



Stage 1: 007



Round Count: 1

Target Distance: 5 yards

Targets Required: 1 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1 (or P2), facing P2 (or P1), hands relaxed at sides, 1 round loaded in handgun.

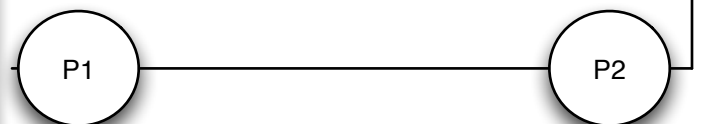
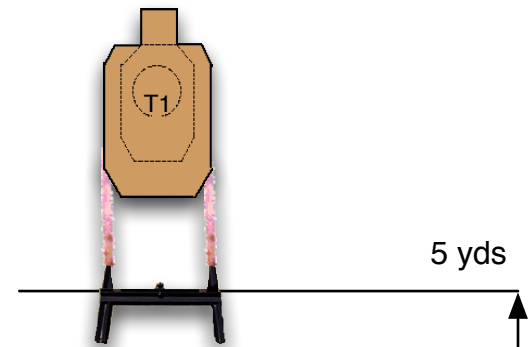
Start Signal: Audible

Concealment: Required

Scenario: You are walking along the street, outside of your Universal Exports office, when you notice a SPECTRE assassin lining up his sights on you. You turn and engage the assassin with your trademark move.

Procedure: On the start signal, the Shooter will take three steps to P2, turn to face downrange, draw, and engage T1. Right handed Shooters will begin at P1, left handed Shooters will begin at P2.

Scoring: T1 must have one hit in the center "down zero" area of the target. All other hits will be scored as misses.





Stage 2: From Russia With Love



Round Count: 11

Target Distance: 5-10 yards

Targets Required: 3x Threat Targets, 1x Double-Swinger, 2x Poppers

Props Required: 1x Brief Case, 1x Barricade, 1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange, holding briefcase in strong hand.

