

Enter the Victory Games World of

ISBN 0-912515-05-8

JAMES BOND 007

Role Playing
In Her Majesty's
Secret Service



The Complete Package
for the Gamesmaster of
the James Bond 007
Role Playing Game

Gamesmaster Pack



VICTORY GAMES, INC.
New York, NY 10001

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Gamesmaster Screen

Gamesmaster Pack Supplement for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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SKILL FORMULAS

SKILL	PRIMARY CHANCE
Boating	$[(\text{PER} + \text{DEX})/2] + \text{Skill Level}$
Charisma	$\text{WIL} + \text{Skill Level}$
Cryptography	$\text{INT} + \text{Skill Level}$
Demolitions	$\text{INT} + \text{Skill Level}$
Disguise	$\text{INT} + \text{Skill Level}$
Diving	$[(\text{STR} + \text{DEX})/2] + \text{Skill Level}$
Driving	$[(\text{PER} + \text{DEX})/2] + \text{Skill Level}$
Electronics	$\text{INT} + \text{Skill Level}$
Evasion	$[(\text{STR} + \text{DEX})/2] + \text{Skill Level}$
Fire Combat	$[(\text{DEX} + \text{PER})/2] + \text{Skill Level}$
Gambling	$\text{PER} + \text{Skill Level}$
Hand-to-Hand Combat	$\text{STR} + \text{Skill Level}$
Interrogation	$\text{INT} + \text{Skill Level}$
Local Customs	$\text{PER} + \text{Skill Level}$
Lockpicking/Safecracking	$\text{DEX} + \text{Skill Level}$
Mountaineering	$[(\text{WIL} + \text{STR})/2] + \text{Skill Level}$
Pickpocket	$\text{DEX} + \text{Skill Level}$
Piloting	$[(\text{PER} + \text{DEX})/2] + \text{Skill Level}$
Riding	$[(\text{PER} + \text{WIL})/2] + \text{Skill Level}$
Science	$\text{INT} + \text{Skill Level}$
Seduction	$[(\text{WIL} + \text{Charisma Skill Level})/2] + \text{Skill Level}$
Sixth Sense	$[(\text{INT} + \text{PER})/2] + \text{Skill Level}$
Stealth	$\text{WIL} + \text{Skill Level}$
Torture	$[(\text{INT} + \text{WIL})/2] + \text{Skill Level}$

EXPERIENCE POINT COSTS

PURCHASE	COST
Skill Level	30 points $\times$ Skill Level desired
New skills	100 points per skill
Characteristics Value	150 points $\times$ value desired
Remove Fame Point	100 per point removed



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JAMES BOND 007

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CHARTS AND TABLES FOR THE GAMESMASTER

EXPERIENCE POINTS AWARDS

REASON	AWARD MODIFIER
Character's rank is Rookie	$\times \frac{3}{4}$
Character's rank is "00"	$\times 2$
The mission was a success	$\times 2$
The mission was a failure	$\times \frac{1}{4}$
Player role-played well	up to $\times 1\frac{1}{2}$
Player role-played poorly	down to $\times \frac{1}{2}$

The Base Award is 500 Experience Points per character. Multiply that award by any factors on the chart above that apply.

FAME CHART

NUMBER OF FAME POINTS	QUALITY RATING	4	3	2	1
Less than 50	N	N	N	?	
51-100	N	?	?	Y	
101-150	?	?	Y	Y	
151 or more	?	Y	Y	Y	

Key: N=No; the character attempting the recognition does not succeed. ?=Maybe; the character attempting the recognition thinks he recollects the other character, who may then attempt to Persuade the first character that he is mistaken. Y=Yes; the character does recognize the other character.

EASE FACTOR MODIFIERS:

EASE FACTOR MODIFIER	REASON
+2	For a failed Disguise attempt
-1	For a Disguise Quality Rating 3
-3	For a Disguise Quality Rating 2
-5	For a Disguise Quality Rating 1

FAME POINT LIST

FAME POINTS	REASON
15	For each Major Villain the character kills
10	For each Privileged Henchman the character kills
5	For each person the character kills intentionally
3	For each mission the character completes (whether it is successful or unsuccessful)
20	For becoming a "00"
20	For each distinctive visible scar

REACTION CHART

DICE RESULT	NPC REACTION
Failure	Opposed
Quality Rating 4	Antagonistic
Quality Rating 3	Neutral
Quality Rating 2	Friendly
Quality Rating 1	Enamored

REACTION ROLL MODIFIER:

There is a -6 modifier to the roll if the NPC is a member of an enemy organization (this modifier is applied only if the NPC recognizes the character for what he really is).

SCAR CHARTS

SCAR CHANCE CHART

WOUND LEVEL	SCAR CHANCE
Medium Wound	05
Heavy Wound	15
Incapacitation	35

SCAR LOCATION CHART

D100 RESULT	LOCATION
01-12	Face
13-23	Neck
24-45	Chest
46-66	Back
67-74	Left arm
75-85	Right arm
86-93	Left leg
94-100	Right leg

PAIN RESISTANCE ROLL

The Pain Resistance roll is performed the instant a character is hit by an attack, and the Ease Factor chosen is based on his current Wound Level. If the character is Stunned or Incapacitated, he does not begin making the Pain Resistance rolls until he regains consciousness.

If the Pain Resistance roll fails, the character falls prone, clutches at the wound, and cannot function. The character drops anything he was holding. At the beginning of each round, the character tries the roll again until he succeeds. If a character falls from a ledge, use the Fall Wound Chart to determine the wound received from the fall. Any damage from a fall is cumulative with damage from the wound that knocked the character off his perch.

