

AIM

Ignore up to four points of ranged attack penalties, or gain +2 attack roll if there are no penalties. Character may not move or take other actions.

AREA OF EFFECT ATTACKS

Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.

- **Without Minis:** SBT affects 2 targets, MBT or Cone 3, LBT 4.

BOUND / ENTANGLED

Entangled: The victim can't move and is Distracted.

Bound: The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

- **Breaking Free:** Victim makes Athletics (or Str-2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. A raise frees the

BREAKING THINGS

See **Object Hardness Table** in *Savage Worlds*; Stationary items are Parry 2. No bonus damage or Aces are possible.

CALLED SHOTS

Limb -2 / Hand -4 and may disarm. Head or vitals is -4 and +4 damage.

COVER

Light -2; Medium -4; Heavy -6; Near Total -8.

- **Obstacles:** Obstacles add to Armor if attack misses by cover penalty. Sample values: heavy glass, doors (+2), sheet metal, heavy car door (+4), oak door, cinder block wall (+6), brick wall (+8), stone wall, tree (+10).

DEFEND

+4 Parry. Takes entire turn and character may not run.

DISARM

Called shot to limb or weapon. If weapon, roll as object and target must make a Str roll \geq than the damage or drop it. If a limb, a Shaken or Wounded defender must make a Str roll at -2 (limb) or (-4) hand or drop the item.

DISTRACTED

-2 to all Trait rolls until the end of the character's next turn.

THE DROP

+4 to attack and damage if target is defenseless. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

EVASION

Characters may avoid attacks that specifically say they may be evaded, by making an Agility roll at -2.

FATIGUE

-1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless the source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.

FINISHING MOVE

Instant kill to helpless foe with a lethal weapon.

FREE ATTACKS

The character gets to make an attack with no special maneuvers or optional combat Edges.

GANGING UP

+1 Fighting per additional adjacent attacker to a maximum of +4.

GRAPPLING

If the attacker succeeds at an opposed Athletics roll, the victim is Entangled if successful, or Bound with a raise and the grappler is also Vulnerable.

Characters can't grapple creatures more than two Sizes larger than themselves.

- **Crush:** Once grappled, the attacker may take an action to make an opposed Strength roll, causing his Strength in damage if successful (those with the Bite Special Ability may bite instead).

EXTREME RANGE

Take the Aim maneuver and sacrifice the bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range) at a -8 penalty (-6 with a scope).

HOLD

The character "Holds" her Action Card to go later in the current or later round. She loses her Hold status if Shaken or Stunned. She may interrupt foe's actions with an opposed Athletics roll.

ILLUMINATION

Dim -2; Dark -4; Pitch Darkness -6.

IMPROVISED WEAPONS

-2 to attacks.

- **Light:** Range 3/6/12, Damage Str+d4, Min Str d4;
- **Medium:** Range 2/4/8, Damage Str+d6, Min Str d6;
- **Heavy:** Range 1/2/4, Damage Str+d8, Min Str d8

INNOCENT BYSTANDERS

Missed Athletics (throwing) / Shooting rolls with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target.



MOUNTED COMBAT

Mount and rider act on same Action Card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement.

MULTI-ACTIONS

Subtract 2 from all actions for each additional action attempted beyond the first (maximum of 3).

NATURAL WEAPONS

Creatures with fangs, claws, horns, etc, are considered armed. Bite can be performed while grappling, claws add +2 to Athletics (climbing), and horns add +4 damage if the creature Runs at least 5".

NONLETHAL DAMAGE

Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated. Edged weapons suffer -1 to attack rolls.

OFF-HAND ATTACKS

-2 to attack rolls with off hand.

PRONE

Medium Cover from ranged attacks 3" or greater; -2 Fighting and -2 Parry. Standing cost 2" of movement.

PUSH

Attacker and defender make opposed Strength rolls (+2 if attacker moved more than 2"). Defender is knocked back 1" (2" with raise). Pushed victims make Athletics test (-2 if Pushed with raise) or be knocked prone. Both add their shield's Parry bonus.

RANGE

Short 0, Medium -2, Long -4, Extreme -8.

RANGED ATTACKS IN MELEE

Attacker may use power or weapon no larger than a pistol; Target Number is defender's Parry.

READYING WEAPONS

May ready up to two easily available items per turn as a free action. Additional items are actions.

RECOIL

-2 Shooting if RoF is 2 or higher.

RELOAD

Nocking arrow or loading sling stone is a free action once per action. Loading bolts, clips, magazine, or single bullets is an action.

SHOTGUNS

+2 to Shooting. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

SIZE/SCALE

Tiny -6, Very Small -4, Small -2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets.

SPEED

-1 (60 MPH+), -2 (120 MPH+), -4 (240 MPH+), -6 (Mach 1+), -8 (Mach 2+), -10 (near light speed).

STUNNED

Victims are Distracted until they recover, fall prone, can't move or take actions, don't count toward the Gang Up bonus, and are subject to the Drop.

SUPPORT

Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure subtracts 2.

SUPPRESSIVE FIRE

Attacker places Medium Blast Template and makes Shooting roll. Each target hit by the attack total is Distracted, or hit for damage with a raise (up to the weapon's Rate of Fire).

SURPRISE

Ambushers start on Hold, victims make Notice roll or get no Action Card on first round.

TEST

Describe action and make opposed skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise.

TOUCH ATTACK

+2 to Fighting roll.

TWO WEAPONS

+1 to Fighting if foe has a single weapon, no shield, or is unarmed.

UNARMED DEFENDER

Armed attackers gain +2 Fighting versus this defender.

UNSTABLE PLATFORM

-2 Shooting from a moving vehicle, animal, or other unstable surface.

VULNERABLE

Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)

WILD ATTACK

+2 Fighting, +2 Damage, but Vulnerable until the end of the attacker's next turn.

WITHDRAWING FROM COMBAT

Adjacent foes get one free attack at retreating character as long as they are not Shaken or Stunned.