SAVAGE WORLDS

SHOWDOWN

MINIATURES RULES FOR ALL GENRES

PINNACLE
ENTERTAINMENT GROUP

SAVAGE WORLDS SHOWDOWN

Miniatures Rules for the Savage Worlds Rules System

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SHOWDOWN!

Welcome to *Showdown!™, the official miniatures rules for the award-winning *Savage Worlds* rules system!

The rules found in this book allow you to play any kind of tactical battle—from a shootout in the Weird West of *Deadlands*® to a melee in the moors of *Rippers™* or a firefight in the far-flung alien worlds of *Slipstream!™*

All the rules you need to play are right here. Troop lists, scenarios, and Unit Cards can be found in individual *Showdown* scenarios, available from our online store, and rules for making your own units are found in Appendix B: Troop Builder.

Note for Veteran Savages: If it isn't in here, it doesn't exist when playing *Showdown.* Though this game is about 99% the same as *Savage Worlds,* there are a few differences. Don't go adding in three-round bursts and double-taps, for instance, because those aren't allowed in this version of the game. Those might be found as Setting Rules for a particular scenario, but aren't part of the standard rules.

FAST! FURIOUS! FUN!

Now let's get going. The rules in this guide are short and sweet, so don't be intimidated. There are really only about eight pages of rules—and that's with nice big picture submitted by our fans! The rest of the book contains advanced rules for things like magic and vehicles that you can add in as they're needed.

WHAT YOU NEED TO PLAY

Here's what you need to play *Showdown*:

• Miniatures. You'll need either miniatures or printable "Figure Flats" like those we make for most of our games.

• 6 Polyhedral Dice. One each of a d4, d6, d8, d10, d12, and rarely, a d20. An extra d6 (for the Wild Die—see below) and a few extra dice of each kind can help speed things up immensely.

• A playing area. A tabletop or patch of floor large enough to accommodate your minis. A 4' by 6' game table is standard.

• A deck of standard playing cards with both Jokers left in.

• Scenery. Whether you use full-color printable scenery or painted models, terrain provides tactical challenges for both sides and deepens the aesthetics of the gaming experience.

• You might also want to look at our *Showdown* scenarios and One Sheets for more ideas, Figure Flats, and even paper terrain.

YOUR FORCES

Units can be found in your scenario rules or created from the rules in Appendix B. If a scenario tells you to purchase your troops out of a certain number of points, simply look on the top right of the Unit Cards for each unit's cost.

UNIT CARDS

Each unit you purchase must have a Unit Card. A "unit" is at least one figure, with five being standard. Place the Unit Cards along your edge of the game table so that you can deal each one a playing card for initiative. We'll explain this more under **Turn Sequence.**

COHESION

Figures within a unit must be within 2" of any one other figure in their unit. This is important because it keeps units organized so you know which troops have acted and which haven't. Should a figure ever get separated from its companions for some reason, it must use its full movement each round to get back in cohesion (the character doesn't have to run, however).

• **Shaken Figures:** It often happens that some figures in a unit are Shaken (explained below) while others aren't. When this occurs, those who aren't Shaken may act normally. Those who are Shaken must try to keep up as best they can (moving half their Pace toward the rest of the unit).

THE RULES

Once you've built your force, you need to know how to actually play the game. Don't sweat it—the *Showdown* rules are very quick and easy to learn. Still, we suggest putting out a couple of figures on each side and playing out a few rounds of combat before moving on to a real game. That will help you get the hang of the basic Fighting, Shooting, and damage rules before you plunge into a larger scenario.

TURN SEQUENCE

Grab a deck of standard playing cards (make sure to leave both Jokers in) and deal one to each Unit Card on the table. You only need one deck for everyone unless you have more than 54 units on the table. Make sure you shuffle the deck after *every* turn.

Now count down from the Joker to the Ace and on down from there. To resolve ties, Spades come first, then Hearts, Diamonds, and lastly Clubs. When a unit's card comes up, it gets to act.

• **Joker:** A unit with a Joker can go whenever it wants—even automatically interrupting another unit's action if it wants. Better still, it adds +2 to its Trait and damage rolls this turn!

• **Fortune and Calamity:** When a unit is dealt a Joker, roll on the Fortune & Calamity Table. A standard table can be found at the end of this book. Individual scenarios may have specialized tables as well.

UNIT ACTIONS

So what can units do each turn? The simple answer is move and make one attack of some sort (close combat or ranged). Some might cast spells or use a special ability instead. We'll cover these in more detail after we explain to you the basics of making Trait tests and damage rolls. Before we get into all that though, there is one other action a unit may take:

• **Hold:** A unit may choose to wait and see what happens by taking a Hold action. Flip its card face-down to show its status. It may then go later in the round, and can take its action normally. A Held action lasts until it's used. If a unit has a Held card when a new round starts, it's not dealt in.

Units must go on Hold together, by the way. You can't have some of the figures in a group stay on Hold while the rest take other actions.

• **Interrupting Actions:** If a unit on Hold wants to interrupt an action, it and the opposing unit make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous. (This is not a group roll as explained later—just roll one Agility die for each unit.)

TRAIT TESTS

Every character or creature is made up of Traits—five attributes and any number of skills that define its particular abilities. Each Trait is rated from a d4 to a d12, with a d6 being the human average.

• **Agility** is a character's nimbleness, quickness, and dexterity.

• **Smarts** is a measure of how well a character knows his world and culture, how well he thinks on his feet, and mental agility.

• **Spirit** reflects inner wisdom and willpower. Spirit is very important as it helps a character recover from being rattled when injured.

• **Strength** is raw physical power and general fitness. Strength is also used to generate a warrior's damage in hand-to-hand combat.

• **Vigor** represents endurance, resistance to disease, poison, or toxins, and how much pain and physical damage a hero can shake off.

SKILLS

Skills are learned trades such as shooting a bow or firearm, fighting with one's bare hands or blades, scientific knowledge, professional abilities, and so on. In *Showdown,* there are three main skills: Fighting, Shooting, and Throwing.

Characters with the Arcane Background ability also have an "arcane skill." This might be called Spellcasting, Faith, Weird Science, etc, but are all collectively the arcane skill and work the same way.

DERIVED STATISTICS

Figures also have a few pre-calculated statistics: Pace, Parry, and Toughness. (For those familiar with the roleplaying game, Charisma is not used in *Showdown*.)

- **Pace** is how fast a figure moves in a standard combat round. Humans walk 6" in a round and can move an additional 1d6" if they run. Roll the running die once for groups and apply it to all figures.

- **Parry** is equal to 2 plus half the figure's Fighting (2 if a character does not have Fighting), plus any bonuses for shields or certain weapons. This is the TN to hit the figure in hand-to-hand combat. For stats such as d12+1, add half the fixed modifier, rounded down. For instance, a Fighting skill of d12+1 grants a Parry of 8, whereas a d12+2 gives a Parry of 9.

- **Toughness** is your character's damage threshold. Anything over this causes him to be rattled or worse. Like Parry, Toughness is 2 plus half the figure's Vigor, plus Armor (use the armor worn on his torso if it varies by location). Vigor over a d12 is calculated just like Parry.

MAKING TRAIT ROLLS

When you want a figure to do something, such as attack, you simply roll the appropriate trait or skill die. If the die roll is equal to or greater than 4 (the standard Target Number, or TN), plus or minus any modifiers, you're successful.

Two notable exceptions to this rule are Fighting, which must equal or exceed a foe's Parry, and damage, which must equal or exceed the target's Toughness.

• Untrained: If a figure doesn't have a skill for an action it's attempting, roll 1d4 and subtract 2 from the total. Some skills can never be used untrained, such as casting a spell. Use this when a model that doesn't have Riding hops on a horse, tries to drive a hover-sled without the Driving skill, and so on.

ACES

Trait tests and damage rolls in *Showdown* are "open-ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace! (Running isn't a Trait roll, and therefore isn't open-ended.)

Example: Matt rolls a d6 and a d8 for a model's Vigor and gets a 6 and an 8. He rolls both Aces again and tracks each die separately, keeping the highest total of the two.

OPPOSED ROLLS

Sometimes rolls are "opposed" by an opponent. If a wizard targets a unit of orcs with a resisted spell, for example, the wizard makes a Spellcasting roll and the targets roll their Spirit.

The acting character gets his Trait total first, followed by whoever is opposing him. The highest total wins. The winner of an opposed roll must still get a normal success (4 or better) as well.

RAISES

Sometimes it's important to know *how* successful a Trait test was. Every 4 points over the TN is called a "raise." For most things, you only need to figure out if there is a single raise or not.

WILD CARDS

Heroes and unique villains and monsters are collectively called "Wild Cards." These beings have a better chance at Trait tests, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys.

Wild Cards are noted with a symbol by their name, like this:

⬤ SERIOUS CHAPEL, WITCH HUNTER

Note that different settings might use different symbols, but any symbol in front of the name means the character is a Wild Card.

THE WILD DIE

When making any sort of Trait test, Wild Cards roll an extra d6 and take the best of their normal skill die or their "Wild Die." Aces apply to Wild Dice as well.

• One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing full-auto, they roll only one Wild Die. A soldier who fires three bursts from a submachine gun rolls three Shooting dice and one Wild Die, for example. The Wild Die can replace any of the three Shooting Dice if he chooses. (More on full-auto fire soon.)

• Group Rolls: Non-Wild Cards sometimes make group rolls—usually to resist spells or special abilities. Roll the appropriate Trait and a Wild Die just as if the whole unit were a Wild Card, and apply the results to the entire group.

BENNIES

Each player starts the game with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. Each Wild Card also gets two bennies you may use only for that hero. Place their tokens directly on their unit cards.

Bennies can be used to reroll any Trait test. You can even keep spending them until you get the result you want or run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies can't be spent on damage rolls, rolls on tables, or anything besides Trait rolls (but see the Soak rules).

- **Large Battles:** Each player gets three bennies in games of up to 100 points. For every additional 100 points in his force, each player gets an additional benny. Figures with the Lucky Edge grant an additional benny to the player, but can only be used for that particular figure.

COMBAT

The heart of any good skirmish game is how fast and furious its combat works. *Showdown* allows you to fight anything from small firefights to massive battles with hundreds of figures.

MOVEMENT

Characters, creatures, and vehicles all have a statistic called "Pace." This is how many inches they can move in a single turn. Most humans have a Pace of 6".

- **Difficult Ground:** Count every inch moved as 2" in rough terrain such as shallow water or steep hills.

- **Running:** Figures may also run. This gives them an additional 1d6" of movement (if human) but inflicts a -2 penalty to any Trait tests performed that round. Roll a single die for units with multiple figures so that they all move at the same Pace.

If one figure in a unit runs, they must all run.

This is not a Trait roll—it can't Ace and isn't affected by wound modifiers and the like.