FALL WOUND CHART

HEIGHT (IN FEET)	WOUND LEVEL
0-10	No damage
11-20	Light Wound
21-60	Medium Wound
61-150	Heavy Wound
151-250	Incapacitated
251 or more	Killed

DAMAGE ACCUMULATION CHART

NEW WOUND	OLD WOUND			
	LW	MW	HW	IN
LW	MW	HW	IN	IN
MW	HW	IN	IN	KL
HW	IN	IN	KL	KL
IN	IN	KL	KL	KL

WOUND ADJUSTMENT CHART

MATERIAL	ADJUSTMENT
Vehicles (0-10 Struc. Points)	None
Vehicles (11-50 Struc. Points)	1 level less (MW becomes LW)
Vehicles (51-200 Struc. Points)	2 levels less
Vehicles (201+ Struc. Points)	3 levels less
Wood	None
Iron	1 level less
Steel	2 levels less

AREA WEAPON DAMAGE CHART

DAMAGE CLASS	DISTANCE (IN FEET)			
	0-10	11-20	21-30	31-40
I	HW	MW	LW	ST
J	IN	HW	MW	ST
K	KL	IN	HW	LW
L	KL	KL	IN	LW

DRAW ADJUSTMENTS

SPEED ROLL ADJUSTMENT	REASON
-2	Having to pull out the weapon to fire it
-1	Firer has Light Wound
-2	Firer has Medium Wound
-3	Firer has Heavy Wound

MULTIPLICATION TABLE

PRIMARY CHANCE	EASE FACTORS										
	1/2	1	2	3	4	5	6	7	8	9	10
1	1	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	230
24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30	15	30	60	90	120	150	180	210	240	270	300

HAND-TO-HAND DAMAGE EXPLANATION

Stun: If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 *Strength* roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate Action Round.

Shaking Off Wounds: In Hand-to-Hand Combat, if the target of the attack has a Strength of 14 or 15 and is not being attacked with a weapon that has a stabbing point or a cutting edge, the target can lower any wound result by two levels if he succeeds in making an Ease Factor 5 Strength roll. He would thus be able to ignore a Stun and Light Wound results, and would receive a Stun instead of a Medium Wound or a Light Wound instead of a Heavy Wound. If this roll fails, the target receives the wound at the normal level and must immediately begin making Pain Resistance rolls if necessary.

HAND-TO-HAND COMBAT MODIFIERS:

EASE FACTOR MODIFIERS	REASONS
0	For a Punch attack
-1	For a Kick attack
-2	For a Specific Blow
-2	Attacker moved into range during this Action Round
0 to -3	For the target's Speed (a negative Ease Factor is applied to the attacker equal to the target's Speed)

FIRE COMBAT MODIFIERS:

EASE FACTOR MODIFIER	REASON
-2	Firer moves this round
-2	Firer is attempting a Specific Shot
+3	Firer is Taking a Bead
-1	For each additional shot fired in a round after the first
+2	Target is within a range of 10 feet
+1	Target is in weapon's Close range
-1	Target is in weapon's Long range
-2	Target moved this round
-4	Target zigzagged this round
-2	Target has 1/3 cover (equals kneeling)
-4	Target has 2/3 cover (equals being prone)
+4	Target is surprised

There may also be a Performance Modifier of from +3 to -3 for the weapon.

NOTES:

- Range modifiers are mutually exclusive. You do not accumulate modifiers for a target being within 10 feet and at Close range.
- The GM will define what one-third and two-thirds cover means as it relates to the environment. For example, kneeling behind a wooden door while firing would gain a character the equivalent of two-thirds cover.
- The target is surprised if he is not aware an attack on him is possible. This modifier does not apply in an open firefight since it is assumed that, even if he did not see the attacker, he would have his guard up.

MULTIPLICATION TABLE

PRIMARY CHANCE	EASE FACTORS										
	½	1	2	3	4	5	6	7	8	9	10
1	1	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	230
24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30	15	30	60	90	120	150	180	210	240	270	300

SKILL USE CHART

ATTRIBUTE	FAILURE	QUALITY RATING			
		4	3	2	1
Time (BASE X)	3	2	1	1/2	1/4
Information (% TRUE)	False	50%	75%	90%	100%



WOUND LEVEL CHART

QUALITY RATING	WEAPON DAMAGE CLASS											
	A	B	C	D	E	F	G	H	I	J	K	L
4	ST	ST	ST	ST	LW	LW	LW	LW	LW	LW	MW	HW
3	ST	ST	LW	LW	LW	MW	MW	HW	IN	IN	IN	IN
2	LW	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL
1	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL	KL

EXPLANATION OF WOUND LEVELS

ST=Stun: If this result occurs from Fire Combat, the target must try to make an Ease Factor 8 *Willpower* roll to continue any actions. Until he succeeds, he cannot take any actions; he is pinned down by the gunfire, but he retains his weapon. The roll is performed every Action Round during the Declaration.

If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 *Strength* roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate round.

LW=Light Wound: If a character receives this result, he must immediately try to make a Pain Resistance roll (an Ease Factor 7 *Willpower* roll) to resist the pain and continue taking actions. During the Declaration of each Action Round, the character makes the Pain Resistance roll, and until he succeeds, he can take no actions. If a character is stunned and then receives a wound, he must wait for the stun to wear off before he beginning his Pain Resistance rolls.

MW=Medium Wound: The results are the same as for a Light Wound, except the character must make the Pain Resistance roll at Ease Factor 5. Until he succeeds, he can take no actions.

HW=Heavy Wound: The results are the same as for a Light or Medium Wound, except the Pain Resistance roll is made at Ease Factor 3.

IN=Incapacitated: The character falls unconscious for a period of D6 hours; the GM rolls the die in secret and at the end of that time announces that the character is conscious. The character will have a Heavy Wound as a result of the combat. He will not need to perform any Pain Resistance rolls.

KL=Killed: The character has suffered the ultimate incapacitation. He is removed from play.

FIRE COMBAT MODIFIERS:

EASE FACTOR MODIFIER	REASON
-2	Firer moves this round
-2	Firer is attempting a Specific Shot
+3	Firer is Taking a Bead
-1	For each additional shot fired in a round after the first
+2	Target is within a range of 10 feet
+1	Target is in weapon's Close range
-1	Target is in weapon's Long range
-2	Target moved this round
-4	Target zigzagged this round
-2	Target has 1/3 cover (equals kneeling)
-4	Target has 2/3 cover (equals being prone)
+4	Target is surprised

There may also be a Performance Modifier of from +3 to -3 for the weapon.