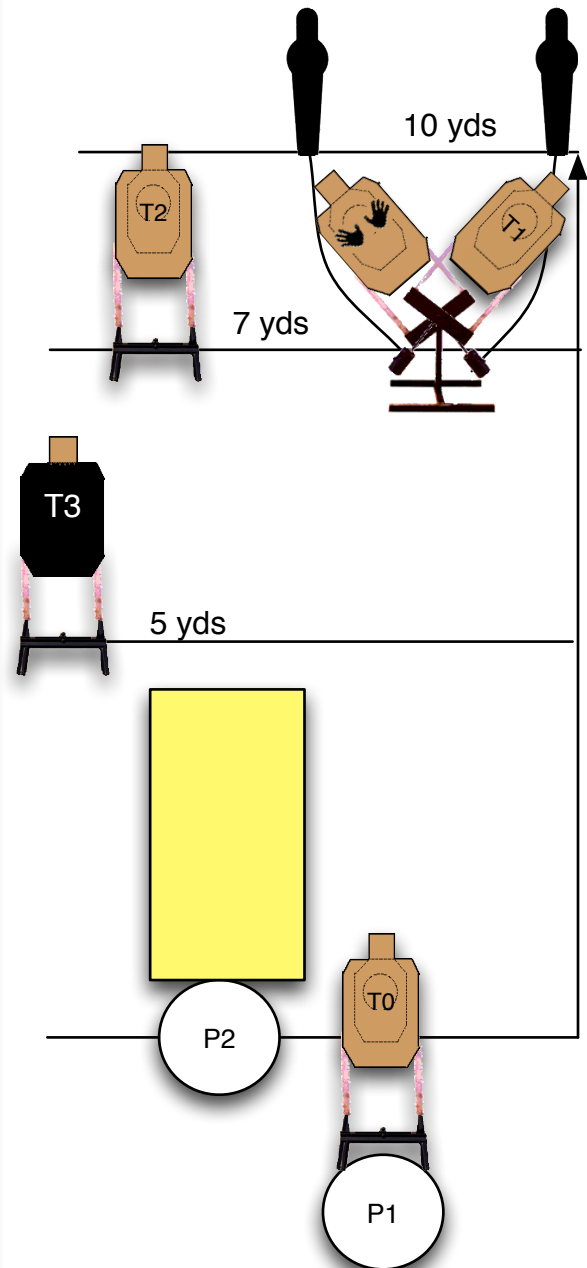
Start Signal: Audible

Concealment: Required

Scenario: You are sneaking around Istanbul, Turkey with a Russian girl named Tatiana Romanova, looking for a Russian decoding machine known as the Lektor. SPECTRE #1 has assigned SPECTRE #2, Kronsteen, and SPECTRE #3, Rosa Klebb, to steal the Lektor and kill you in revenge for the death of Dr. No. Rosa Klebb has recruited a SPECTRE assassin, Donald "Red" Grant, and three henchmen to eliminate you. Q Branch has outfitted you with a briefcase that contains a hidden knife.

Procedure: On the start signal, retrieve the hidden knife from the briefcase and stab the nearest threat. Draw and engage PP1, PP2, T1. Move to cover at P2 and engage T2 and T3.

Scoring: T1 must have three hits, T2 must have two hits to the body and one to the head, and T3 must have three hits to the head. All steel must fall.