CLOSE COMBAT ATTACKS

A figure may make one hand attack per round agaisnt one foe in base-to-base contact. This is a Fighting roll agaisnt the target's Parry.

- **Withdrawing From Close Combat:** Whenever a figure moves away from an opponent, all adjacent opponents get an immediate free attack (but only one—there are no extra attacks for Frenzy or foes with two weapons). Shaken foes don't get the free attack.

MULTIPLE ACTIONS

Figures may perform multiple actions such as running and Fighting, attacking with a weapon in each hand, and so on.

A weapon can't be fired over its rate of fire in a round, however, and characters may not make more than one Fighting attack with the same weapon. A figure could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, however, and could even issue a Taunt at the same time if he had that ability. He could only make two Fighting attacks if he had a knife in each hand, however.

Each additional action attempted in a round subtracts 2 from all the figure's trait rolls. If an adventurer wants to fire a gun with one hand and slice at an adjacent foe with a knife in his other hand, for instance, he subtracts 2 from both rolls. If he also wanted to Taunt someone at the same time, he subtracts 4 from all three rolls.

Wild Cards get their Wild Die on each action as usual.

RANGED ATTACKS

The Shooting skill covers everything from pistols to rocket launchers. Projectile weapons have Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll (TN 4). Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

- **Cover:** Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush or a split rail fence), and -4 if the defender has substantial cover (about 2/3rds or more cover behind something substantial like a wall, car, or tree).

DAMAGE

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. A .45 pistol, for example, does 2d6+1 damage. Roll two six-sided dice, add them up (include any Aces!), and add one for the total.

Hand weapons do the attacker's Strength die plus the damage die of the weapon. A dagger or claw is

usually a d4, a short sword is a d6, a long sword or battle axe is a d8, and so on. In the hands of someone with a d12+2 Strength, you'd roll a d12 and a d8 (plus any Aces!), and add +2.

RESOLVING DAMAGE

Once you've hit and rolled damage, compare the damage total to the opponent's Toughness. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no actual game effect. If the damage is equal to or higher than the victim's Toughness, he's Shaken (see below). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight and may even be dead.

Damage is calculated one strike at a time. If a frenzied beast with two attacks hits a pirate twice and both hits cause a Shaken result, the pirate is wounded and removed from play (since being Shaken twice is equal to a wound, as explaiend below).

BONUS DAMAGE

Well-placed attacks are more likely to hit vital areas, and so do more damage. An attack that hits with a raise

grants the attacker an extra d6 when rolling damage. An orc with a d8 Strength and a short sword (d6), rolls d8+d6+d6 damage if his Fighting roll is 4 or more points over his foe's Parry, for example. Additional raises have no additional effect—just the first.

SHAKEN

Shaken characters are rattled and temporarily rendered ineffective. Figures can become Shaken by Test of Will results, fear, and most commonly, damage. Shaken characters may move half their Pace but can perform no other actions (including running).

If a Shaken character is Shaken again by a damaging attack (not by a Test of Wills, fear, suppression, or similar non-damaging effect), he suffers a wound instead.

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. Failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the action but the figure can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

WILD CARDS AND WOUNDS

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs a -1 penalty per wound to all further Trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all Trait tests.

Wild Cards can take 3 wounds before they're removed from play. (Take them off the table on the 4th wound.)

THE SOAK ROLL

A player can spend a benny to automatically eliminate a Shaken condition for any of his figures. This may be done after attempting the Spirit roll to recover from being Shaken—effectively giving you one free chance before spending the benny.

You may also "soak" wounds by spending a benny immediately after taking wounds. To do so, roll the victim's Vigor. A success and each raise on the roll reduces the number of wounds suffered from that attack by 1. Wild Cards left with any wounds from the attack are still Shaken as usual.

A figure may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a figure can't make another soak roll to eliminate the other two wounds. The character *could* spend another benny to reroll the Vigor roll as usual, however.

Resolve each hit separately, one at a time, if a figure is hit by multiple damage results in a round.

COMBAT OPTIONS

Below are a number of additional options players can use in *Showdown.* Note that many of the maneuvers found in the *Savage Worlds* roleplaying game are not included here because they produce effects that aren't appropriate for competitive games.

AREA EFFECT ATTACKS

Grenades, spell effects, and other attacks that cover a large area are "area effect attacks." The three most common size attacks have been made into Small, Medium, and Large Burst Templates (found at the end of this book and abbreviated as SBT, MBT, and LBT).

To attack with an area effect weapon, the player places the template on the table within range of his figure's weapon and makes a Shooting or Throwing roll for the attacker. If the roll is successful, the blast is centered where desired. Everything touched by the template is affected—even if it's just the unit's base.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6" for thrown weapons (such as grenades) and 1d10" for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long. Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (this keeps the template from going behind the figure).

Targets who are behind cover still get some protection from area-effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A character in major cover, like a foxhole for example, negates four points of damage from a blast if he's caught within it.

Note that unlike direct attacks, raises on the Shooting or Throwing roll do not grant additional damage to area effect attacks.

AUTOMATIC FIRE

Weapons with a RoF (Rate of Fire) higher than 1 allow you to roll multiple Shooting dice at once. You can even split your dice among multiple targets if you want. These represent several "bursts" of full-auto fire. (Wild Cards roll their Shooting dice plus one Wild Die, but can't hit with more than the weapon's RoF.)

Fully automatic fire is less accurate than usual, however. The firer subtracts 2 from his Shooting dice when firing more than one shot.

CALLED SHOTS

Use the following modifiers and effects when characters wish to target specific locations:

• **Limb (-2):** An attack to a limb causes no additional damage but may ignore armor if none is worn there.

• **Head or Vitals (-4):** The attacker gains +4 damage from a successful attack to these critical areas.

DEFEND

If a character's only action is to defend, his Parry is increased by +2 until his next action. The defender may move normally while performing this maneuver, but no running or other actions are allowed. Mark the figure with a token of some sort to show its status, and remove it at the beginning of its next action.

FIRING INTO MELEE

See **Innocent Bystanders,** below.

GANGING UP

Each additional adjacent attacker in a melee adds +1 to all the attackers' Fighting rolls on that particular figure, up to a maximum of +4 (regardless of the position or size of the defender).

If a group of four orcs attack a paladin, for example, each adds +3 to their Fighting rolls. This is a great way for "mooks" or minions to take down more powerful opponents.

INNOCENT BYSTANDERS

When attacking a target adjacent to *friendly* figures, each miss that comes up a 1 on the Shooting die indicates a friendly figure was hit instead. If the attacker was firing on full-auto or a shotgun, a roll of 1 or 2 hits the bystander. Roll damage normally. (Adjacent figures friendly to the *target* are never hit in this way. Though perhaps unrealistic, it's a risk-management and game balance option that works well in the game.)

INTIMIDATE

A character with the Intimidation skill may Intimidate a foe within 8" by making an opposed Intimidation vs. Spirit test. Success gives the attacker +2 to his next action against that target. A raise means the foe is Shaken.

PRONE

Figures can go prone for free. Standing up again costs 2" of movement. Prone targets gain -2 cover, though attackers within 3" ignore the modifier.

A prone defender who is attacked in melee may automatically rise to defend himself if he desires. If he chooses to remain prone (or can't rise for some reason), his Parry is reduced by 2, and he must subtract 2 from his Fighting rolls.

Prone figures also gain +2 armor against area effect attacks.

RANGED WEAPONS IN CLOSE COMBAT

No ranged weapon larger than a pistol may be fired in close combat (though larger weapons may be used as clubs, typically causing Str+d4 damage). Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the Shooting roll is his Parry rather than the standard ranged TN of 4.

SUPPRESSIVE FIRE

Fully automatic weapons "spray" an area with lead in hopes of killing or suppressing a larger number of victims. To do so, the attacker places the Medium Burst Template on the battlefield and makes a single Shooting roll (regardless of the weapon's rate of fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover). If the attack misses, the spray is off-target and has no effect.

If the attack is successful, all targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

TAUNT

A character may Taunt a foe within 8" by making an opposed Taunt vs. Smarts test. Success gives the taunter +2 to his next action against that target. A raise means the foe is Shaken.

TOUCH ATTACK

A character who simply wants to touch a foe (usually to deliver a magical effect of some kind) may add +2 to his Fighting roll.

TWO WEAPONS

Figures may attack with weapons in both hands if desired. This inflicts a "multi-action" penalty of -2 to each attack. Unless the figure is Ambidextrous, subtract another 2 from the off-handed attack as well.

UNSTABLE PLATFORM

Vehicles without Stabilizers and characters making ranged attacks from the back of a horse, moving vehicle, or other "unstable platform" suffer –2 to their Shooting and Throwing rolls.

WILD ATTACK

Wild attacks add +2 to the Fighting attack and resulting damage rolls, but the figure's Parry is reduced by 2 until his next action.

FORTUNE & CALAMITY

When a Joker is dealt to a unit, it benefits from Fortune or one of its foes suffers from Calamity. Roll on the table below and apply the results immediately.

2d6	Result
2	**Freak Event!** Roll on the Freak Event Table.
3	**Twist of Fate:** Take a benny from your opponent. If he does not have one, he must immediately sacrifice any one of his figures instead.
4	**The Quick and the Dead:** Swap one of your opponent's remaining action cards for any one of yours.
5	**Rally:** Pick any one unit on the board with Shaken figures. All those figures recover automatically.
6-8	**Hand of Fate:** Gain one extra benny.
9	**Close Call:** One of your opponent's units (your choice) is disrupted or distracted. All its members suffer -2 to their Trait rolls this round.
10	**Teamwork:** Pick any one other unit within 12" of this one. Discard its Action Card. It acts on the Joker along with this unit, and gains the usual bonuses as well.
11	**Out of Ammo:** Pick any one enemy unit. At the beginning of each of its actions for the rest of the game, it must roll a die. Even, it can fire its weapons normally. Odd, the unit is low on ammo and does not fire. If this result cannot be applied, you gain a benny instead.
12	**Freak Event!** Roll on the Freak Event Table.