NOTES:

1. Range modifiers are mutually exclusive. You do not accumulate modifiers for a target being within 10 feet and at Close range.
2. You will define what one-third and two-thirds cover means as it relates to the environment. For example, kneeling behind a wooden door while firing would gain a character the equivalent of two-thirds cover.
3. The target is surprised if he is not aware an attack on him is possible. This modifier does not apply in an open firefight since it is assumed that, even if he did not see the attacker, he would have his guard up.

QUALITY RESULTS TABLE

SUCCESS CHANCE RANGE	QUALITY RATING OF DICE RESULT			
	EXCELLENT 1	VERY GOOD 2	GOOD 3	ACCEPTABLE 4
01-10	01	02	03-05	06-SC
11-20	01-02	03-04	05-10	11-SC
21-30	01-03	04-06	07-15	16-SC
31-40	01-04	05-08	09-20	21-SC
41-50	01-05	06-10	11-25	26-SC
51-60	01-06	07-12	13-30	31-SC
61-70	01-07	08-14	15-35	36-SC
71-80	01-08	09-16	17-40	41-SC
81-90	01-09	10-18	19-45	46-SC
91-100	01-10	11-20	21-50	51-SC
101-110	01-11	12-22	23-55	56-99
111-120	01-12	13-24	25-60	61-99
121-130	01-13	14-26	27-65	66-99
131-140	01-14	15-28	29-70	71-99
141-150	01-15	16-30	31-75	76-99
151-160	01-16	17-32	33-80	81-99
161-170	01-17	18-34	35-85	86-99
171-180	01-18	19-36	37-90	91-99
181-190	01-19	20-38	39-95	96-99
191-200	01-20	21-40	41-98	99
201-210	01-21	22-42	43-98	99
211-220	01-22	23-44	45-98	99
221-230	01-23	24-46	47-98	99
231-240	01-24	25-48	49-98	99
241-250	01-25	26-50	51-98	99
251-260	01-26	27-52	53-98	99
261-270	01-27	28-54	55-98	99
271-280	01-28	29-56	57-98	99
281-290	01-29	30-58	59-98	99
291-300	01-30	31-60	61-98	99

CHASE SEQUENCE

1. The GM determines the range at which the chase begins; if this is not the first round, the range will be that determined by the maneuvers undertaken during the last round.
2. The bidding for this round is resolved.
3. The side which bid lower declares which side goes first.
4. The side going first declares which maneuver will be attempted.
5. The maneuver is resolved. If successful, the results are applied immediately; if unsuccessful, determine whether a *mishap* has occurred.
6. The first side can now fire any weapons it has.
7. The side going second declares which maneuver(s) it wishes to attempt; the maneuver is resolved as in step 5.
8. The second side can now fire its weapons.

PURSUE/FLEE CHART

RANGES CHANGED▶	QUALITY RATING			
	4	3	2	1
	1	2	3	4

DAMAGE ACCUMULATION CHART

NEW WOUND	OLD WOUND			
	LW	MW	HW	IN
LW	MW	HW	IN	IN
MW	HW	IN	IN	KL
HW	IN	IN	KL	KL
IN	IN	KL	KL	KL

WOUND LEVEL CHART

QUALITY RATING	WEAPON DAMAGE CLASS											
	A	B	C	D	E	F	G	H	I	J	K	L
4	ST	ST	ST	ST	LW	LW	LW	LW	LW	LW	MW	HW
3	ST	ST	LW	LW	LW	MW	MW	HW	IN	IN	IN	IN
2	LW	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL
1	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL	KL

EXPLANATION OF WOUND LEVELS

ST=Stun: If this result occurs from Fire Combat, the target must try to make an Ease Factor 8 *Willpower* roll to continue any actions. Until he succeeds, he cannot take any actions; he is pinned down by the gunfire, but he retains his weapon. The roll is performed every Action Round during the Declaration.

If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 *Strength* roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate Action Round.

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succeeds, he can take no actions. If a character is stunned and then receives a wound, he must wait for the stun to wear off before he beginning his Pain Resistance rolls.

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IN=Incapacitated: The character falls unconscious for a period of D6 hours; the GM rolls the die in secret and at the end of that time announces that the character is conscious. The character will have a Heavy Wound from the combat. He will not need to perform any Pain Resistance rolls.

KL=Killed: The character has suffered the ultimate incapacitation. He is removed from play.

QUALITY RESULTS TABLE

QUALITY RATING OF DICE RESULT

SUCCESS CHANCE RANGE	EXCELLENT 1	VERY GOOD 2	GOOD 3	ACCEPTABLE 4
01-10	01	02	03-05	06-SC
11-20	01-02	03-04	05-10	11-SC
21-30	01-03	04-06	07-15	16-SC
31-40	01-04	05-08	09-20	21-SC
41-50	01-05	06-10	11-25	26-SC
51-60	01-06	07-12	13-30	31-SC
61-70	01-07	08-14	15-35	36-SC
71-80	01-08	09-16	17-40	41-SC
81-90	01-09	10-18	19-45	46-SC
91-100	01-10	11-20	21-50	51-SC
101-110	01-11	12-22	23-55	56-99
111-120	01-12	13-24	25-60	61-99
121-130	01-13	14-26	27-65	66-99
131-140	01-14	15-28	29-70	71-99
141-150	01-15	16-30	31-75	76-99
151-160	01-16	17-32	33-80	81-99
161-170	01-17	18-34	35-85	86-99
171-180	01-18	19-36	37-90	91-99
181-190	01-19	20-38	39-95	96-99
191-200	01-20	21-40	41-98	99
201-210	01-21	22-42	43-98	99
211-220	01-22	23-44	45-98	99
221-230	01-23	24-46	47-98	99
231-240	01-24	25-48	49-98	99
241-250	01-25	26-50	51-98	99
251-260	01-26	27-52	53-98	99
261-270	01-27	28-54	55-98	99
271-280	01-28	29-56	57-98	99
281-290	01-29	30-58	59-98	99
291-300	01-30	31-60	61-98	99

NOTES: An SC under the Quality Rating 4 stands for "Success Chance." If any dice result is greater than the Success Chance, the attempt has failed. For a Quality Rating of 1, 2, or 3, the dice result must fall within the ranges given on the table. For a Quality Rating 4, the dice result must fall between the number given and the Success Chance. A dice result of 100 is always a failure. When using guns, a Jam result supersedes a Quality Rating result.

