

Savage Worlds Adventure Edition – Unofficial Combat Survival Guide v.7

Problem:		And...	Then Try To...	P.	Game Effect	Helps:	
You can't hit the foe	High Parry	Your team outnumbers the foe	GANG UP	101	+1 Fighting for each additional non-Stunned ally in melee with the target (max +4). Lower this bonus by 1 point for every enemy adjacent to the target (min 0).	Team	
		You are pretty strong (high Strength), you can move before acting and/or you have a shield	PUSH to knock them PRONE	104	Opposed Strength or Athletics (each one chooses) roll (+2 if moved 2" before pushing, +Shield Parry Bonus): push 1", 2" with a raise. The foe also rolls Athletics (-2 if the pusher raised) to avoid falling PRONE .	Team	
		You are OK with lowering your defense	Do a WILD ATTACK	109	+2 Fighting, +2 melee damage, but you are now VULNERABLE	You	
		You are using a melee weapon	Switch to RANGED ATTACKS	93, 105	An enemy without COVER or similar has a target number of 4 to be hit by a ranged attack. Change up to 2 weapons as a free action once per turn.	You	
	Heavy Penalties for a Ranged Att.	You can miss a turn and you can stand still in your position	AIM	97	Spend the entire turn (movement included) to lower by up to 4 points of penalties (from COVER, CALLED SHOT, Range...) OR add +2 to the first ranged attack of the next round.	You	
		You are using a ranged weapon, and you can shorten the distance to engage in melee	Switch to MELEE ATTACKS	93, 105	An enemy with COVER or PRONE can still be hit without penalties with Fighting. Change up to 2 weapons as a free action once per turn.	You	
	One of the motives above, or both	You can help an ally (" <i>he has a weak spot there!</i> ", <i>trip the foe, "JUST DO IT!"</i>)	SUPPORT an ally's combat skill	106	Describe how you help your ally's Trait and roll your relevant Skill to give them +1 with a success, +2 with a raise (max +4).	Ally	
		You can hinder your foe through a clever tactic (<i>throw sand in their eyes, a feint, "look behind you", provocations, war cries</i>)	TEST your foe to make them VULNERABLE	100, 108	Describe a TEST and roll a relevant Skill against the foe's linked Attribute. Success: the foe is DISTRACTED or VULNERABLE , your choice. Raise: the foe is also SHAKEN .	Team	
		You are OK with sacrificing your movement	GRAPPLE your foe	98, 101	Opposed Athletics roll to ENTANGLE the target, or to BOUND (in this case the grappler is also VULNERABLE) with a raise .	Team	
You can't damage the foe enough (High Toughness*)		You aren't having problems hitting the foe	Do a CALLED SHOT against a weak point	98-99	Limb: -2 (may DISARM , see page 100); Hand: -4 (may DISARM), Head/Vitals: -4 (+4 damage), Unarmored Area: -? (damage ignores Armor).	You	
		You are OK with lowering your defense	Do a WILD ATTACK	109	+2 Fighting, +2 melee damage, but you are now VULNERABLE	You	
You are going to die soon if you keep standing there!		Foes are approaching/you are in melee and you can lose a turn waiting for help		DEFEND yourself	100	Use the entire turn to DEFEND and gain +4 Parry. You can move up to your Pace (but not run), or stand still to avoid free attacks (see below).	You
		You are engaged in melee and you don't want to risk rolling your dice		WITHDRAW to fight another day!	100, 109	Each non-Shaken and non-Stunned adjacent enemy receives a free attack against the hero that flees from melee. You may use your turn to DEFEND and then move.	You
		You are engaged by a single enemy...	...but you are pretty Strong (high Strength) and/or you have a shield	PUSH to make your foe non adjacent, then move	104	Opposed Strength or Athletics (each one chooses) roll (+Shield Parry Bonus): push 1", 2" with a raise. The foe also rolls Athletics (-2 if the pusher raised) to avoid falling PRONE .	You, Team
			...but you can hinder your foe through a clever tactic	TEST to make your foe DISTRACTED or even SHAKEN , then move	100, 108	Describe a TEST and roll a relevant Skill against the foe's linked Attribute. Success: the foe is DISTRACTED or VULNERABLE , your choice. Raise: the foe is also SHAKEN .	You, Team
		The foes target you from afar		Find COVER or move then drop PRONE	99, 104	Attackers subtract from -2 to -8 to their ranged attacks against you, depending on the COVER you found, PRONE is a -4 COVER against ranged attacks from 3"+.	You

*Helping hit can also increase damage by increasing the chance of getting a raise (or they make an opponent **SHAKEN**).

RECOVER from being **SHAKEN**: Roll Spirit at the start of your turn, or spend a Benny at any time (pag. 94).
SOAK incoming Wounds: Spend a Benny and roll Vigor to negate one wound for every success and raise (pag. 96).

BOUND: Cannot move, cannot do other physical actions except trying to break free, **DISTRACTED** and **VULNERABLE** as long as they remain Bound. Use an action to roll Athletics (or Strength -2) and become **ENTANGLED** with a success, or break free with a raise (p. 98).

DISTRACTED: -2 to the character's roll until the end of their next turn (p. 100).

ENTANGLED: Cannot move and is **VULNERABLE** as long as they remain Entangled. Use an action to roll Athletics (or Strength -2) and break free (p. 98).

PRONE: -2 Parry, -2 Fighting, -4 to be hit from range 3"+ (doesn't stack with **COVER**), -4 damage from attack with Area of Effects, use 2" of Pace to crawl 1" or to stand up (p. 104).

SHAKEN: Can only perform free actions (including normal movement, plus eventually running). Recover from being **SHAKEN** as free action with a Spirit roll at the start of the character's turn (p. 94).

STUNNED: **DISTRACTED** until next turn. **VULNERABLE** until recovered from Stunned. Can't move nor take actions, is **PRONE**. Each turn make a Vigor roll to recover: success recovers but is **VULNERABLE** until end of next turn, raise no ill effects.

THE DROP: +4 to be hit and +4 damage suffered, if Shaken or Wounded also has to roll Vigor (-2 if Called Shot to the head) or is knocked unconscious (p. 100).

VULNERABLE: +2 to every roll against them until the end of their next turn (p. 100).