FREAK EVENTS

Freak events are bizarre occurrences that can never be planned on. The events below are fairly mundane so that they can be used for most any kind of battle. Specific scenarios might contain their own Freak Events instead.

d10	Result
1	**Storm:** A sudden storm rolls in. Rain begins to pour and visibility is limited to 12". All attack rolls are at -1, and black powder weapons don't work at all. The round after this event, all streams become impassable, even at fords. Only bridges remain.
2	**Fire!** Fire breaks out on the board! Roll randomly among each occupied building, patch of trees, or other flammable terrain type. If none of these are occupied, roll randomly among all flammable terrain pieces. The entire building or forest catches fire this round and causes 2d6 damage to everything within. The fire continues for the rest of the game—unless a storm comes, which quenches it immediately. At the beginning of each turn thereafter, roll 1d6 for each flammable structure within 4" (adjacent buildings, another patch of forest, etc.). On a 4-6, that structure catches fire as well. Check to see if these new fires spread in the following rounds.
3	**Blood Ties:** One of the Wild Cards on the other side is related or has some other special bond with one of your heroes (a Wild Card of your choice). For the rest of the battle, these two won't attack each other directly unless there are no other targets on the board.
4	**Death of a Hero:** The next time one of your Wild Cards dies, his noble sacrifice triggers new resolve in his companions—or bone-chilling dread. When your next Wild Card is removed from play, roll a die. Odd, the rest of your force is inspired by his legacy and adds +1 to all their Trait and damage rolls until another of your Wild Cards is killed. If the result is even, your force is filled with dread. They subtract -1 from all their rolls for the rest of the game until an *enemy* Wild Card is slain.
5	**Fickle Fate:** Fate favors the underdog. The side with the fewest total bennies gains d6 bennies.
6	**Back from the Dead:** One of your dead was just knocked unconscious. He returns in the spot where he fell. If this is a Wild Card, he returns with one wound (–1 penalty to all actions as usual).
7	**Bitter Cold/Heat:** The weather heats up or cools down, depending on your environment. All troops become tired or bogged down and reduce their running rolls by half for the rest of the game.
8	**Battle Tested:** Any one of your units improves any one skill or attribute a die type immediately.
9	**The Fog:** Dense fog, mist, or smoke rolls over the battlefield. Place two connected Large Burst Templates at the center of one randomly determined board edge. The fog drifts 2d6" each round in a random direction (roll a d12 and read it like a clock facing). The fog "bounces" if it hits an edge in a random direction (it never leaves the field.).
10	**Reinforcements:** Surprise reinforcements arrive on the field of battle! Randomly choose one of your units. An identical unit appears anywhere in your deployment area. They act on the Joker this round and are dealt in normally hereafter.

MORALE

Whenever a unit suffers casualties of 25%, 50%, and 75% of its original number, it must make a Spirit check. This is a "group roll" (roll a single Spirit die plus a Wild Die for the entire unit). When a unit is below 25% of its starting number, it rolls at the end of any initiative card in which it suffers a single casualty.

Subtract 2 from the total if the group is at half strength, and 4 if they are at one-quarter strength or less. With a success, the unit fights on. If the roll is failed, the unit is retreating. It immediately runs at its top speed (Pace plus a running die) directly toward the nearest board edge. Units that reach the board edge are destroyed and removed from play.

If a unit is already retreating when it suffers casualties, no morale check is required and it isn't moved again.

At the start of a retreating unit's action, it attempts to rally. This is a Spirit test with the same modifiers as above. If the roll is failed, the group continues running. If it is passed, they are no longer retreating and can take their turn as normal.

- **Mixed Units:** In mixed units, use the highest Spirit die in the group. If an orc hero with Spirit d8 is part of a group of goblins with a Spirit of d4, for example, the goblins benefit from the angry greenskin's higher "enthusiasm."

END GAME

Unless the scenario says otherwise, one player rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count. This ensures no one knows exactly when the game will end so they won't throw their troops away in unrealistic ways because they know the game is about to end.

VICTORY!

Victory Points are counted by kills unless the scenario says otherwise. If a group of 5 figures costs 20 points, each of its members is worth 4 Victory Points.

Vehicles only count points if they are destroyed, which means they've suffered more than three wounds (are is therefore wrecked), get a wrecked result on the Critical Hit Table, or have lost all their crew. (Note that vehicle crew can never leave their vehcile, and are lost when their vehicle is wrecked unless your setting rules say otherwise or they are a Wild Card character purchased separately.)

To get the relative level of a victory, first figure the percentage of total points lost by each side. Do this by dividing the number of points lost by the number of points you started with.

Multiply this number by 100 to get your percentage. If you start with 100 points and lose 40 points worth of troops, for example, you've suffered 40% casualties.

The side with the larger percentage of casualties loses. Subtract the winner's percentage from the loser's to get the victor's battle result.

VICTORY TABLE

Casualty Ratio	Battle Results
Tie	Draw
1-25	Marginal Victory
26-50	Minor Victory
51-75	Major Victory
76-100	Overwhelming Victory

Example: At the end of a 200 point battle, John has lost 133 of his points. 133 divided by 200 is .66. Multiplying that by 100 means John suffered 66% casualties.

Piotr lost 184 of his 200 points. That's .92, or 92% of his force.

Piotr's 92 minus John's 65 is 27. Piotr claims a Minor Victory.

EQUIPMENT

Warriors in *Savage Worlds* use all manner of weaponry, vehicles, and gear to defeat their foes. Gear which requires some additional notes or rules is explained here.

ARMOR

Armor adds directly to a character's Toughness, but may be negated by Armor Piercing attacks. Here are some additional notes on various types of armor.

KEVLAR

Kevlar offers 2 points of protection against most attacks. Kevlar weave "binds" spinning bullets and so negates up to 4 points of AP from bullets, and si provides +4 protection from firearm attacks.

POWER ARMOR

• **Scout Suit:** These suits are made for reconnaissance. They are coated in stealth paint that adds +4 to Stealth rolls vs radar and other automated detection systems (but not people). (Stealth isn't used in this set, but may in future releases.)

• **Battle Suit:** This the standard power armor worn by most heavy troopers in futuristic settings. It increases Strength by one die type, adds +2 to Pace, and allows users to jump 2d6" horizontally or 1d6" vertically. A Heads Up Display provides targeting information for linked weapons, adding +1 to the wearer's Shooting rolls.

• **Heavy Suit:** Heavy suits (or assault suits) are designed for hard fighting under the most intense combat conditions. They subtract 2 from Pace and boost Strength by two die types. These suits mount at least one heavy weapon of some sort such as a flamethrower or a minigun, and feature enhanced targeting computers that add +2 to the character's Shooting rolls.

SHIELDS

Shields add a bonus to Parry, and large shields add to Toughness (see the Reference Tables for specifics). Attacks from a character's rear ignore both these bonuses.

WEAPON KEYWORDS

Below are a number of notes common to many kinds of ranged and hand weapons.

• **AP (Armor Piercing):** The weapon or round ignores this many points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

• **Armor:** This is the amount of Armor provided by the equipment, which is added to the wearer's Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim's torso.

• **Damage:** Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+1d4 damage.

• **Heavy Weapon (HW):** The weapon can affect vehicles with Heavy Armor.

• **Minimum Strength:** A character whose Strength is lower than the listed weapon die can use the weapon, but there are penalties. First, the weapon die can't be higher than his Strength die. So if a scrawny kid (d4 Str) picks up a long sword (d8), he rolls 2d4 damage, not d4+d8. A brawny hero with Str d10 rolls d10+d8 when using the same long sword.

Second, if the Strength die isn't at least equal to the weapon die, the attacker doesn't get any of the weapon's inherent bonuses, such as +1 Parry or Reach. He still retains any penalties, however (like –1 Parry).

Some ranged weapons list a minimum Strength to use. A character with a lower Strength can use the weapon, but suffers a –1 penalty to his Shooting roll for every step of difference between his Strength and the minimum Strength required.

• **Parry +X:** The weapon adds the bonus to the character's Parry score when used.

• **Range:** This lists the weapon's Short, Medium, and Long range, in inches.

• **Rate of Fire:** This is the maximum number of shots that may be taken by this weapon per action. Unless a weapon says otherwise, the user can fire up to the weapon's Rate of Fire (rather than its full Rate of Fire). If a single shot is taken, it does not incur any recoil penalties. Two or more shots with such weapons always incurs the –2 autofire penalty.

• **Reach:** Weapons with "reach" allow their user to make Fighting attacks at the listed range. A reach of 1", for example, allows a character to strike a target 1" distant. Weapons without a reach value can only strike targets they're actually in contact with. This does allow figures to strike targets that would normally be out of reach, such as those in contact with an ally to the figure's front.

Reach can be very important when fighting from horseback and *against* mounted foes (see Mounts).

• **Reloading:** There is no reloading in *Showdown*. These weapons have Snapfire instead.

• **Snapfire Penalty:** Certain weapons, such as sniper rifles or bazookas, are very inaccurate if fired "from the hip" rather than using their excellent sights or scopes. If the character moves in the action he fires, he suffers a –2 penalty.

RANGED WEAPONS & ACCESSORIES

BIPODS

All weapons listed under Machine Guns in *Showdown* are assumed to have integral bipods. If a shooter is prone, he automatically deploys the bipod and reduces the recoil penalty for weapons with a Rate of Fire of 2 more to –1 rather than the usual –2.

SCOPES

Optical scopes magnify targets to make distance shooting easier. A scope provides a +2 Shooting bonus to shots over Short range as long as the firer does not move that round.

SHOTGUNS

Shotguns fire a spread of metal balls (also called "shot"), and so do more damage at close range where the spread is less and more of the shot hits the target. Farther away, the shot spreads more and causes less damage. Because of the increased chance of hitting someone due to the spread, shotguns add +2 to their user's Shooting rolls.

Shotguns do 1d6 damage at Long range, 2d6 at Medium, and 3d6 at Short range.

• **Double Barrels:** Shotguns with two attached barrels are called "double barrels." If the attacker wants to fire both barrels at once, he makes a single Shooting roll. If the attack hits, roll damage for both shots (rolled separately).

• **Slugs:** Shotguns after 1900 can fire large metal slugs rather than just buckshot. The attacker doesn't get the +2 shotgun bonus to his Shooting roll, but the damage is 2d10 regardless of the range increment.

SPECIAL WEAPONS

Below are rules for a number of weapons that require a bit more explanation, such as cannons, flamethrowers, and missiles.

CANNONS

Cannons can fire three different types of shells: solid shot, shrapnel, and canister. The crew can pick the type of ammunition to be loaded each time it reloads.

Solid Shot is just that—big round balls made to batter walls or plow through packed ranks of troops. To fire, the leader of the crew makes a Shooting roll as usual. A figure directly behind the target (in line with the cannon) and within 2" of the first is also hit on a d6 roll of 4+, and if hit, takes full damage. If there is another target directly behind this one and within 2", roll again, and so on.

Shrapnel is an explosive shell filled with metal balls, nails, and other scraps. The debris is hurled outward when the shell explodes, shredding lightly armored targets in a shower of steel. Place the Medium Burst Template at the point of impact and roll deviation if the shot is missed.

Canister is a shell made to detonate inside the barrel of the cannon. The jagged metal inside the "canister" then sprays out of the barrel to shred anything within its deadly cone like a giant shotgun. Place a ruler in front of the cannon in the direction you want it to fire and make a Shooting roll with no range modifiers. If the shot is missed, move the far end of the ruler 1" left or right (roll randomly).