HAND-TO-HAND DAMAGE EXPLANATION

Stun: If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 *Strength* roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate Action Round.

Shaking Off Wounds: In Hand-to-Hand Combat, if the target of the attack has a Strength of 14 or 15 and is not being attacked with a weapon that has a stabbing point or a cutting edge, the target can lower any wound result by two levels if he succeeds in making an Ease Factor 5 *Strength* roll. He would thus be able to ignore a Stun and Light Wound results, and would receive a Stun instead of a Medium Wound or a Light Wound instead of a Heavy Wound. If this roll fails, the target receives the wound at the normal level and must immediately begin making Pain Resistance rolls if necessary.

HAND-TO-HAND COMBAT MODIFIERS:

EASE FACTOR MODIFIERS	REASONS
0	For a Punch attack
-1	For a Kick attack
-2	For a Specific Blow
-2	Attacker moved into range during this round
0 to -3	For the target's Speed (a negative Ease Factor is applied to the attacker equal to the target's Speed)

CHASE SEQUENCE

1. The GM determines the range at which the chase begins; if this is not the first Action Round, the range will be that determined by the maneuvers undertaken during the last round.
2. The bidding for this Action Round is resolved.
3. The side which bid lower declares which side goes first.
4. The side going first declares which maneuver will be attempted.
5. The maneuver is resolved. If successful, the results are applied immediately; if unsuccessful, determine whether a *mishap* has occurred.
6. The first side can now fire any weapons it has.
7. The side going second declares which maneuver(s) it wishes to attempt; the maneuver is resolved as in step 5.
8. The second side can now fire its weapons.

RANGE TABLE

DIE ROLL	RANGE
1	Close
2-3	Medium
4-5	Long
6	Distant

No chase can ever begin at Extreme range.

MANEUVER CHOICES

MANEUVER	SAFETY EASE FACTOR
Pursue/Flee	6
Force	4
Double Back	4
Quick Turn	4
Trick	3

CHASE MODIFIERS:

EASE FACTOR MODIFIERS	REASONS
-1	For rain, snow, or mild storm
-2	For night
-2	For a severe storm
+1	For the characters being <i>very</i> familiar with the terrain/area of the chase
-1	For the character being drunk or drugged
-3 to +3	For the vehicle's given Performance Modifier

MISHAP DAMAGE CHART

MANEUVER	EASE FACTOR BID							
	7	6	5	4	3	2	1	½
Pursue/Flee	LD	LD	LD	MD	MD	HD	HD	ID
Force	LD	LD	MD	MD	HD	HD	ID	KL
Quick Turn	LD	LD	LD	LD	LD	MD	MD	MD
Double Back	LD	LD	MD	MD	HD	HD	ID	ID
Trick	MD	MD	HD	HD	ID	ID	KL	KL

Key: LD=Light Damage; MD=Medium Damage; HD=Heavy Damage; ID=Incapacitating Damage; KL=Kill.

VEHICLE DAMAGE CHART

VEHICLE DAMAGE STATUS	SPEED FRACTION	EASE FACTOR MODIFIER
Light	¾	-1
Medium	½	-2
Heavy	¼	-3

WEAPONS LIST

					WEAPON ATTRIBUTES						
PISTOLS	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST
Smith & Wesson .38	0	2	6	F	0-4	12-20	+1	99	+1	3	80
Walther PPK	+1	2	7	E	0-3	12-18	-2	98-99	+1	1	150
Beretta	0	2	6	E	0-2	8-12	-4	98-99	0	1	100
Luger Parabellum	0	2	8	F	0-4	12-18	0	99	0	2	150
Heckler & Koch VP-70 (with shoulder stock)	+1	3	18	F	0-4	12-20	-1	99	+1	1	275
		6	I	0-10	30-50	+3		-1			
Ruger Blackhawk .44	0	1	6	I	0-4	12-18	+2	98-99	-1	3	150
Browning HP 1935	0	3	13	G	0-3	13-19	0	99	0	1	200
RIFLES	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST
Number 4 Rifle*	+2	½	10	I	0-50	120-200	na	99	-4	2	275
AKM	+1	2	30	I	0-20	50-90	na	97-99	-3	2	600
		10	L								
AR-7**	+1	2	8	E	0-20	50-100	+3	99	-2	2	200
SUBMACHINE GUNS											
Uzi	0	2 8	32	F I	0-10	40-60	+5	96-99	-2	2	200
HAND-TO-HAND WEAPONS	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST
Knife	0	na	na	+1	na	na	-5	na	+1	na	20
Sword	0	na	na	+2	na	na	+3	na	-1	na	100
UNDERWATER WEAPONS											
Heavy Speargun	0	1	1	G	0-4	10-18	na	99	-2	3	175

VEHICLES LIST

LAND VEHICLES	VEHICLE ATTRIBUTES								
	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	
	Aston Martin DB-V	+2	2	100	160	180	3	9	44,000
	AMC Javelin	0	4	60	120	225	2	6	4,200
	Lotus Esprit	+1	3	95	140	220	2	5	22,000
	Caprice Classic	0	5	60	120	375	3	8	5,800
	Toyota Celica GT-S	0	5	60	110	450	2	5	5,200
	Mark II Continental Bentley	+2	5	70	130	200	3	8	28,700
	Kawasaki GPz-70	+1	4	60	130	200	0	2	2,000
Polaris Indy 600	+1	4	40	100	100	0	2	2,500	
AIR VEHICLES	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	
	Acrostar	+2	4	260	310	900	0	3	745,000
	Lockheed C-141B	0	6	550	610	4,100	16	230	6,900,000
	Airbus A310	0	6	560	600	2,850	11	100	8,100,000
	Aerospatiale SA 315B Lama	+1	5	75	130	320	2	5	600,000
	Bell 206L TexasRanger	+1	4	120	130	380	1	4	500,000
Wallis WA-116 Agile	+1	4	70	115	140	0	1	23,500	
WATER VEHICLES	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	
	Glastron Carlson Scimitar	+2	4	30	60	175	2	4	19,900
	Boeing Jet-Foil 929-115	+1	5	50	70	400	42	460	1,800,000
	Dynafoil Mark 1	0	5	25	40	65	0	1	1,200
	Riva 2000	+1	4	35	60	600	6	30	95,000
	Classic Seventy	0	5	10	18	4,000	13	170	370,000
	Cobalt CM-9	0	4	20	45	120	2	4	8,000

PERSUASION CHART

WIL OF NPC	FAILURE	QUALITY RATING			
		4	3	2	1
1-5	N	?	Y	Y	Y
6-8	N	N	?	Y	Y
9-11	N	N	?	?	Y
12-13	N	N	?	?	?
14	N	N	N	?	?
15	N	N	N	N	?

