note: 'kick' gives an additional +1 to damage class.

Each person in combat roll for initiative: D6 + characters speed. Highest roll attacks first.

The person attacking last announces what he/she is going to attempt: 'flee', 'attack' (punch, kick, specific blow, or a knockout) and then the person attacking first announces what he/she is going to attempt (his reaction).

It is no longer Hand To Hand Combat. The 'Chase' rules will now be in effect if the opponent wishes to pursue.

The opponent rolls to attempt to block/dodge by rolling his Hand to Hand combat skill at an Ease Factor equal to the Attackers QR or suffer the consequences of the 'Damage Class.
 Note: the person being attacked can use Hero Points or 'survival points' to reduce the QR rating of the attack but must do this before attempting the block/dodge roll.

The Attacker announces if he/she would like to use any 'hero points' and how many. Attacker then rolls on the determined EF.

If the attacker rolls a 'Failure', it is now the opponents turn to attack or flee.

If the opponent uses 'Survival Points' or 'Hero Points' to lower the QR of the attack to a 'F', It's now the next persons turn to attack

If the roll is a success then it's the next persons turn to attack in the initiative order. If the opponent fails both the Hand-to-Hand QR roll and the 'Damage Level' roll, the opponent follows the rules of that "Damage Level". Hero Points can't be used here (Survival Points can be used).
 Note: if the 'Damage level' is a stun and the attack was with an edged weapon, the opponent follows the 'Stun' rules of 'Fire Combat'.

Additional Info:
 -If someone wants to draw a firearm during Hand to Hand Combat, All the characters get a free attack on them.
 -An attacker can move a maximum of 10 feet per round during Hand to hand combat.
 -If there are more than two people in H-to-H combat then the initiative goes in order from highest to lowest.

Listed below are five kinds of Specific Blows. A character may choose to use one of them in an Action Round.

Knockout: Your character is attempting to knock his opponent unconscious. There is an additional -2 Ease Factor modifier applied to this kind of Specific Blow. If the attempt succeeds, the target character must try to make a Willpower roll at an Ease Factor equal to twice the Quality Rating of the attack. If the Willpower roll succeeds, the defender receives a Stun but is not knocked unconscious. If the Willpower roll fails, the target falls unconscious for $15 + 3D6$ minutes.

Trip: Your character causes the target to fall down and drop anything he is holding. No damage is done. On a Quality Rating 1 result, your character may flip the target up to 10 feet away in any direction (it is the equivalent of a push or shove). The target could wind up going over the edge of a cliff or into a brick wall as a result.

Rise: Your character uses this option to get back on his feet if he has been tripped. If he is successful, he gets up without incident; if he fails, he still gets up but his attacker(s) all receive one free attack in addition to any attacks they may make or have made in the round.

Restrain: Your character attempts to pin his target. If successful, the target may take no actions except to attempt a Release (see below). If the target is restrained, another character may, with no difficulty, tie up the target (or do whatever else he wishes). No damage is done with this option. Once restrained, a character's Speed does not modify any attacks against him.

Release: Your character uses this option to break a Restrain. It is attempted at an Ease Factor equal to the Quality Rating of the Restrain.

Enjoy!

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