Now place a Medium Burst Template at the near end of the ruler and move it directly forward along that path for 24". Every target under the template is hit for 2d6 damage. Cover acts as Armor just as with any area effect weapon, meaning prone characters add +2 to their Toughness.

- **Reloading:** In *Showdown,* cannons can fire every turn (rather than following the normal reloading rules found in the roleplaying game).

- **Line of Sight:** Cannon crews must be able to see their targets to hit them. Howitzers, mortars, and bombards may fire at targets they cannot see (assuming they know roughly where the target is) at a –4 penalty, and double deviation (see **Combat**).

FLAMETHROWERS

Flamethrowers include any device that squirts an incendiary liquid or even pure flame. To use it, the attacker places the small end of the Cone Template at the tip of his character's weapon, and the large end on as his target. The attacker then makes a Shooting roll at +2. Defenders who make an Agility roll equal to or greater than the attacker's Shooting total move out of the way and are unaffected. The rest suffer the weapon's damage (typically 2d10) .

Raises on the attacker's Shooting roll have no additional effect—targets either suffer damage or they don't.

- **Vehicular Flamethrowers:** Military organizations often have flamethrowers with much longer ranges. The flame fired from a British Crocodile, for example, has a range of about 70 yards. The flame must be arced to reach these distances however, so a character may choose to use a Small Burst Template instead of the Cone Template when using such weapons. The center of the template may be placed up to the maximum range of the particular flamethrower, as listed in its notes. This is treated just like any other area effect attack, though targets still get a chance to dodge it by making the Agility roll as explained above.

GUIDED MISSILES

The rules for missiles depend on whether they're fired at targets in the air or on the ground, as follows. All guided missiles ignore the unstable platform penalty.

Air- or Surface-to-Air Missiles: Units attempting to hit flying targets with missiles make an opposed Piloting roll (use the target's Agility if it's a creature). Standard range penalties apply to the attacker's roll.

If the attacker fails, no missile is launched. If the attacker wins, he chooses how many of his available missiles he launches (up to his platform's RoF) and damage is resolved.

Surface Missiles: Missiles which attack targets on the ground are resolved with a Shooting roll at the usual penalties. If the missiles are launched from a flying vehicle, the attacker uses the lower of his Piloting or Shooting skills.

- **Anti-Missile Systems:** Anti-missile systems typically shoot down incoming missiles with targeted lasers or hails of lead that require both skill and luck. To resolve the defense, make a Shooting roll for the AMS, then roll a d6 for each incoming missile.

With a failure, a missile is destroyed for each 6 rolled. With a success, a missile is destroyed for each 5 or 6, and with a raise, each missile is destroyed on a 4–6.

ROCKETS

Rockets are fired in salvos; two Medium Burst Templates placed adjacently at any angle the attacker chooses. If the Shooting roll is missed, the templates deviate together in the same position. An attacker rolls the lower of his Shooting or Piloting dice when firing rockets, and suffers the unstable platform penalty.

VEHICLE KEYWORDS

Vehicle rules begin on page 24, but for ease of reference later on we've grouped all their keywords in the Equipment section.

AIR BAGS

Roll half the normal damage dice in a collision (round down) for those inside the vehicle.

AMPHIBIOUS

The vehicle can enter water without flooding or capsizing. See the vehicle's description for movement rates while in water.

AMCM (ANTI-MISSILE COUNTER MEASURES)

Chaff, flares, or decoy pods that add +2 to a flying target's Piloting roll to evade guided missiles.

FIXED GUN

The vehicle's weapon cannot rotate.

FLIGHT

The vehicle ignores all terrain. Non-flying figures and vehicles cannot be adjacent to the flyer unless they also have Flight. (They may make ranged attacks normally, however). Helicopters and hovering aircraft may move as desired, but fixed-wing aircraft must move at least half their Speed category every turn.

FOUR WHEEL DRIVE (4WD)

The vehicle treats each inch of difficult terrain as 1.5" (instead of 2").

HEAVY ARMOR

Only weapons marked as Heavy Weapons can hurt this vehicle, regardless of the damage roll. This keeps a really lucky pistol shot from destroying a King Tiger. Vehicles with Heavy Armor halve damage they take from colliding with other obstacles (including vehicles) that don't have Heavy Armor.

HEAVY WEAPON

This weapon can harm vehicles equipped with Heavy Armor.

IMPROVED STABILIZER

These computerized compensation systems eliminate the moving vehicle penalty when firing vehicle-mounted weapons altogether.

INFRARED (IR) NIGHT VISION

The gunner is equipped with infrared vision that halves darkness penalties (round-down) for heat-producing targets.

PASSENGERS

This is the number of passengers the vehicle can carry in addition to the crew.

SLOPED ARMOR

In the best armored vehicles, armor is sloped so as to increase the chance that a hit will be deflected off the tank's armor. The number after the Sloped Armor ability is the penalty to the attack roll of anyone firing on the vehicle.

STEALTH PAINT

This is black paint that imposes a –4 to rolls made to spot the vehicle with sensors.

STABILIZER

A stabilizer reduces the "unstable platform" penalty for firing the vehicle's main gun to –1.

TRACKED

Tracked vehicles can climb over most low obstacles such as logs, and treat each inch of difficult terrain as 1.5 (instead of 2).

MOUNTS AND MOUNTED BEASTS

Mounts include all creatures ridden by other characters, such as horses, camels, or alien equivalents.

Most mounts cannot be targeted, and are removed when their rider is slain.

If a mount is a Wild Card, such as a dragon, it continues to fight on under the owning player's control regardless of its rider.

Unless the scenario says otherwise, figures cannot dismount during a battle—they are purchased and act as cavalry for the entire game.

FIGHTING & SHOOTING

A rider on a charging animal adds +4 to his Fighting damage if he moved over 6" to reach his foe this action.

A mounted figure that fires a ranged weapons suffers -2 to its Shooting roll if it moved at all this action.

TRAINED CREATURES

Mounts with the Fighting skill (such as warhorses or dragons) may attack any threat to their front during their riders' action. They may attack a different foe than their rider if the owning player so chooses.

SETTING WEAPONS

A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. To do so, the attacker must be on Hold when he is attacked by a charging mount (see above). If so, he rolls to interrupt as usual, but the character with Reach adds +2 to his Agility roll for each point of his weapon's reach. The winner attacks first, and adds the +4 charge bonus to his damage. The loser gains no bonus.

ROGUES

Some scenarios may feature "rogues". These are figures or units who are not on any of the players' sides, but are essentially everyone's enemy.

Rogues on the table from the beginning of the game are dealt action cards just like all other units. Other rogues may appear spontaneously due to special events or triggers.

To figure out what a rogue unit's action will be each turn, proceed through the actions below in the following order. Note that when a rogue is acting against an enemy, the opposing player controls the rogue's specific actions, attack choices, whether it runs or not, etc. If the rogue hasn't chosen a target side yet, roll off to see who controls its actions.

1) A rogue in close combat will continue fighting until it or its foe is Incapacitated. If the rogue has multiple targets, roll randomly which foe it attacks.

If the foe exits close combat, the rogue re-evaluates its targets on its next action (it doesn't automatically follow the last foe it fought).

2) If the rogue has a ranged attack, it shoots or throws at the closest target in view. In case of ties, determine the target randomly. The rogue moves to close the distance as the controlling player desires—moving closer or further depending on the terrain or its weapons.

3) The rogue moves to the closest target in sight (again, roll off ties). If it can close with the target to attack in hand-to-hand combat, it does so.

4) If no foe is in line of sight the rogue wanders. Make a full move with a running roll in a d12 direction, where the d12 is positioned like the face of a clock with the 12 direction to the model's front facing.

If the model or unit hits an obstacle (including the edge of the board), it stops and turns in a randomly-determined direction from among those possible. If the obstacle is climbable, the last controlling player (or roll randomly) determines if it does so.

MAGIC

All spell-like effects, whether they are spells, psychic abilities, miracles, or the products of weird science, are referred to as Powers.

Character with the ability to cast spells, call for miracles, or use other arcane powers have an "arcane skill," such as Faith, Spellcasting, or Weird Science. This is the Trait rolled to use their power.

Regardless of its source, all figures with Arcane Background are called "casters."

USING POWERS

Unlike the roleplaying game, no "Power Points" are used in *Showdown.* Instead, characters simply use their arcane skill and add or subtract the Casting Modifier associated with each spell. If the roll is successful, the power becomes active and its effects are resolved.

If the roll is failed the character is Shaken. If the caster rolls a natural 1 on his arcane skill die (but not the Wild Die if he's a Wild Card), he suffers backlash. Generically, backlash in *Showdown* is 2d6 damage. In some settings, characters may roll on a special table instead.

Note: This means even "priests" suffer backlash in *Showdown.*

SPELL DESCRIPTIONS

Casting Value (CV): The penalty (or rarely a bonus) applied to the arcane skill roll whenever it is cast.

Range: The maximum distance the target of the power can be from the user, in inches. A Range of Smarts, for example, means 10" for a character with a Smarts of d10. For area effect powers, measure to the center of the template.

If a power lists three ranges, such as 12/24/48, these are read just like missile weapon ranges, and subtract the standard penalties for each range bracket (0/-2/-4). The arcane skill roll acts as both a figure's "casting" and attack total for these type powers.

A range of "Touch" means the character must touch the target of the power with a successful Fighting roll. Touch attacks are made at +2 as they are easier than striking a "damaging" blow.

Note that unless a power says otherwise, it always requires line of sight to directly target an opponent. A caster can target the ground, however, which might catch hidden enemies in area effect spells such as *blast*.

Duration: How long the power lasts in rounds. A power with a Duration of 1 lasts until the beginning of the character's next action. A duration of 2 means the beginning of the character's action after the next. Place a die or counter by the caster when the power is used, and reduce it by one when the figure's next action comes up.

A caster can end the power at any time if he so chooses. This will often be desirable, because each other power currently active subtracts 2 from any further casting rolls.

POWERS

ARMOR

CV: 0; **Range:** Touch; **Duration:** 3

Armor creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target Armor (per the special ability). Success grants the recipient 2 points of Armor that adds directly to Toughness. A raise grants 4 points of Armor.

TRAPPINGS

The powers listed in this chapter are designed to be as simple to use and remember as possible. This helps the Game Master remember what all the powers do, and helps players remember the rules for common powers even between different settings.

But just because these powers work the same from setting to setting doesn't mean they have to look the same or even have the same names (at least among the characters of the world). The *bolt* power, for example, is a very simple but flexible power. In your high-fantasy, game, it might be called "magic missile" and take the form of yellow bolts of light. In your dark magic and crazed cultists game, the same power could be the ranged attack of an insect shaman that takes the form of a swarm of killer bees that rushes toward the heroes and stings them!