Key: N=No; the NPC turns down the character. ?=Undecided; the NPC has his choice to agree (his reaction will be checked again). Y=Yes; the NPC agrees willingly with the character.

When you obtain a "?" result, re-roll the reaction at a point when the players would not automatically know what you are rolling for. Role-play the NPC as if he might change his mind.

PERSUASION MODIFIERS:

EASE FACTOR MODIFIER	REASON
-4	NPC is Opposed to character
-3	NPC is Antagonistic to character
-1	NPC is Neutral to character
+1	NPC is Friendly to character
+3	NPC is Enamored with character

SEDUCTION SEQUENCE

1. The Look (EASE FACTOR 10)
2. Opening Line (EASE FACTOR 9)
3. Witty Conversation (EASE FACTOR 8)
4. Beginning Intimacies (EASE FACTOR 5)
5. When and Where? (EASE FACTOR 4)

SEDUCTION MODIFIERS:

EASE FACTOR MODIFIER	REASON
-2	Attempting a Seduction on an NPC who has already successfully resisted
+2	If the NPC has an Attraction to Members of the Opposite sex
+2	If the NPC is male and the Player Character is female
-3	If the Player Character's appearance is Plain
-1	If the Player Character's appearance is Normal
+1	If the Player Character's appearance is Attractive
+2	If the Player Character's appearance is Striking
+4	If the Player Character's appearance is Sensational

Once an NPC has been seduced (not just *allowed* himself to be seduced), his reaction to the Player Character should be re-rolled by you with a +5 modifier.

INTERROGATION/ TORTURE CHART

WIL OF NPC	FAILURE	QUALITY RATING			
		4	3	2	1
1-5	3	2	2	1	1
6-8	4	3	2	2	1
9-11	F	4	3	2	2
12-13	F	F	F	4	3
14	F	F	F	4	3
15	F	F	F	F	3

INTERROGATION MODIFIERS:

EASE FACTOR MODIFIER	REASON
+2	Victim is exhausted
+1	For each Interrogation attempt after the first
-2	Interrogator is exhausted

TORTURE MODIFIERS:

EASE FACTOR MODIFIER	REASON
+1	Victim has Light Wound
-1	Victim has Medium Wound
-3	Victim has Heavy Wound

HOT AREA ENCOUNTER TABLE

SECOND DIE ROLL	FIRST DIE ROLL					
	1	2	3	4	5	6
1	<i>Beautiful Foil</i>	Vehicle Clue	<i>Technician (+1)</i>	Opportunity	Employment Offer	<i>Shady Contact (+1)</i>
2	Dead Body	Thief	<i>Soldiers (+1)</i>	Mysterious Note	<i>Soldiers (+2)</i>	<i>Fellow Secret Agent (+1)</i>
3	<i>Privileged Henchman</i>	<i>Civilian (+1)</i>	Opportunity	<i>Shady Contact (+2)</i>	Kidnapping	Assassin
4	Paging	<i>Technician (+2)</i>	<i>Beautiful Foil (+1)</i>	M.I.6	Suspicious Action	<i>Soldiers (+2)</i>
5	<i>Fellow Secret Agent (+2)</i>	<i>Soldiers (+2)</i>	Code Broken	Intuition	<i>Beautiful Foil (+3)</i>	Informant
6	<i>Technician (+2)</i>	<i>Shady Contact (+1)</i>	Attack	Chase	<i>Privileged Henchman</i>	<i>Major Villain</i>

COLD AREA ENCOUNTER TABLE

SECOND DIE ROLL	FIRST DIE ROLL					
	1	2	3	4	5	6
1	<i>Beautiful Foil (-1)</i>	Hijacking	Newspaper	Questioning	<i>Civilian (-1)</i>	Soldier
2	James Bond	<i>Shady Contact (-1)</i>	<i>Technician (-1)</i>	<i>Fellow Secret Agent</i>	Remote Control	<i>Civilian</i>
3	Arrest	Newspaper	<i>Beautiful Foil</i>	<i>Soldier</i>	Television	Informant
4	<i>Shady Contact (-1)</i>	Tourists	Hotel Operator	Frosty Reception	<i>Soldier</i>	<i>Technician (-1)</i>
5	Dead Body	<i>Civilian</i>	<i>Chase (-2)</i>	<i>Beautiful Foil</i>	<i>Fellow Secret Agent</i>	<i>Shady Contact</i>
6	Newspaper	Computer Foul Up	<i>Technician</i>	<i>Shady Contact</i>	Intuition	<i>Civilian</i>

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2	1	2	4	6	8	10	12	14	16	18	20	
3	1	3	6	9	12	15	18	21	24	27	30	
4	2	4	8	12	16	20	24	28	32	36	40	
5	2	5	10	15	20	25	30	35	40	45	50	
6	3	6	12	18	24	30	36	42	48	54	60	
7	3	7	14	21	28	35	42	49	56	63	70	
8	4	8	16	24	32	40	48	56	64	72	80	
9	4	9	18	27	36	45	54	63	72	81	90	
10	5	10	20	30	40	50	60	70	80	90	100	
11	5	11	22	33	44	55	66	77	88	99	110	
12	6	12	24	36	48	60	72	84	96	108	120	
13	6	13	26	39	52	65	78	91	104	117	130	
14	7	14	28	42	56	70	84	98	112	126	140	
15	7	15	30	45	60	75	90	105	120	135	150	
16	8	16	32	48	64	80	96	112	128	144	160	
17	8	17	34	51	68	85	102	119	136	153	170	
18	9	18	36	54	72	90	108	126	144	162	180	
19	9	19	38	57	76	95	114	133	152	171	190	
20	10	20	40	60	80	100	120	140	160	180	200	
21	10	21	42	63	84	105	126	147	168	189	210	
22	11	22	44	66	88	110	132	154	176	198	220	
23	11	23	46	69	92	115	138	161	184	207	230	
24	12	24	48	72	96	120	144	168	192	216	240	
25	12	25	50	75	100	125	150	175	200	225	250	
26	13	26	52	78	104	130	156	182	208	234	260	
27	13	27	54	81	108	135	162	189	216	243	270	
28	14	28	56	84	112	140	168	196	224	252	280	
29	14	29	58	87	116	145	174	203	232	261	290	
30	15	30	60	90	120	150	180	210	240	270	300	