Notes: Located in Bay 2. Muzzle safe points are either side of the berm at the rear of the bay.

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Stage 3: Live And Let Die



Round Count: 11

Target Distance: 5-12 yards

Targets Required: 5x Threat Targets, 1x Popper w/
attached threat target

Props Required: 1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange,
hands relaxed at sides.

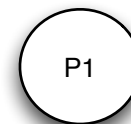
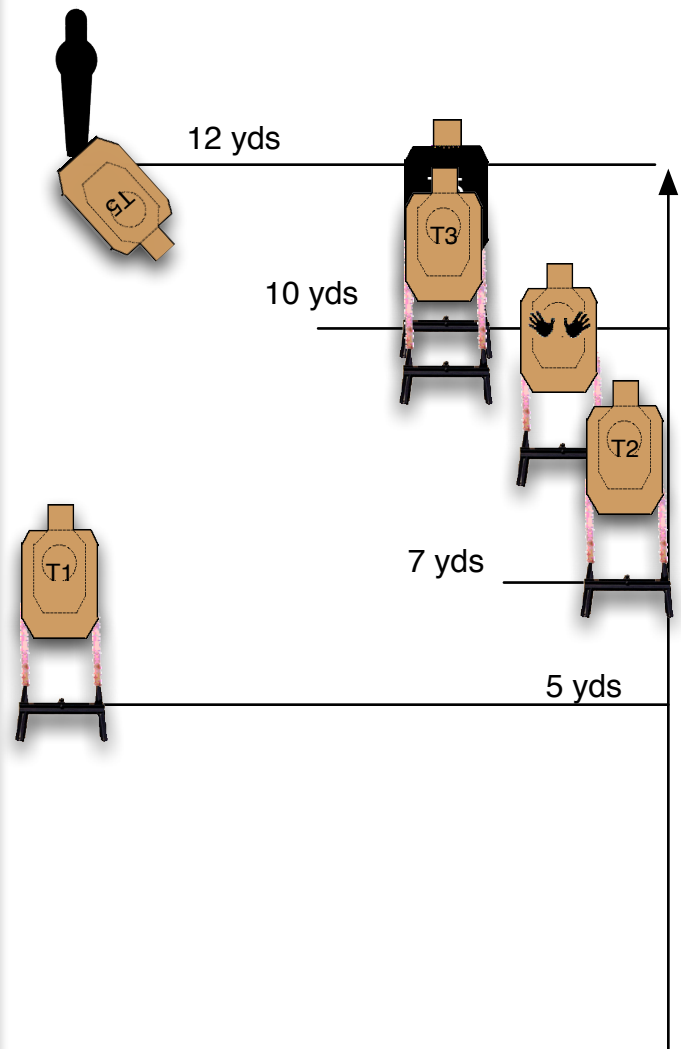
Start Signal: Audible

Concealment: Required

Scenario: Three British MI6 agents have been killed under mysterious circumstances in a 24 period while monitoring the operations of Dr. Kananga, the dictator of San Monique, a small Caribbean island nation. Your mission is to find out what happened and put a stop to the activities of Dr. Kananga. On San Monique, you encounter all of the players, and must save Solitaire, a prisoner of Dr. Kananga's, from certain death.