In the roleplaying game, trappings sometimes have an additional effect. In *Showdown,* they don't unless your scenario says otherwise.

BARRIER

CV: –1 per inch-long section after the first; **Range:** Smarts; **Duration:** 3

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10.

Each section of wall is 3" long and solid as a brick wall regardless of what it's actually made of. The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust.

Each section of the *barrier* may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

Opponents may climb the *barrier* by sacrificing 4" of movement. For an additional –1 CV per section (including the first), the *barrier* is made of fire, ice, jagged bits, or other dangerous substances that cause 2d4 damage to anyone attempting to cross it.

BLAST

CV: –2; **Range:** 24/48/96; **Duration:** Instant

Blast is an area effect power the size of a Medium Burst Template. The character first picks where he wants to center the *blast,* then makes an arcane skill roll. Normal ranged attack modifiers apply.

If the roll is failed, the *blast* deviates as a launched projectile. Targets within the *blast* suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage. With –2 on the CV, the blast does 3d6 damage *or* is the size of a Large Burst Template. For –4 CV, it does both.

BOLT

CV: 0; **Range:** 12/24/48; **Duration:** Instant

Bolt is the standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

• **Additional Bolts:** The character may cast up to 3 *bolts* by incurring a –1 CV per additional *bolt.* This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties.

• **Additional Damage:** The character may also increase the damage to 3d6 by incurring –1 CV per *bolt.* This may be combined with the additional bolts, so firing 3 *bolts* of 3d6 damage incurs a casting penalty of –5 (–2 for the extra two *bolts* and –3 for increasing each to 3d6 damage).

BOOST/LOWER TRAIT

CV: Special; **Range:** Smarts; **Duration:** 3

This power allows a character to increase any of a target's Traits by one die type for a standard success, and two with a raise. Each step over d12 adds +1 to his Trait total.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

If Fighting or Vigor are raised, the figure's Parry or Toughness must be recalculated. Round down if figuring stats like d12+3 (which is a result of 7).

The CV is 0 if cast on a single target, or –2 if cast on an entire unit of up to 5, or –4 on units of 6 or more.

BURROW

CV: 0; **Range:** Smarts x 2; **Duration:** Special

Burrow allows a caster to move through the earth (or any other substance). He can remain underground if he wants in a sort of "limbo" or *burrow* to anywhere within his range. A character with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, maintain the power and stay submerged for the second and "move" another 16". These must be marked with a counter of some sort, such as a gaming token. The foe will know where the *burrower* is, but cannot attack or otherwise affect him.

Burrowers can tunnel under any obstacles, including rivers, unless the scenario says otherwise.

A *burrowing* figure can attempt a surprise attack on a foe by making an opposed Smarts roll. If the burrower wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual and, if successful, can attack the tunneler before its surprise attack occurs.

Once a burrower surfaces he must cast the power again to return to the earth.

BURST

CV: –2; **Range:** Flame Template; **Duration:** Instant

Burst produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze (use the same casting roll). Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

In *Showdown,* there is no chance of catching fire as there is in the roleplaying version unless the scenario or setting says otherwise.

DEFLECTION

CV: 0; **Range:** Touch; **Duration:** 3

Deflection misdirects incoming melee and missile attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as armor against area effect weapons as well.

DISPEL

CV: 0; **Range:** Smarts; **Duration:** Instant

Dispel negates other powers already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual.

In either case, *dispelling* the opponent's power is an opposed roll of arcane skills.

ENTANGLE

CV: 0; **Range:** Smarts; **Duration:** 3

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a –2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at –2.

- **Larger Area:** The caster can affect everyone in a Medium Burst Template by incurring a –2 CV.
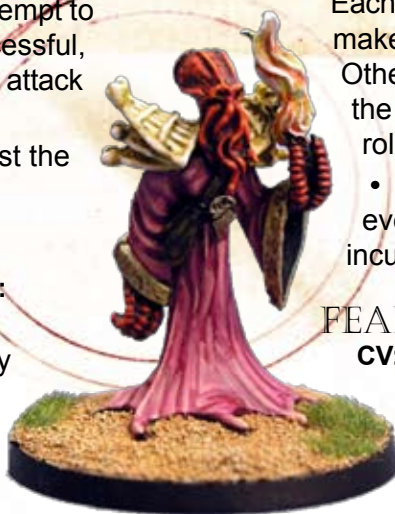
FEAR

CV: 0; **Range:** Smarts x 2; **Duration:** Instant

Fear causes overwhelming dread and horror in an area the size of a Large Burst Template. Every creature beneath the template must make a Spirit check, or a Spirit check at -2 if the caster got a raise on his casting roll. Failure means those beneath the template are Shaken and immediately run their full Pace plus running die away from the caster.

FLY

CV: –2; **Range:** Touch; **Duration:** 3

Fly allows a character to fly at his basic Pace. He may double his Pace by increasing the casting penalty to –4. Flying characters ignore terrain.

HEALING

CV: 0; **Range:** Touch; **Duration:** Permanent

Healing brings a non-Wild Card back to action if rendered in the same game turn the figure was wounded. For Wild Cards, each use of the *heal* spell removes a wound with a success, and two wounds with a raise. The roll suffers a CV penalty equal to the victim's wounds (in addition to any the caster might be suffering himself, as usual).

INVISIBILITY

CV: –2; **Range:** Self; **Duration:** 3 (1/round)

This power does exactly what it sounds like—it turns the caster *invisible.* It cannot be used on others. With a success, the character is transparent, but a vague outline is visible and attacks against him suffer a –4 penalty. With a raise, attacks against the invisible figure are at –6.

In *Showdown,* assume foes are aware of the invisible figure's presence somehow—they just suffer the modifier.

OBSCURE

CV: 0; **Range:** Smarts; **Duration:** 3

This power creates an area of mist, darkness, or other obscurement equal to a Large Burst Template. Attacks into, out of, or through the area of effect suffer the standard penalty for absolute blindness of –6.

PUPPET

CV: 0; **Range:** Smarts; **Duration:** 3

Puppet allows a spellcaster to take complete control of a target figure. The figure must be a living creature of normal intelligence (not animal). This is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. At the beginning of the target's action, it gets a new opposed Spirit roll to break free and end the spell.

QUICKNESS

CV: –2; **Range:** Touch; **Duration:** 3

Quickness grants a figure incredible celerity and clarity of thought. With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

SMITE

CV: 0; **Range:** Touch; **Duration:** 3

This power increases the damage of any one weapon by +2, or +4 with a raise.

SPEED

CV: 0; **Range:** Touch; **Duration:** 3

Speed allows the target of the power to move faster than usual. With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual –2 running penalty.

STUN

CV: 0; **Range:** 12/24/48; **Duration:** Special

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like. If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

TELEKINESIS

CV: 0; **Range:** Smarts; **Duration:** 3

Telekinesis is the ability to hurl objects at foes, or push figures with the caster's will.

Hurling an object is a simple use of the arcane skill as a ranged attack. The Range is Smarts, but the TN is always 4 (there is no penalty for medium or long range). The damage is equal to d6 plus the arcane skill with a success, and d10 plus the arcane skill with a raise. No actual scenery is moved—it's abstracted from the surrounding area.

Pushing a figure is an opposed skill roll between the caster's arcane skill and the victim's Spirit. A success pushes the victim 1d6" in the caster's desired direction, and a raise pushes him 1d6+3". If the victim hits an obstacle it suffers d6 plus the distance pushed as damage. (Hitting another figure causes no damage, but hitting a vehicle or other hard surface does). Note that *telekinesis* has no effect on objects, terrain, or vehicles. Pushing a figure off the board, over a cliff, or other terrain that would result in instant death—does just that.

ZOMBIE

CV: 0; **Range:** Smarts; **Duration:** Special

Zombie raises a number of undead specified by the character when he casts his power. Each zombie after the first incurs a –2 to the CV.

See statistics for common walking dead below. Zombies created by this spell are unarmed and wear no armor or other special gear. Setting rules may frequently dictate otherwise.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.

VEHICLES

Showdown covers vehicles as well as foot troops and monsters. The rules in this section show you how vehicles move and attack in the game.

Vehicles have four statistics. Crew statistics are listed on separate Crew cards.

Speed is the vehicle's speed category. This is the only statistics that is different from the roleplaying version of *Savage Worlds.* See Speed, below, for further explanation.

Toughness for a vehicle is the same as Toughness for a human. The number in parentheses is the vehicle's Armor, which is already figured into its Toughness. It's listed separately so you can easily calculate how much Toughness is negated by Armor Piercing attacks.

Crew/Passengers lists the number of crew needed to operate the vehicle, plus any additional passengers it can transport. A notation of 1+6, for example, means it requires 1 crew person, and can carry 6 more human-sized passengers. Note that unless a crewman is a Wild Card character, crew never exit their vehicle, and are lost if the vehicle is wrecked.

Notes: Some vehicles have special abilities due to their construction or optional equipment.

MOVEMENT

Vehicles move on their driver's action card. Driving consumes the driver's action, though he may take other actions as well at a standard multi-action penalty. Passengers act on their own initiative as usual.

SPEED

In the roleplaying game, each vehicle has an Acceleration and Top Speed score reflective of those abilities in real life.

On the tabletop, this isn't practical. A Jeep moving 60mph could simply move wherever it wanted to and that would ruin the tactics and fun of the game. So we abstract movement rates into "practical" speeds of Very Slow to Fast Support, as shown here:

- **Very Slow:** Up to 6"
- **Slow:** Up to 12"
- **Medium:** Up to 18"
- **Fast:** Up 24"
- **Very Fast:** Up to 30"
- **Aerial Support:** This category is for flying vehicles that are too fast to move tactically on the tabletop Instead, they "strafe" the battlefield, attacking targets in a hit and run fashion and then moving out of sight until the next turn.

If you're converting vehicles from an existing *Savage Worlds* product, first look at the Top Speed, then make a judgement call. A Sherman tank in *Weird War II*, for example, has a Top Speed of 12, while a Stuart has a Top Speed of 14. That means the Sherman is Slow and the Stuart is Medium (which gives it a little more movement in *Showdown* than it would get in the roleplaying game).

SPEED KILLS

It's harder to maneuver a vehicle at high speed. A vehicle moving over 10" in a round on the tabletop inflicts a -2 handling penalty on its driver. It's also harder to hit, however. Attackers attempting to hit a vehicle that moved over 10" subtract 2 from their attack rolls.

REVERSE

A vehicle can move up to half -Speed in reverse. Driving rolls made while in reverse suffer a -2 modifier.

DIFFICULT GROUND

Slippery gravel, uneven ground, or mud are all difficult ground and work just as for characters on foot. Count each inch moved through such rough terrain as two, and apply a -2 penalty to all Driving rolls made while in rough terrain. Driving through rough terrain at over half of Top Speed requires a Driving roll every round.