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4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	230
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3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
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11	5	11	22	33	44	55	66	77	88	99	110
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14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
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30	15	30	60	90	120	150	180	210	240	270	300

Skill (Level)

Driving ()
Charisma ()

(PER + DEX)/2
WIL

Primary Chance

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4	2	4	8	12	16	20	24	28	32	36	40	
5	2	5	10	15	20	25	30	35	40	45	50	
6	3	6	12	18	24	30	36	42	48	54	60	
7	3	7	14	21	28	35	42	49	56	63	70	
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	6	3	6	12	18	24	30	36	42	48	54	60
	7	3	7	14	21	28	35	42	49	56	63	70
	8	4	8	16	24	32	40	48	56	64	72	80
	9	4	9	18	27	36	45	54	63	72	81	90
	10	5	10	20	30	40	50	60	70	80	90	100
	11	5	11	22	33	44	55	66	77	88	99	110
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	30	15	30	60	90	120	150	180	210	240	270	300

Skill (Level)Driving ()Charisma ()Formula(WIL)(PER + DEX)/2Primary Chance

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MULTIPLICATION TABLE														
						Skill (Level)	Formula	Primary Chance						
Ease Factor								Driving ()	(Per + Dex)/2					
Primary Chance	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL	
2	1	2	4	6	8	10	12	14	16	18	20			
3	1	3	6	9	12	15	18	21	24	27	30			
4	2	4	8	12	16	20	24	28	32	36	40			
5	2	5	10	15	20	25	30	35	40	45	50			
6	3	6	12	18	24	30	36	42	48	54	60			
7	3	7	14	21	28	35	42	49	56	63	70			
8	4	8	16	24	32	40	48	56	64	72	80			
9	4	9	18	27	36	45	54	63	72	81	90			
10	5	10	20	30	40	50	60	70	80	90	100			
11	5	11	22	33	44	55	66	77	88	99	110			
12	6	12	24	36	48	60	72	84	96	108	120			
13	6	13	26	39	52	65	78	91	104	117	130			
14	7	14	28	42	56	70	84	98	112	126	140			
15	7	15	30	45	60	75	90	105	120	135	150			
16	8	16	32	48	64	80	96	112	128	144	160			
17	8	17	34	51	68	85	102	119	136	153	170			
18	9	18	36	54	72	90	108	126	144	162	180			
19	9	19	38	57	76	95	114	133	152	171	190			
20	10	20	40	60	80	100	120	140	160	180	200			
21	10	21	42	63	84	105	126	147	168	189	210			
22	11	22	44	66	88	110	132	154	176	198	220			
23	11	23	46	69	92	115	138	161	184	207	230			
24	12	24	48	72	96	120	144	168	192	216	240			
25	12	25	50	75	100	125	150	175	200	225	250			
26	13	26	52	78	104	130	156	182	208	234	260			
27	13	27	54	81	108	135	162	189	216	243	270			
28	14	28	56	84	112	140	168	196	224	252	280			
29	14	29	58	87	116	145	174	203	232	261	290			
30	15	30	60	90	120	150	180	210	240	270	300			

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JAMES BOND 007 Game

MULTIPLICATION TABLE

EASE FACTOR
PRIMARY CHANCE ½ 1 2 3 4 5 6 7 8 9 10

	2	1	2	4	6	8	10	12	14	16	18	20
	3	1	3	6	9	12	15	18	21	24	27	30
	4	2	4	8	12	16	20	24	28	32	36	40
	5	2	5	10	15	20	25	30	35	40	45	50
	6	3	6	12	18	24	30	36	42	48	54	60
	7	3	7	14	21	28	35	42	49	56	63	70
	8	4	8	16	24	32	40	48	56	64	72	80
	9	4	9	18	27	36	45	54	63	72	81	90
	10	5	10	20	30	40	50	60	70	80	90	100
	11	5	11	22	33	44	55	66	77	88	99	110
	12	6	12	24	36	48	60	72	84	96	108	120
	13	6	13	26	39	52	65	78	91	104	117	130
	14	7	14	28	42	56	70	84	98	112	126	140
	15	7	15	30	45	60	75	90	105	120	135	150
	16	8	16	32	48	64	80	96	112	128	144	160
	17	8	17	34	51	68	85	102	119	136	153	170
	18	9	18	36	54	72	90	108	126	144	162	180
	19	9	19	38	57	76	95	114	133	152	171	190
	20	10	20	40	60	80	100	120	140	160	180	200
	21	10	21	42	63	84	105	126	147	168	189	210
	22	11	22	44	66	88	110	132	154	176	198	220
	23	11	23	46	69	92	115	138	161	184	207	230
	24	12	24	48	72	96	120	144	168	192	216	240
	25	12	25	50	75	100	125	150	175	200	225	250
	26	13	26	52	78	104	130	156	182	208	234	260
	27	13	27	54	81	108	135	162	189	216	243	270
	28	14	28	56	84	112	140	168	196	224	252	280
	29	14	29	58	87	116	145	174	203	232	261	290
	30	15	30	60	90	120	150	180	210	240	270	300

Skill (Level)
Driving ()
Charisma ()

Formula
(PER + DEX)/2
WIL

Primary Chance

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JAMES BOND 007 Game

[illegible]

