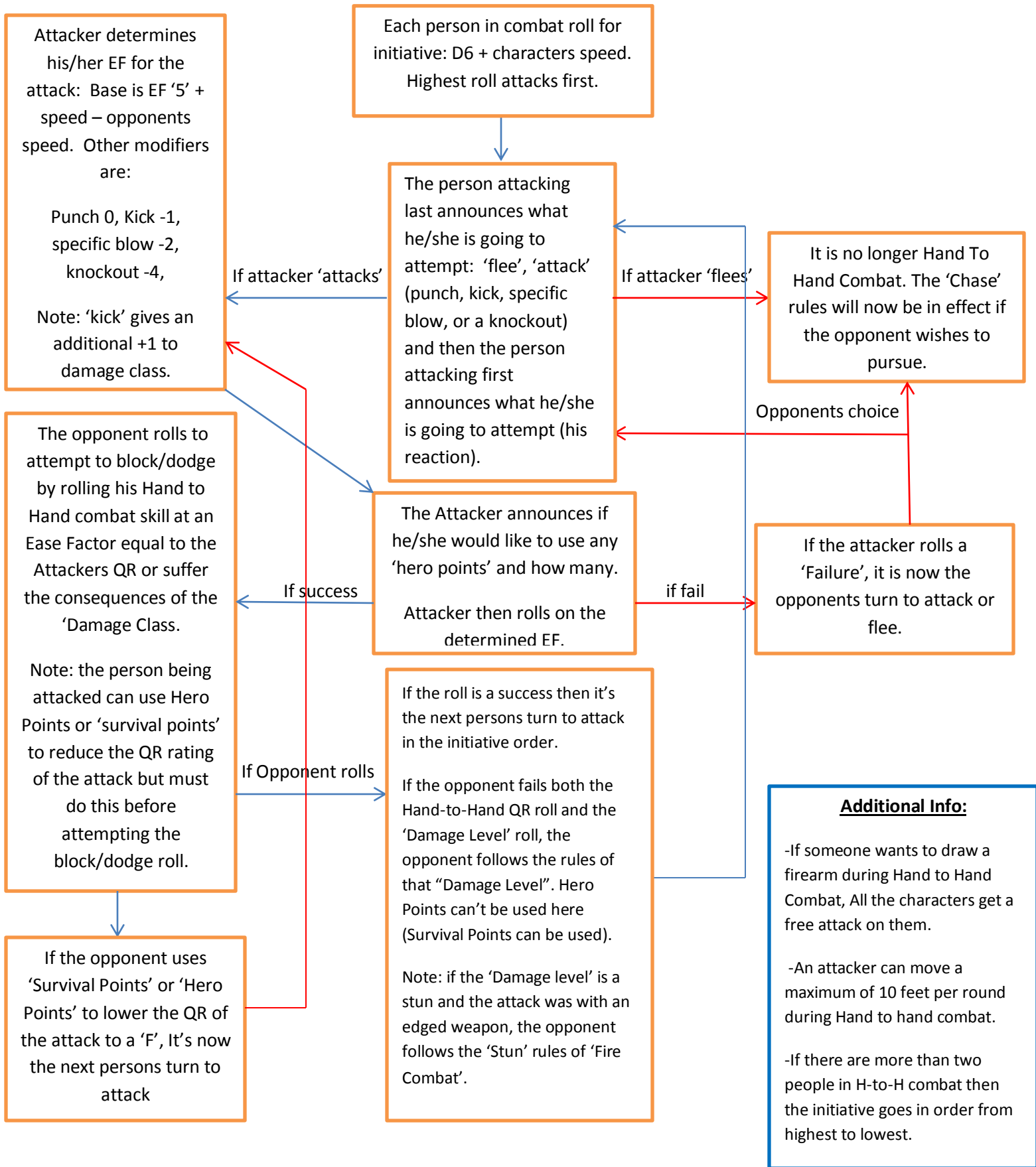


**'Hand to Hand Combat' Flow Chart - \*\*For Use with the 'James Bond RPG' by 'Victory Games'\*\*\***



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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