Procedure: On the start signal, draw and engage all threats. PP1 represents Baron Samedi's decoy, and will activate a flip up target.

Scoring: All Threats must have two hits and all steel must fall.



Notes: Located in Bay 4. Muzzle safe points as marked

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Stage 4: Skyfall



Round Count: 18

Target Distance: 3-15 yards

Targets Required: 9x Threat Targets

Props Required: 2x Non-Threats, Barricades/
Walls as shown, Barrels as shown, door

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing
downrange, hands relaxed at sides.

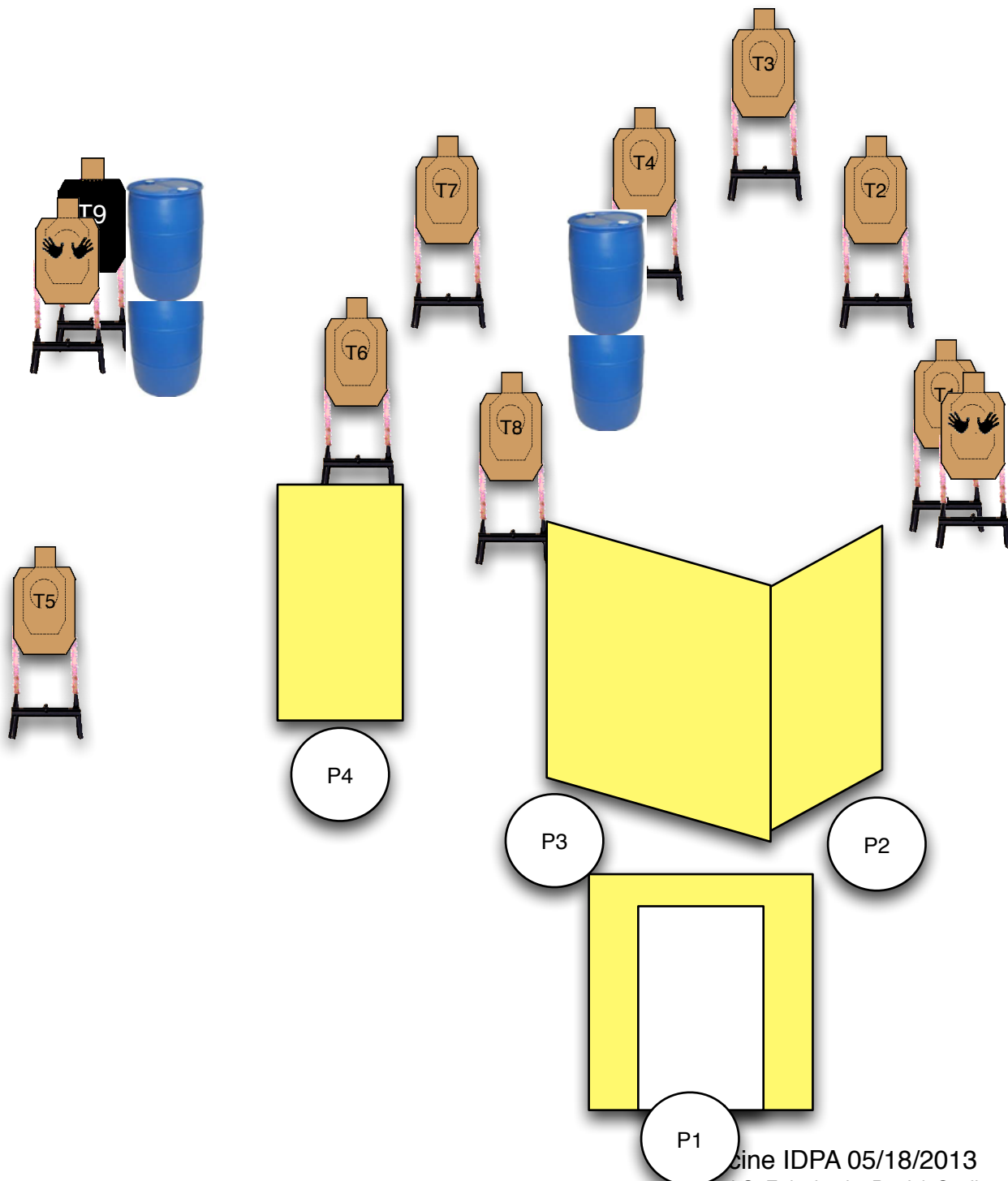
Start Signal: Audible

Concealment: Required

Scenario: You last assignment went badly, and now MI6 agents around the world have been exposed. MI6 headquarters has been attacked. M has been attacked, and you helped her escape to the Bond family estate, Skyfall. It's now up to you to defend M and the estate's caretaker, Kincade, from rogue former-MI6 agent Raoul Silva and his henchmen.

Procedure: On the start signal, open the door, advance to P2, and engage T1 through T4. Move to P3 and engage T5 through T8. Finally, move to P4 and engage T9.

Scoring: T1 through T9 must have two hits each.



Notes: Located in Bay 5. Muzzle safe points as marked



Stage 5: Goldeneye



Round Count: 18

Target Distance: 5-10 yards

Targets Required: 9x Threat Targets

Props Required: 1x Non-Threat, Barrels as shown

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange, hands on top of head with fingers interlocked.