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JAMES BOND 007 Game

MULTIPLICATION TABLE												
	EASE FACTOR											
PRIMARY CHANCE	½	1	2	3	4	5	6	7	8	9	10	
2	1	2	4	6	8	10	12	14	16	18	20	
3	1	3	6	9	12	15	18	21	24	27	30	
4	2	4	8	12	16	20	24	28	32	36	40	
5	2	5	10	15	20	25	30	35	40	45	50	
6	3	6	12	18	24	30	36	42	48	54	60	
7	3	7	14	21	28	35	42	49	56	63	70	
8	4	8	16	24	32	40	48	56	64	72	80	
9	4	9	18	27	36	45	54	63	72	81	90	
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20	10	20	40	60	80	100	120	140	160	180	200	
21	10	21	42	63	84	105	126	147	168	189	210	
22	11	22	44	66	88	110	132	154	176	198	220	
23	11	23	46	69	92	115	138	161	184	207	230	
24	12	24	48	72	96	120	144	168	192	216	240	
25	12	25	50	75	100	125	150	175	200	225	250	
26	13	26	52	78	104	130	156	182	208	234	260	
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28	14	28	56	84	112	140	168	196	224	252	280	
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JAMES BOND 007 Game

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JAMES BOND 007 Game

MULTIPLICATION TABLE											
EASE FACTOR											
PRIMARY CHANCE	½	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
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9	4	9	18	27	36	45	54	63	72	81	90
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11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
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JAMES BOND 007 Game

MULTIPLICATION TABLE												
PRIMARY CHANCE	EASE FACTOR											
	½	1	2	3	4	5	6	7	8	9	10	
2	1	2	4	6	8	10	12	14	16	18	20	
3	1	3	6	9	12	15	18	21	24	27	30	
4	2	4	8	12	16	20	24	28	32	36	40	
5	2	5	10	15	20	25	30	35	40	45	50	
6	3	6	12	18	24	30	36	42	48	54	60	
7	3	7	14	21	28	35	42	49	56	63	70	
8	4	8	16	24	32	40	48	56	64	72	80	
9	4	9	18	27	36	45	54	63	72	81	90	
10	5	10	20	30	40	50	60	70	80	90	100	
11	5	11	22	33	44	55	66	77	88	99	110	
12	6	12	24	36	48	60	72	84	96	108	120	
13	6	13	26	39	52	65	78	91	104	117	130	
14	7	14	28	42	56	70	84	98	112	126	140	
15	7	15	30	45	60	75	90	105	120	135	150	
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22	11	22	44	66	88	110	132	154	176	198	220	
23	11	23	46	69	92	115	138	161	184	207	230	
24	12	24	48	72	96	120	144	168	192	216	240	
25	12	25	50	75	100	125	150	175	200	225	250	
26	13	26	52	78	104	130	156	182	208	234	260	
27	13	27	54	81	108	135	162	189	216	243	270	
28	14	28	56	84	112	140	168	196	224	252	280	
29	14	29	58	87	116	145	174	203	232	261	290	
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JAMES BOND 007 Game

MULTIPLICATION TABLE											
PRIMARY CHANCE	EASE FACTOR										
	½	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
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23	11	23	46	69	92	115	138	161	184	207	230
24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30	15	30	60	90	120	150	180	210	240	270	300

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JAMES BOND 007 Game

MULTIPLICATION TABLE											
						EASE FACTOR					
PRIMARY CHANCE	½	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
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6	3	6	12	18	24	30	36	42	48	54	60
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22	11	22	44	66	88	110	132	154	176	198	220
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24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30	15	30	60	90	120	150	180	210	240	270	300

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MULTIPLICATION TABLE

PRIMARY CHANCE

½

1

2

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EASE FACTOR

2

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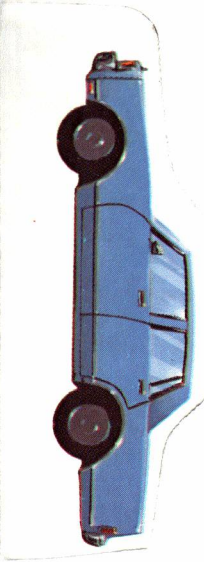
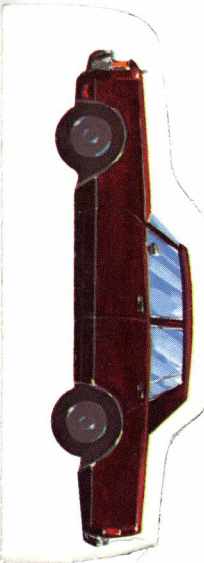
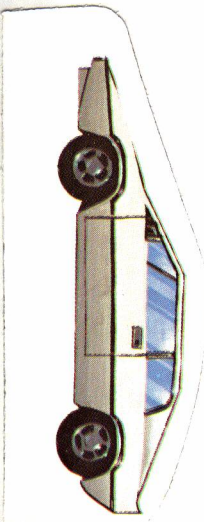
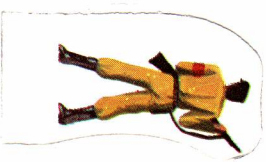
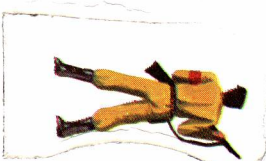
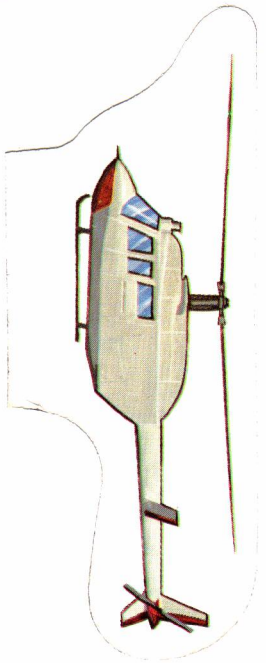
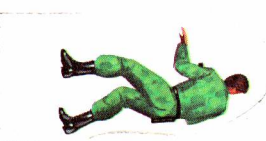
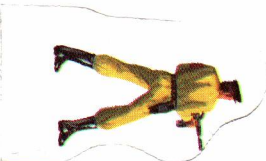
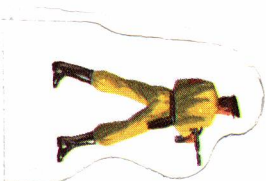
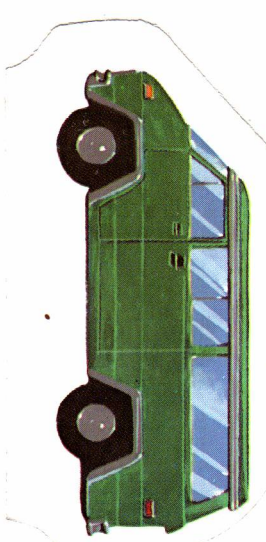
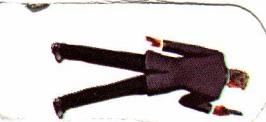
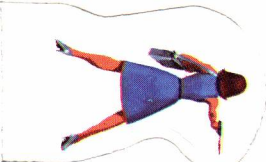
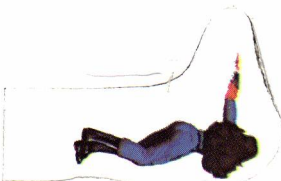
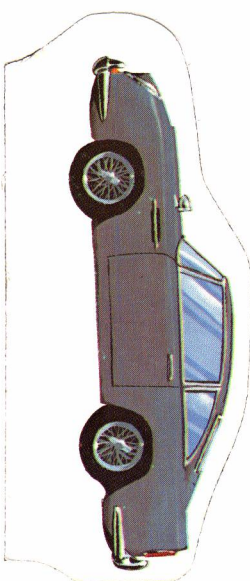
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JAWS