ANIMALS AND CONVEYANCES

Animals and any wagon or carts they're pulling don't have to worry about Speed—they simply move their Pace (plus any running roll) each round.

TURNING

Vehicles cannot simply turn however they want. To perform turns, use the Turning Template provided at the end of this booklet. Simply line your vehicle up with the template and move it along the outside to turn, as shown in the diagram below.

Vehicles can perform tighter turns as a Maneuver (see Maneuvers, below).

COLLISIONS

Collisions can be very deadly in *Showdown*. The damage to the vehicle and its passengers is 1d6 for every 5" it moved this turn. If a motorcycle moves 16" and hits a car, for instance, it suffers 3d6 damage, as does its rider and the car.

• **Vehicular Armor:** Vehicles with Heavy Armor add their Armor rating as an AP value to their damage. A tank with 9 points of front armor, for example, ignores 9 points of whatever it runs into.

• **Soft Obstacles:** The collision rules assume the vehicle has hit something hard, like another vehicle, rock, wall, and so on. If the obstacle was soft, like a person, the damage is halved for the vehicle. The person takes damage normally, of course.

•**Falling or Jumping From Vehicles:** Characters who fall from a moving vehicle suffer damage just as if they were in a collision at the current speed. Characters who jump and make an Agility roll suffer half the usual damage dice (round down).

LOSING CONTROL

Vehicle drivers must make Driving rolls when they are hit for damage, or when they attempt one of the maneuvers detailed below. Failing this roll causes a vehicle to go "out of control." When this happens, roll 2d6 on the Out of Control Table. Resolve any additional movement (such as slips or flips) immediately, as well as collision damage to any that happens to be in the way.

The Out of Control Table was primarily designed for land vehicles, and may require some interpretation for air and water-craft.

MANEUVERS

The following are common maneuvers that may be performed by ground craft. The penalty to the Driving roll is listed in parentheses. If the maneuver is failed, move the vehicle to the point of the maneuver, then roll on the **Out of Control Table** to see where it actually ends up.
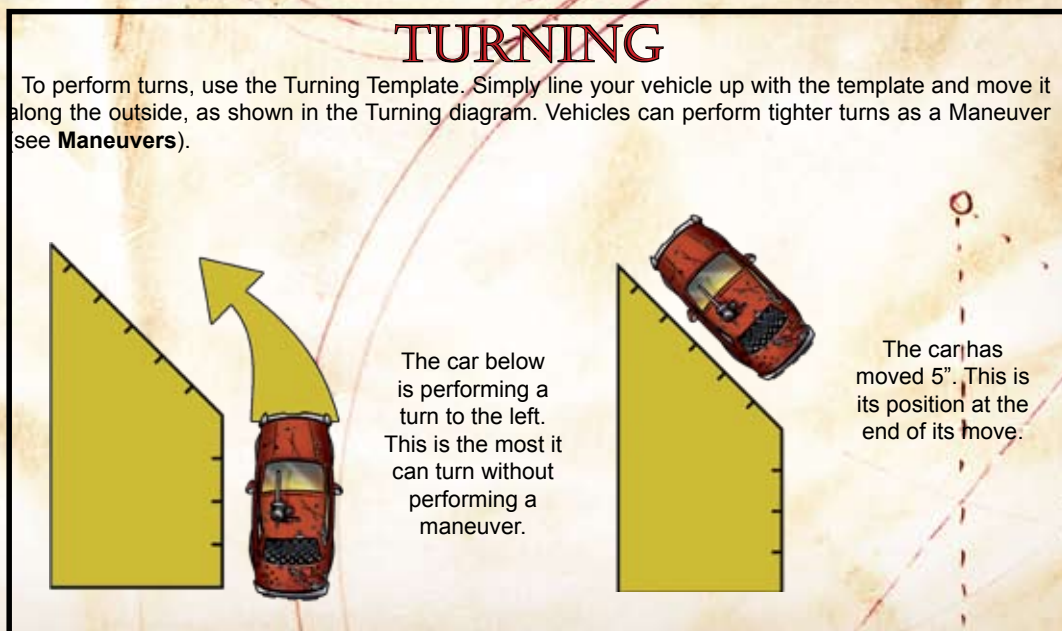
• **Bootlegger Reverse (-4):** The vehicle moves forward up to half its Speed and then turns between 90 and 180 degrees (player's choice). The vehicle instantly decelerates to a complete stop and cannot move further this round.

• **Jump (0):** Ground vehicles can jump a distance equal to 1d6 times their Speed category, plus 1d10" with a raise on the Driving roll. (Thus a vehicle with Medium Speed and a raise on the Driving roll can jump 3d6+1d10".) This assumes there is a suitable object to jump from, such as a ramp. If there is an object taller than the ramp between the ramp and the landing spot, the vehicle hits it for collision damage.

• **Ram (Opposed):** Though it may appear our vehicles are stationary, of course they are not in the game world. For this reason, when one car rams another, the defender has a chance to avoid the hit. When this happens, the two drivers make opposed Driving rolls. If the attacker wins, he's managed to ram his foe and damage is calculated against both normally. If the defender wins, he must move his vehicle just out of the way, whether backwards, forwards, or sideways (owner's choice).

Sometimes cars run into people as well. In this case, the driver makes an opposed roll against the target's Agility instead.

• **Tight Turn (0):** The vehicle can turn up to 90 degrees, using the reverse side of the Turn Template.

TURNING

To perform turns, use the Turning Template. Simply line your vehicle up with the template and move it along the outside, as shown in the Turning diagram. Vehicles can perform tighter turns as a Maneuver (see **Maneuvers**).

The car below is performing a turn to the left. This is the most it can turn without performing a maneuver.

The car has moved 5". This is its position at the end of its move.

VEHICULAR ATTACKS

Combat between vehicles and their crews works much like regular combat, with only a few exceptions. Below are a few modifiers to remember during ranged combat.

Situation	Bonus/Penalty
Unstable Platform	-2
Fast Targets	-2

• **Unstable Platform:** Figures on a moving vehicle suffer a -2 penalty to Fighting and Shooting rolls (even if firing the vehicle's weapons).

• **Fast Target:** Vehicles that moved more than 10" in a turn should be marked as "fast targets" until their next turn. Any figure attempting to attack the vehicle in any way must subtract 2 from their roll.

DAMAGE

Damage that equals or exceeds the vehicle's Toughness forces the driver to make a Driving roll or go Out of Control (roll on the Out of Control Table).

Each raise on the damage roll also inflicts a "wound." Each wound caused to the vehicle inflicts a -1 penalty to the driver's Driving skill rolls for the remainder of the game.

The attacker also scores a critical hit for each wound inflicted, and rolls on the Critical Hit Table (see the table) to find out exactly what happened.

When a vehicle takes its 4th wound, it is automatically wrecked and the driver must make a Driving roll or go out of control.

A wrecked vehicle is left on the table as an obstacle but can no longer function or fire its weapons.

AIRCRAFT

Fast flying vehicles, such as airplanes, are considered Aerial Support. They aren't placed on the tabletop but make fly-by attacks as detailed under **Speed.**

Slower flying vehicles, or those that can hover like helicopters, can be placed on the tabletop. They move just like ground vehicles except they ignore all terrain and their drivers make Piloting rolls rather than Driving.

If an Aerial Support vehicle goes out of control, it is shot down or driven off and removed from the game with no further effect. If an on-board flying vehicle goes out of control, use the Out of Control table as usual. A flying vehicle that rolls over or flips hits is wrecked and any passengers on-board are eliminated.

OUT OF CONTROL

2d6	Effect
2	**Roll Over:** The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Any exterior-mounted weapons or accessories are ruined.
3-4	**Spin:** Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Once moved, roll a d12, read it like a clock facing, and point the vehicle in that direction.
5-9	**Skid:** Move the vehicle 1d4" left or right in the direction of a failed maneuver, or away from a damaging attack.
10-11	**Slip:** Move the vehicle 1d6" left or right in the direction of a failed maneuver, or away from a damaging attack.
12	**Flip:** The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle, its passengers, and anything it hits. Slow and heavy vehicles with Heavy Armor don't flip but suffer a Skid instead.

CRITICAL HITS

2d6	Effect
2	**Scratch and Dent:** The attack merely scratches the paint with no permanent damage—no wound is caused.
3–4	**Engine:** The engine is hit. Oil leaks, pistons misfire, etc. The vehicle now moves only up to half its Speed category. If the vehicle is pulled by animals, the shot hits one of them instead.
5	**Controls:** The control system is hit. The vehicle can only perform turns to one side (1-3 left, 4-6 right).
6-8	**Chassis:** The vehicle suffers a hit to the body.
9-10	**Crew:** A random crew or passenger is hit. Reroll the damage from the attack. If the crew member is inside the vehicle, subtract the vehicle's Armor from the new damage. Damage caused by an explosion affects all passengers in enclosed vehicles no larger than a modern tank. For larger vehicles, such as ships, the explosion affects 1d6 crew or passengers if it's a Small Burst Template, 1d6+3 with a Medium Burst Template, and 1d6+5 with a Large Burst Template. Shaken crew members must attempt to recover normally. If a driver is Incapacitated, the vehicle cannot move on its next turn. If a gunner is Incapacitated, that weapon cannot be fired on its next turn. The owning player can shift crew to different positions at the beginning of the vehicle's next round. For general crew with no specific function, each quarter of the crew Incapacitated reduces the Speed one category. If Speed is reduced below Very Slow, the vehicle can no longer move.
11	**Weapon:** A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead.
12	**Wrecked:** The vehicle is wrecked and automatically goes Out of Control.

APPENDIX A: REFERENCE TABLES

On the following pages are reference charts for weapons, common vehicles, and Special Abilities. Most are identical to those found in the *Savage Worlds* roleplaying rules, but there are occasionally a few subtle differences. Where these occur, use the modifications made for *Showdown*.