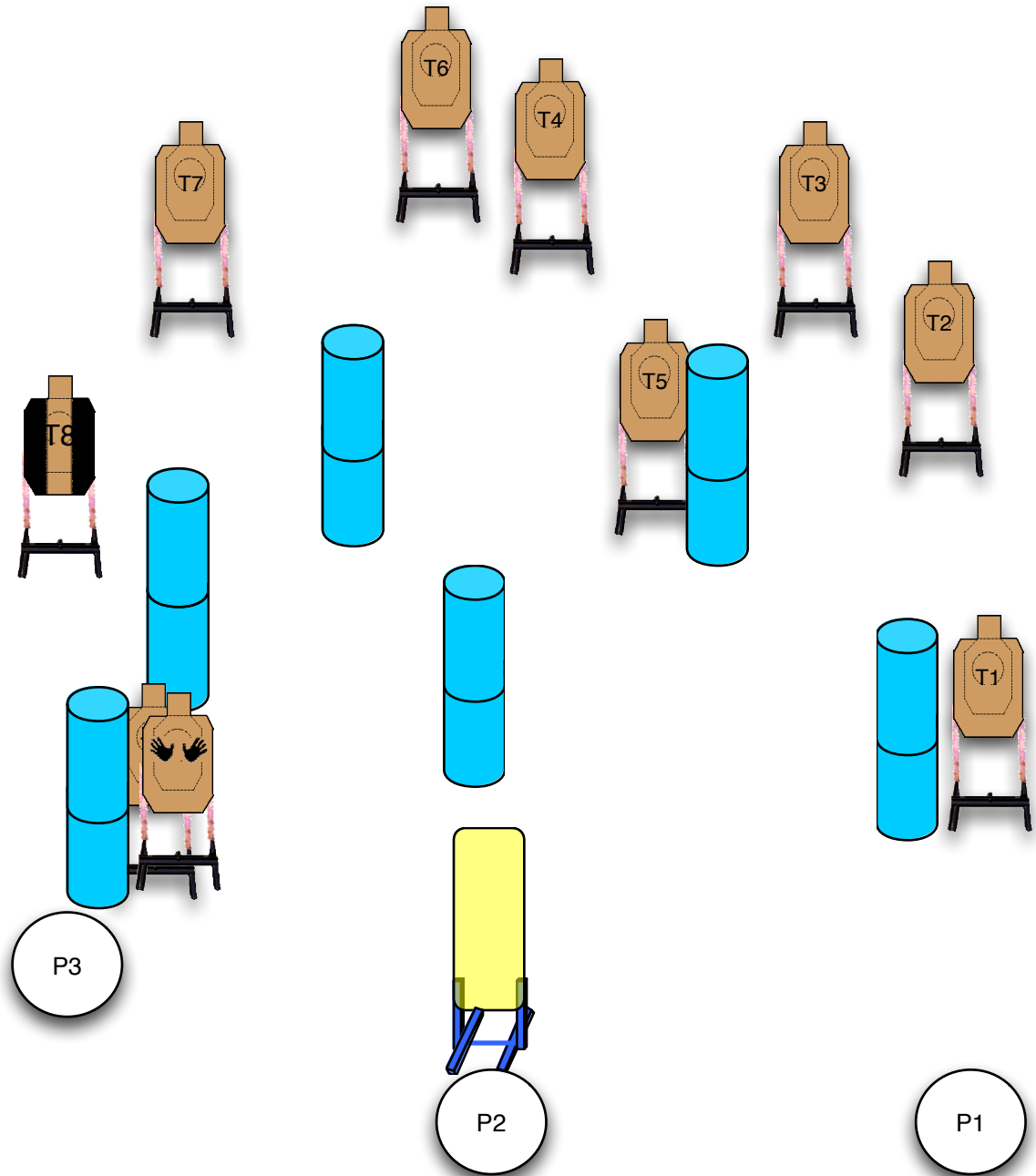
Start Signal: Audible

Concealment: Not Required

Scenario: You and 006 have been tasked with destroying a chemical weapons plant that rogue General Arkady Ourumov has been using to supply terrorists with chemical weapons.

Procedure: On the start signal, draw and engage T1 through T3 while moving to P2. Engage T4 through T8 from P2. Finally move to P3 and engage T9 as it becomes visible.

Scoring: T1 through T9 must have 2 hits each.



Notes: Located in Bay 6. Muzzle safe points as marked. All reloads must be done at P2.



Stage 6: Dr. No



Round Count: 11

Target Distance: 3-10 yards

Targets Required: 4x Threat Targets

Props Required: 1x Barricade, 1x Wall, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange, hands relaxed at sides.