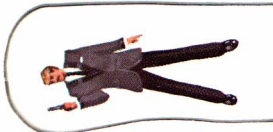
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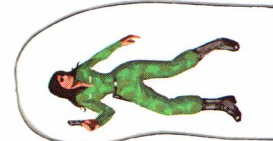
ODDJOB



ANYA AMASOVA



AGENT



AGENT



MARY GOODNIGHT



AGENT



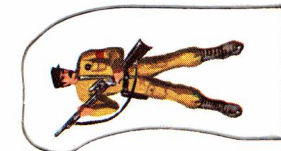
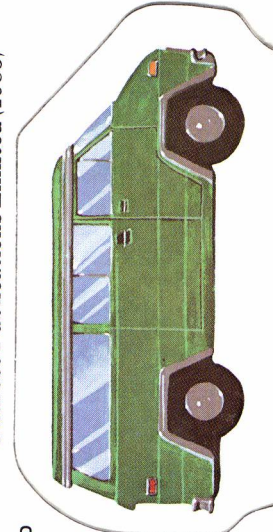
HOLLY GOODHEAD

Gamesmaster Pack Supplement for the James Bond 007 Game

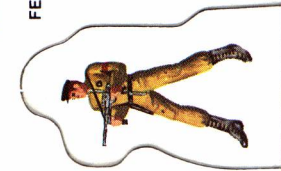
CREATED AND PUBLISHED BY VICTORY GAMES, INC.



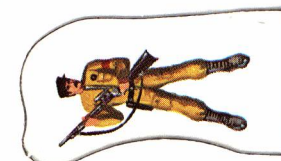
© Eon Productions Limited/
Glidrose Publications Limited (1983)



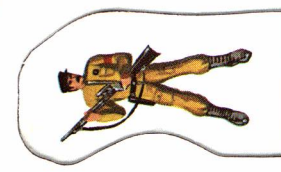
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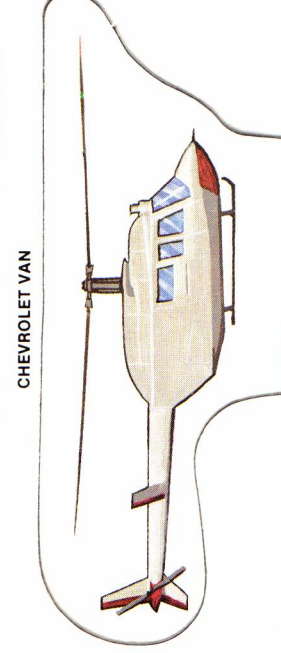
FELIX LEITER



GUARD



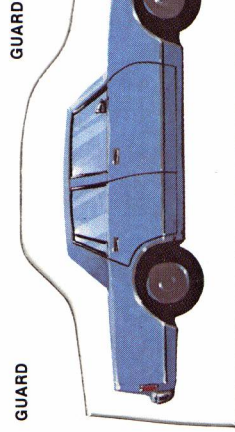
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CHEVROLET VAN



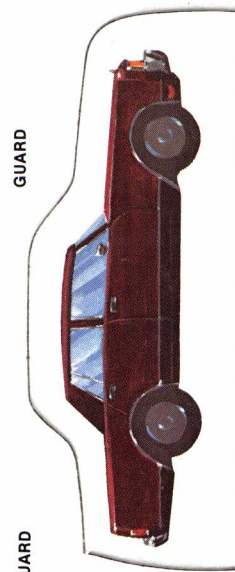
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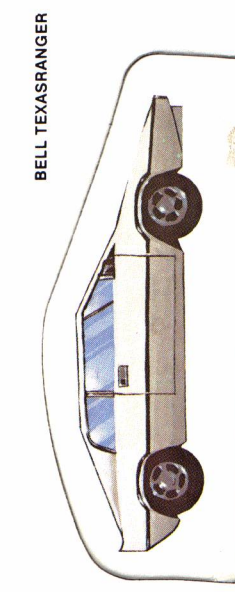
GUARD



GUARD



GUARD



BELL TEXASRANGER

CHEVROLET CAPRICE

CHEVROLET CAPRICE

LOTUS ESPRIT

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Gamesmaster Pack

A James Bond 007 Game Supplement

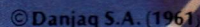
JAMES BOND
007 

A James Bond 007 Game Supplement

- Full-color 11" x 32" Gamesmaster Screen
- Pad of 40 Character Records
- 23 full-color sculpted character and vehicle figures with bases
- Gridsheet for movement and combat

The die-cut sculpted figures — including James Bond, Oddjob, Jaws, the Aston Martin DB-5 and Lotus Esprit, among others — give players enticing visual representations of the characters they are playing and the personalities they may encounter, and aid the Gamesmaster in controlling movement and combat.

Sample Character Record



Figures shown approximate size.

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GAME AND SUPPLEMENT DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

Victory Games Inc.