COMMON HAND WEAPONS

Weapon	Damage	AP	Parry	Reach	Hands
Blades					
Dagger / Knife	d4				1
Rapier	d4		1		1
Short sword	d6				1
Long sword, Katana	d8				1
Great sword	d10				1
Axes					
Axe	d6				1
Battle axe	d8				1
Great axe	d10	1	−1		2
Clubs, Hammers, & Flails					
Club	d4				
Large club	d6				1
Warhammer	d6	1	−1		2
Maul	d8	2	−1		2
Flail (Ignores Shield Parry bonus)	d6				
Pole Arms					
Halbred	d8			1	2
Lance *(AP 2 if mounted and charged at least 4" into combat)*	d8	2*		2	1
Pike	d8			2	2
Staff	d4		+1	1	2
Spear	d6		+1	1	2
Modern					
Bayonet (on rifle)	d6	1	−1	1	2
Chainsaw *(1 on the Fighting die hits the wielder instead)*	2d6+4				2
Futuristic					
Molecular knife	d4+2	2			1
Molecular sword	d8+2	4			1
Laser sword	d6+8	12			1

COMMON RANGED WEAPONS

Type	Range	Damage	Min Str.	Notes
Medieval				
Axe, throwing	3/6/12	Str+d6	-	
Bow	12/24/48	2d6	d6	
Crossbow	15/30/60	2d6	d6	AP 2, Snapfire
English Long Bow	15/30/60	2d6	d8	
Knife/Dagger	3/6/12	Str+d4	-	
Sling	4/8/16	Str+d4	-	
Spear	3/6/12	Str+d6	d6	
Black Powder				
Brown Bess (.75)	10/20/40	2d8	d6	Snapfire
Blunderbuss (8G)	10/20/40	1-3d6*	d6	Snapfire
Flintlock Pistol (.60)	5/10/20	2d6+1	—	Snapfire
Kentucky Rifle (.45)	15/30/60	2d8	d6	AP 2, Snapfire
Springfield (.52)	15/30/60	2d8	d6	Snapfire
Modern				
Pistol				
Derringer (.44)	5/10/20	2d6+1	—	AP 1
Colt Dragoon (.44)	12/24/48	2d6+1	—	
Colt 1911 (.45)	12/24/48	2d6+1	—	AP 1
S&W (.44)	12/24/48	2d6+1	—	AP 1
Desert Eagle (.50)	15/30/60	2d8	—	AP 2
Glock (9mm)	12/24/48	2d6	—	AP 1
Peacemaker (.45)	12/24/48	2d6+1	—	AP 1
Ruger (.22)	10/20/40	2d6-1	—	
S&W (.357)	12/24/48	2d6+1	—	AP 1
Submachine Guns				
H&K MP5 (9mm)	12/24/48	2d6	—	AP 1, RoF 3
MP40 (9mm)	12/24/48	2d6	—	AP 1, RoF 3
Tommy Gun (.45)	12/24/48	2d6+1	—	AP 1, RoF 3
Uzi (9mm)	12/24/48	2d6	—	AP 1, RoF 3
Shotguns				
Double-Barrel (12g)	12/24/48	1-3d6	—	See Equipment notes, RoF 1–2
Pump Action (12g)	12/24/48	1-3d6	—	See Equipment notes
Sawed-Off DB (12g)	5/10/20	1-3d6	—	See Equipment notes
Streetsweeper (12g)	12/24/48	1-3d6	—	See Equipment notes
Rifles				
Barrett (.50)	50/100/200	2d10	d8	AP 4, Snapfire, HW
M1 (.30)	24/48/96	2d8	d6	AP 2
Kar98 (7.92)	24/48/96	2d8	d6	AP 2
Sharps Big 50 (.50)	30/60/120	2d10	d8	AP 2, Snapfire
Spencer Carbine (.52)	20/40/80	2d8	—	AP 2
Winchester '76 (.45-.47)	24/48/96	2d8	d6	AP 2
Assault Rifles				
AK47 (7.62)	24/48/96	2d8+1	d6	AP 2, RoF 3
H&K G3 (.308)	24/48/96	2d8	d6	AP 2, RoF 3

Weapon	Range	Damage		Notes
M-16 (5.56)	24/48/96	2d8	—	AP 2, RoF 3
Steyr AUG (5.56)	24/48/96	2d8	—	AP 2, RoF 3
Machine Guns				
Gatling (.45)	24/48/96	2d8	—	AP 2, May not move, RoF 3
M2 Browning (.50)	50/100/200	2d10	—	AP 4, May not move, HW, RoF 3
M1919 (.30)	24/48/96	2d8	—	AP 2, May not move, RoF 3
M60 (7.62)	30/60/120	2d8+1	d8	AP 2, Snapfire, RoF 3
MG42 (7.92)	30/60/120	2d8+1	d8	AP 2, Snapfire, RoF 4
SAW (5.56)	30/60/120	2d8	d8	AP 2, Snapfire, RoF 4
Futuristic				
Laser Pistol	15/30/60	1-3d6	—	
Laser Rifle	30/60/120	1-3d6	d6	RoF 3
Laser MG	50/100/200	1-3d6	d8	RoF 5
Special Weapons				
Cannon				Cannot move except to rotate
Shot	50/100/200	3d6+1	—	AP 4, See Equipment notes, HW
Shell	50/100/200	3d6	—	MBT
Canister	24" path	2d6	—	See notes
Bazooka	24/48/96	4d8	—	MBT, AP 9, Snapfire, HW
Panzershrek	15/30/60	4d8	—	MBT, AP 17, Snapfire, HW
Panzerfaust	12/24/48	4d8	—	MBT, AP 20, Snapfire, HW
M203 Gren. Launcher	24/48/96	4d8	—	MBT, Snapfire
M72 LAW Rocket	24/48/96	4d8+2	—	MBT, AP 30, Snapfire, HW
AT-4	24/48/96	4d8+2	—	MBT, AP 40, Snapfire, HW
Flamethrower	Cone	2d10	d6	Ignores Armor, HW
Mk67 Grenade	5/10/20*	3d6	—	MBT
"Potato Masher"	5/10/20*	3d6–2	—	MBT

ARMOR

Armor	Value
Medieval	
Leather	+1
Chain mail	+2
Plate mail	+3
Plate barding (for mounts)	+3
Shield (Med; +1 Parry to attacks from the front, +2 Armor vs Ranged Shots)	-
Modern	
Flak Jacket or Light Kevlar *(+4 against bullets; +2 against everything else)*	+2/+4
Heavy Kevlar Vest *(+8 against bullets; +4 against everything else)*	+4/+8
Futuristic	
Hard Armor	+8
Powered Armor (Scout Suit)	+10
Powered Armor (Battle Suit)	+12
Powered Armor (Heavy Suit)	+14
Reflective Vest (vs energy weapons only)	+10

VEHICLES

Ground Transports

Vehicle	Speed	Toughness	Crew / Passengers	Notes
Horse & Carriage	8	10 (2)	1+3	
Early Car	Slow	8 (2)	1+3	Model Ts and the like
Motorcycle	Medium	8 (2)	1+1	Street bike
Dirt Bike	Slow	8 (2)	1	+4 Toughness vs jumps; Off Road (counts as 4WD)
Compact Car	Medium	10 (3)	1+3	Neons, Chevettes
Mid-Sized Car	Medium	11 (3)	1+4	Air bags
SUV	Medium	14 (3)	1+7	4WD
Sports Car	Fast	10 (3)	1+3	Mustang to Lamborghini
Semi	Slow	16 (4)	1+1	Add trailer for 20 points, holds 20 passengers and is Toughness 14 (2)

Aircraft

Vehicle	Speed	Toughness	Crew / Passengers	Notes
Helicopter	Fast or AS	11 (2)	1+3	*Player's choice each turn
Cessna Skyhawk	AS	12 (2)	1+3	
Learjet	AS	14 (2)	2+10	

Watercraft

Vehicle	Speed	Toughness	Crew / Passengers	Notes
Rowboat	2	8 (2)	1+3	—
Speed Boat	Medium	10 (2)	1+3	—
Small Yacht	Slow	13 (2)	1+9	—
Hydrofoil	Medium	15 (3)	1+9	
Galleon	Very Slow	20 (4)	20+80	Heavy armor, plus 16-46 cannon which must be purchased separately
Galley	Very Slow	19 (4)	20+100	Slow under sail; Heavy Armor, small catapult; (Range 24/48/96; Damage 3d6; RoF 1; AP 4;SBT; Heavy Weapon)

SPECIAL ABILITIES

Below is a list of the most common abilities. Note that many Edges and Hindrances from the roleplaying game are omitted here as they have no effect in a competitive game.

Hindrance	Effects
All Thumbs	–2 Repair; a trait roll of 1 when using any sort of device causes a malfunction (or loss of action if no malfunction result is specified)
Anemic	–2 Vigor to resist sickness, disease, poison, environment
Bad Eyes	–2 to attack or notice something more than 5" distant
Bad Luck	The Wild Card starts play with only one dedicated benny rather than two
Blind	–6 to all actions that rely on vision
Doubting Thomas	Character doesn't believe in the supernatural; –2 to Fear tests
Lame	–2 Pace and running die is a d4
Obese	+1 Toughness, –1 Pace, d4 running die
One Arm	–4 to tasks requiring two arms, such as Fighting
One Eye	–2 to Shooting and Throwing rolls (assuming the figure has a ranged attack)
One Leg	Pace –2, d4 running die, –2 to rolls requiring mobility,–2 to swimming
Phobia	–2 to all Trait tests when within 6" of the source of the phobia, but only if the source is present in a particular game
Small	–1 Toughness
Yellow	The character is cowardly and suffers –2 to Fear checks

Edge	Effects
Ace	+2 to Boating, Driving, Piloting; may make soak rolls for his vehicle at –2
Acrobat	+2 to nimbleness-based Agility rolls; +1 Parry
Alertness	+2 to Smarts rolls made to notice events (such as burrowing attacks)
Ambidextrous	Ignore –2 penalty for using off-hand
Arcane Background	Allows access to supernatural powers (powers purchased separately)
Arcane Resistance	Armor 2 vs. magic, +2 to resist powers
Imp. Arcane Res	Armor 4 vs. magic, +4 to resist magic effects
Beast Bond	Character may spend bennies for animals he controls
Beast Master	You gain an animal companion, paid for separately
Berserk	When Shaken or wounded, make a Smarts roll. If failed, the figure's Parry is reduced by 2 but it adds +2 to Toughness and all Fighting and Strength rolls (including damage). Wild Cards ignore wound modifiers. On a Fighting roll of 1, he hits a random adjacent ally if present. A berserker can end his rage by spending a full action to make a Smarts roll at –2.
Block	Parry +1
Improved Block	Parry +2
Brawny	Toughness +1
Champion	+2 damage and Toughness vs. the attacks of supernaturally evil creatures (decide before the game if its unclear)
Combat Reflexes	+2 to recover from being Shaken
Command	+1 to subordinate troops within 5" to recover from being Shaken
Common Bond	May spend bennies for friendly characters
Danger Sense	Smarts –2 to detect surprise attacks (such as burrowing foes)
Dead Shot	Double ranged damage when dealt Joker
Dodge	–1 to be hit with ranged attacks
Improved Dodge	–2 to be hit with ranged attacks
Fervor	+1 melee damage to subordinate troops within 5"
First Strike	May instantly attack one foe who moves adjacent