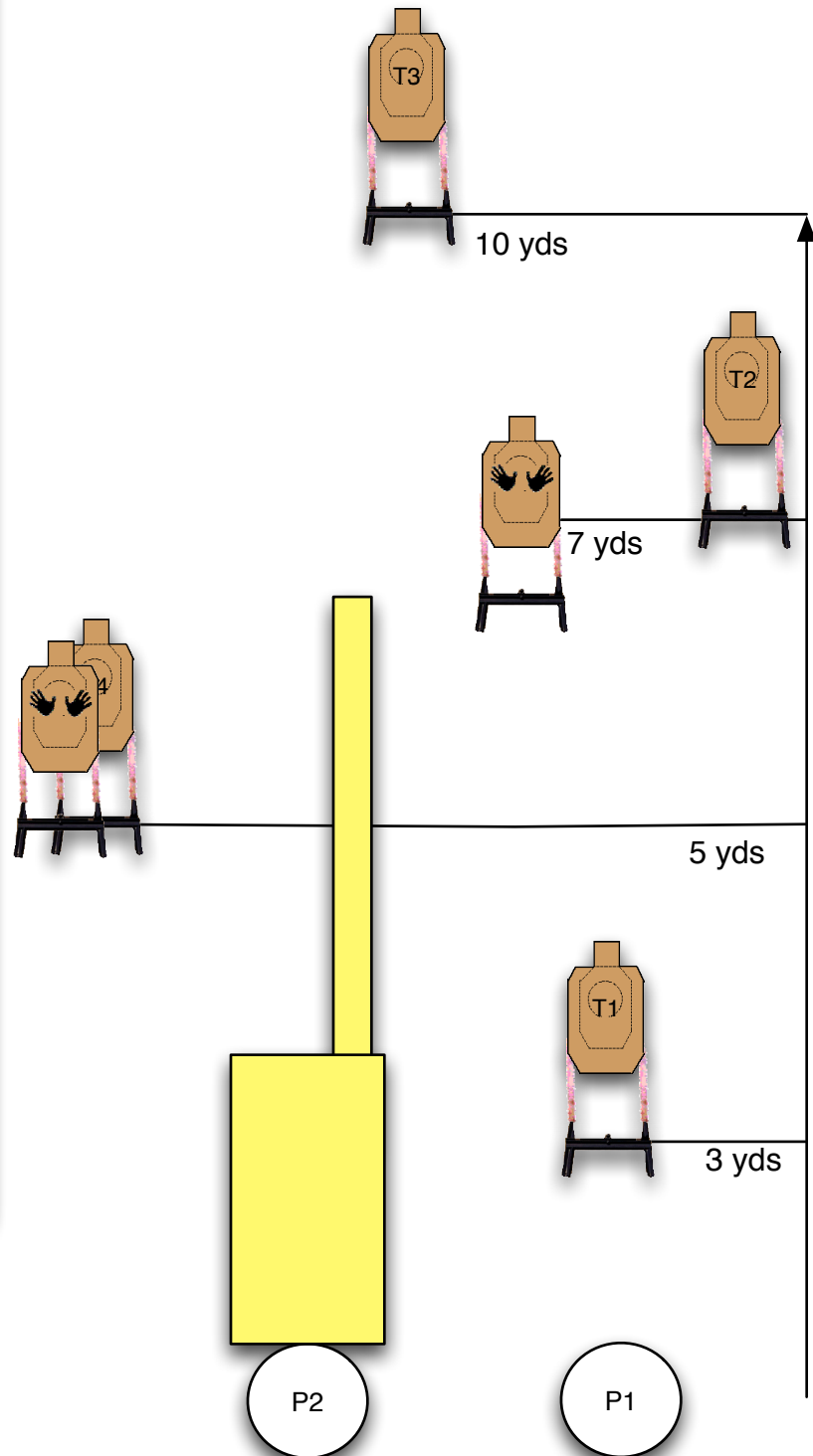
Start Signal: Audible

Concealment: Required

Scenario: You are by M to investigate the disappearance of John Strangeways, the British SIS Chief of Station in Jamaica. You team up with Felix Leiter from the CIA and Jamaican native Quarrel, and investigate Crab Key. You discover that the island is owned by Dr. No and SPECTRE, and confront the "Three Blind Mice" (the assassins who killed John Strangeways, and Dr. No).

Procedure: On the start signal, draw and engage T1 through T3 while moving to cover at P2. At P2, engage T4.

Scoring: T1 through T3 must have 3 hits. T4 must have 2 head hits.



Notes: Located in Bay 7, right side. Muzzle safe points as marked. T1 through T3 must each be engaged with at least one round **while moving** to P2. Make up shots may be made from P2 if necessary.



Stage 7: Man With The Golden Gun



Round Count: 11

Target Distance: 3-7 yards

Targets Required: 2x Threat Targets, 1x Drop-Turner

Props Required: 1x Foot Activator, 1x Barricade, Walls as shown, 1x barrel, 1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange, hands in the surrender position.

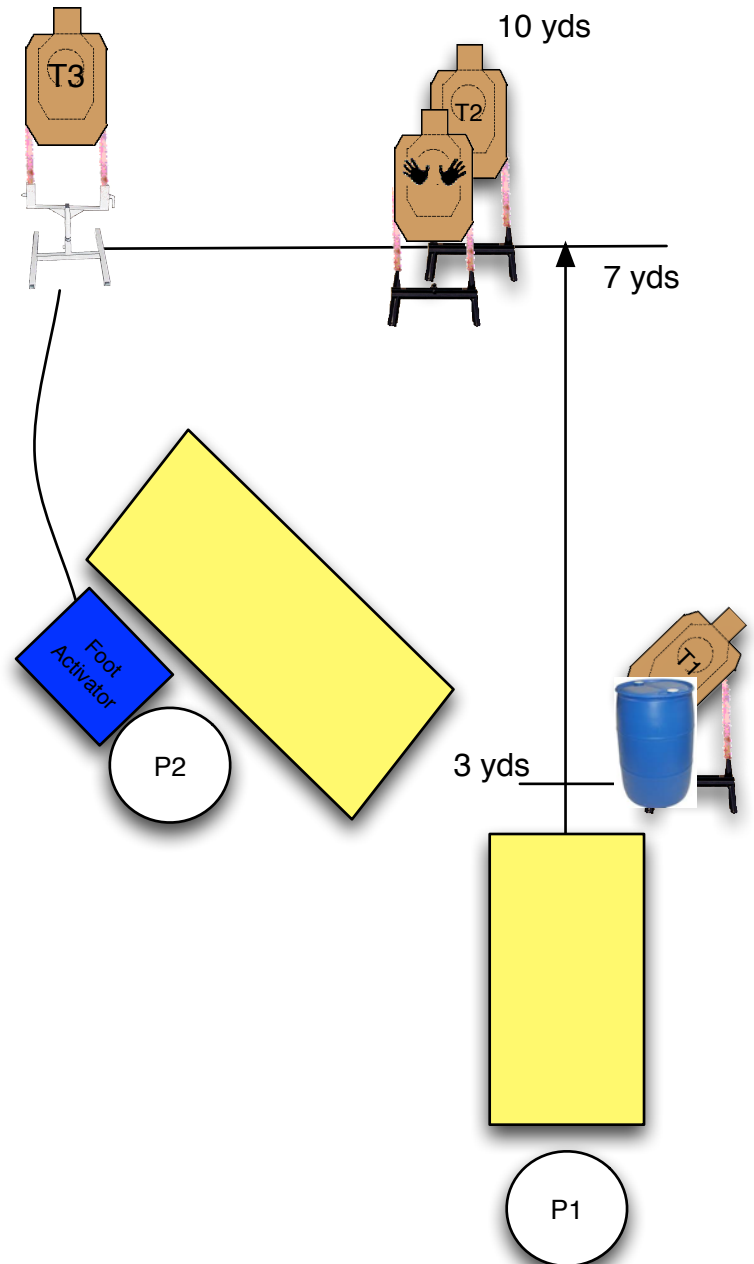
Start Signal: Audible

Concealment: Required

Scenario: You have discovered that you are to be the next victim of Scaramanga, the Man with the Golden Gun. You and Agent Goodnight travel to Scaramanga's island retreat, where he challenges you to a duel. Scaramanga being the typical Bad Guy has his aide Nick-Nack and a bodyguard to make sure you don't win. Protect Agent Goodnight and escape with your life!

Procedure: On the start signal, draw and engage T1 and T2 from either side of the barricade at P1. Move to P2 and engage T3 as soon as it becomes visible.

Scoring: T1 and T2 must have 4 hits each, at least one of which must be a head shot). T3 must have 3 hits.



Notes: Located in Bay 7, left side. Muzzle safe points as marked.

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Stage 8: Casino Royale



Round Count: 15

Target Distance: 1-15 yards

Targets Required: 7x Threat Targets, 1x Popper

Props Required: 1x Barrel

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing downrange, holding briefcase in strong hand.

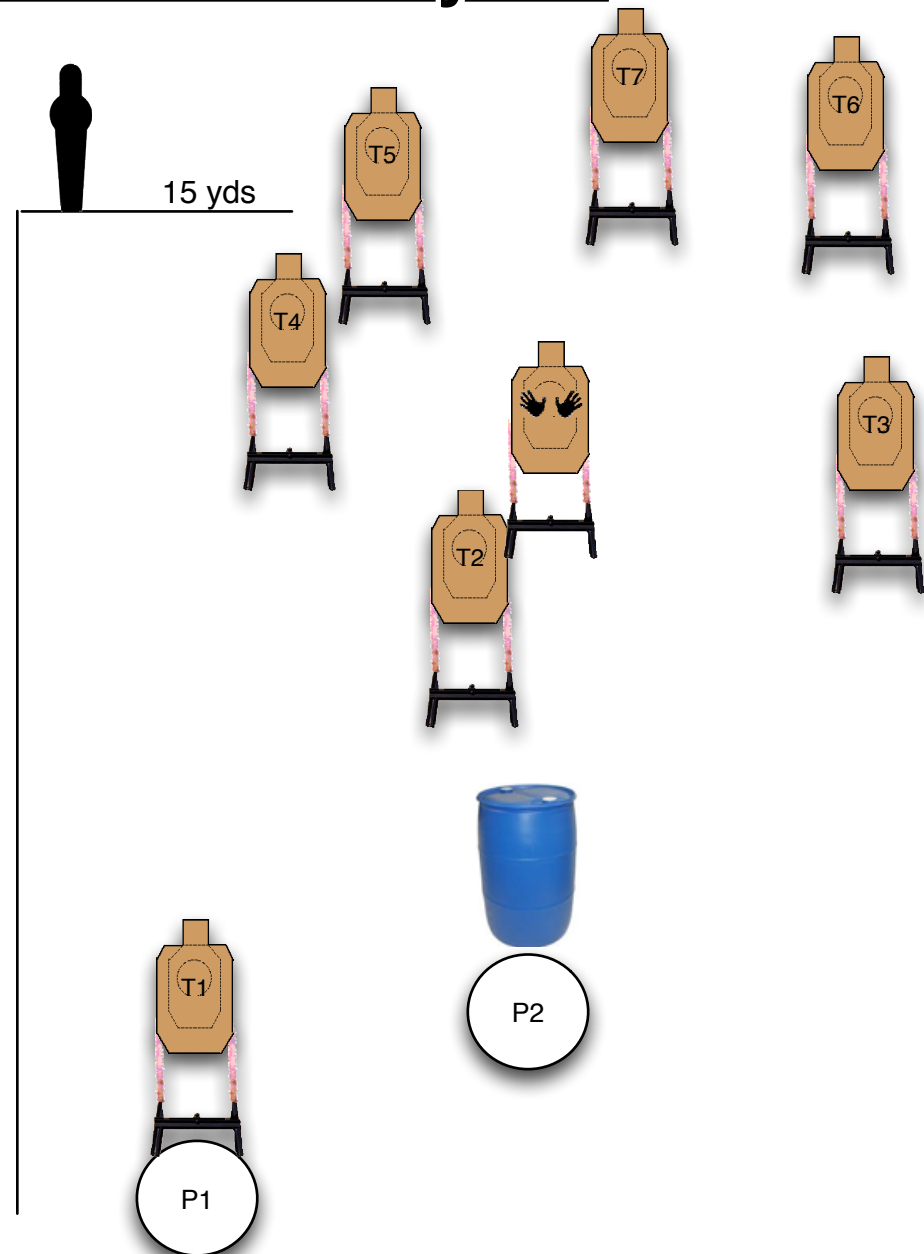
Start Signal: Audible

Concealment: Required

Scenario: You've been monitoring a terrorist in Madagascar. He spots you and takes off. You catch up to him in the compound of the Nambutu Embassy, where you end up surrounded by armed guards. The Ambassador demands your surrender, but you must escape and make sure that the terrorist does not escape. You create a diversion by shooting at and exploding a fuel tank, and then take care of the terrorist and armed guards.

Procedure: On the start signal, draw and engage PP1 (the gas tank). Engage T1 from close retention, and then move to P2 and engage the remaining targets from low cover.

Scoring: T1 through T7 must have 2 hits. All steel must fall.



Notes: Located in Bay 8. Muzzle safe points are as marked. Shooter must shoot around the sides of the barrel at P2.

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