Imp. First Strike	May instantly attack every foe who moves adjacent
Fleet-Footed	+2 Pace, d10 running die instead of d6
Florentine	+1 vs. foes with single weapon and no shield; ignore 1 point of gang up bonus
Frenzy	1 extra Fighting attack at –2
Imp. Frenzy	As above but no penalty
Giant Killer	+1d6 damage when attacking large creatures
Hard to Kill	When the character takes a wound that would put him down, roll a d6. On a 5-6, the character has 3 wounds and is Shaken instead
Harder to Kill	As above but the character survives on a roll of 3-6.
Healer	+2 to Healing rolls
Hold the Line!	Subordinate troops within 5" have +1 Toughness
Holy/Unholy Warrior	Requires Arcane Background (MIracles). As an action, a Holy Warrior may target a supernaturally evil creature with Smarts range, which must then make a Spirit roll. Failure means it is Shaken. On a 1, it is destroyed.
Inspire	+1 to Spirit rolls of subordinate troops within 5"
Jack-of-all-Trades	No –2 for unskilled Smarts based attempts
Level Headed	Deal this unit two action cards and take the best
Imp. Level Headed	Deal this unit three action cards and take the best
Luck	The character has an additional dedicated benny
Great Luck	The character has two additional dedicated bennies
Marksman	+2 to Shooting rolls if the figure does not move
Mentalist	+2 to any opposed Psionics roll
Mighty Blow	Double melee damage when dealt Joker
Mr. Fix It	+2 to Smarts or Weird Science rolls made to repair devices
Natural Leader	Leadership. Leader may give spend dedicated bennies to troops in command
Nerves of Steel	Ignore 1 point of wound penalties
Imp. Nerves of Steel	Ignore 2 points of wound penalties
No Mercy	May spend bennies on damage rolls
Occult	Through knowledge or special gear, figures with this ability can harm Ethereal and Invulnerable creatures normally.
Power Surge	+2d6 Power Points when dealt a Joker
Quick*	The unit cannot have an action card lower than 5 (discard and redeal until this is true)
Rock and Roll!	Ignore full-auto penalty if shooter doesn't move
Soul Drain	This Edge ignores up to 2 points of Casting Value, but increases the danger of backlash. Before using a power, the player must state if he's using Soul Drain. If so, he ignores 2 points of casting penalties, but suffers backlash on a natural 1 or 2 on his Arcane skill die
Steady Hands	Ignore unstable platform penalty
Sweep	Attack all adjacent foes at –2
Imp. Sweep	As above but with no penalty
Strong Willed	+2 Intimidation and Taunt, and +2 to resist the same
Tough as Nails	Toughness +1
Imp. Tough as Nails	Toughness +2
Trademark Weapon	+1 Fighting or Shooting with particular weapon
Imp. Tr. Weapon	+2 Fighting or Shooting with particular weapon
Two-Fisted	May attack with a weapon in each hand without multi-action penalty.
Weapon Master	Parry +1
Master of Arms	Parry +2
Wizard	Each raise reduces the cost of a cast spell by 1 point
Woodsman	+2 to Stealth (Stealth may be used in certain scenarios.)

Special Abilities

Aquatic	The figure ignores water-based Difficult Terrain; in deep water it moves at its listed Aquatic Pace
Armor	Armor adds directly to Toughness, but can be negated by the Armor Piercing Special Ability
Heavy Armor	Targets protected by Heavy Armor can only be harmed by Heavy Weapons
Armor Piercing	Armor Piercing (AP) weapons ignore the listed amount of Armor
Bear Hug	A bear hug that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
Burrowing	Burrowing creatures can move their Pace underground (not floors, water, or other surfaces). They may attack as they emerge, making an opposed Stealth vs Smarts test. If the creature wins, it adds +2 to its attack and damage (or +4 with a raise). If the victim was on Hold, he may try to interrupt as usual
Change Form	As an action, and with a Smarts roll at –2, the figure can change form into any listed type (a wolf or bat for vampires). Changing back requires a Smarts roll and is a free action.
Children of the Night	See Summon Creatures.
Cone Attack	See Fiery Breath.
Constrict	These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.
Construct	+2 to recover from being Shaken, no additional damage from called shots, ignores disease and poison, Wild Card Constructs ignore wound modifiers
Death Touch	These figures drain life with but a touch. Instead of a normal attack, the attacker makes a touch attack (+2 Fighting). Every raise on the roll automatically inflicts one wound to the target. This has no effect on vehicles or Constructs.
Elemental	No additional damage from called shots; Fearless; Immune to disease and poison.
Ethereal	Ignores terrain (but cannot end inside solid terrain), can only be harmed by magical weapons and attacks (including the claws or other body parts of magical creatures)
Fear	Enemy units must pass a Spirit test to enter combat with this figure, or when it moves adjacent to them, at a penalty equal to its Fear rating. This is a group roll for the entire unit. If moving to contact the creature, the unit simply refuses to do so and may not move (but may perform other actions normally). If the creature moved into contact, the unit retreats their full movement (Pace + running die) directly away. See Retreating. The cost is 3 x the Fear penalt, so Fear –2 costs 6 points.
Fearless	The figure never suffers from Fear tests
Fiery Breath	This works exactly like a flamethrower, though some cone attacks inflict different damage or Agility penalty on those within the template as specified in its individual description.
Fleet Footed	The figure's running die is higher than the usual d6, as specified in its description.
Flight	The figure can fly, ignoring terrain effects; the cost is equal to its Flying Pace in inches
Gargantuan	Gargantuan creatures have Heavy Armor, are Huge, and add their Size to their Strength roll when crushing targets via Fighting rolls
Go For The Throat	The figure hits the target's least armored area (if there is one) with a raise on its attack roll. This applies to Fighting rolls only, not ranged attacks
Gore	If a figure with this ability moves at least 6" before Fighting, it adds +4 to its damage total.
Hardy	If this figure is Shaken, further Shaken results do not cause wounds
Immunity (Each)*	The creature is immune to a particular type of damage, such as fire, ice, or electricity. For physical / kinetic immunity, see Invulnerability
Infravision	The model halves penalties (round down) for darkness when attacking all but undead (which produce no heat to detect).
Invulnerability	The creature can be Shaken by any sort of attack but can only be wounded by a particular weakness, listed in its description. The weakness must be available to at least one figure on the opposing side.
Low Light Vision	The model ignores penalties for Dim and Dark lighting.

Mist	At the beginning of its turn, the figure may become Ethereal (or revert to corporeal form).
Paralysis	A target who suffers damage or a Shaken result from this figure must make a Vigor roll or lose its next action
Poison	A target Shaken by this figure must make a Vigor roll at the listed penalty or be Incapacitated
Pounce	The figure can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
Push	The figure uses air or force to push a single target 1d6" directly away from it. The victim may make a Strength roll against the attack, with each success and raise reducing the amount he's moved by 1".
Reach	The attack has a Reach greater than 0; the cost is equal to the attack's Reach in inches x 5
Regeneration	The figure adds +2 to recover from being Shaken, and makes a Vigor roll each round at its current penalties if wounded; each success and raise removes a wound
Rollover	This ability can only be used in water. If the figure hits with a raise, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.
Sensors	See Low Light Vision.
Size	Size is added to a creature's Toughness. See the *Savage Worlds* rules for relative sizes when creating your own monsters.
Slam	Creatures such as giant worms rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the attacker wins, the victim suffers 4d6 damage.
Summon Creatures	The figure can summon some other type of creatures once per game. This is a free action but requires a Smarts roll (at any applicable penalties listed in the creature's description). The summoned creatures appear within 12" of the caster's position, and are dealt in and act normally on the following turn.
Stun	When a target is hit (even if no damage is caused), it must make a Vigor roll or be Shaken
Swarm	Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a figure can stomp to inflict his damage in Strength each round.
Swarm Split	The swarm can split into two smaller swarms (Small Burst Templates) but cannot rejoin. The Toughness of these smaller swarms is lowered by –2.
Tail Lash	Large creatures with long tails can sweep all opponents in their rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength –2.
Undead	+2 Toughness, +2 to recover from being Shaken, no additional damage from called shots, immune to disease and poison , Undead Wild Cards never suffer from wound penalties
Wall Walker	The figure can walk up walls at their normal Pace as if they were regular terrain
Waterspout	Water spirits can project a torrent of rushing water. Creatures within the cone must make a Strength roll at –2 or be Shaken.
Weakness (each)	The figure suffers normal damage from a particular type of attack, such as fire, ice, etc
Webbing	Webbing or other entanglements the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at –4.
Wind Blast	A concentrated blast of air or force using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of damage.
Whirlwind	This power allows the attacker to spin or otherwise create a whirlwind around it. All foes in base contact make an opposed Strength check or are affected, incurring a –2 penalty to all actions. They may free themselves with an opposed Strength roll. If the attacker moves or is wouned, the attack is canceled and all figures are released.

APPENDIX B: TROOP BUILDER

The Troop Builder is a spreadsheet that allows you to create characters, monsters, squads, and even vehicles. But before we discuss how to do that, it's important we first set some proper expectations.

The Troop Builder isn't a *competitive* tool for you and your opponent to create whatever you want before duking it out. It's a Game Master's tool for creating reasonably balanced army *lists.*

CREATING BALANCED ARM LISTS

Let's say you're creating army lists for a hard science-fiction setting. It features massive firefights on alien landscapes with hover tanks and APCs, infantry in power-armor, and alien natives with psychic abilities, bio-armor, and psychic weapons.

Now let's say you plan on playing the human military forces and your foe will play the "bugs." If you both try to "cheat" the Troop Builder, you might design an APC with lots of armor and big weapons, and crews with d4 in everything except driving and shooting. Your foe might similarly produce legions of relatively defenseless aliens with psychic attacks that *all* ignore physical armor. That's a lot of work to produce a game that we guarantee won't be very fun to play.

But if you approach the setting like a game designer you're going to have a *great* time. Vehicle crews will be better rounded, and the APC will have weapons more in-line with those in our sample lists. On the alien side, you'll be far more likely to create many different troop types with lots of special varied abilities to fulfill the natural roles they'd really have given their particular background. *Now* you've got an exciting game that everyone will enjoy.

To put it in the simplest terms possible, it's relatively easy to "break" the point system provided by the Troop Builder by making unrealistic or "min/maxed" units. Take a more balanced approach, however, and you'll have a game that's fun and rewarding for everyone.

BALANCE VS POINTS

Ten thousand points worth of cavemen with clubs will never defeat an M1 Abrams Main Battle Tank. Similarly, the most heavily-armored knights can't destroy a single airplane if they can't get to it. Most of the time, you should avoid such difficult situations.

But some settings feature "David and Goliath" style battles. Imagine a post-apocalyptic setting where massive cybernetic tanks rumble through the ruins of humanity's once-proud cities. Arrayed against it are largely infantry units that die in great numbers as they attempt to launch their paltry rockets at the rumbling behemoths.

Such situations aren't confined to science fiction and fantasy. In World War II, the main US and British tanks were no match in straight-up battles with German armor. The toughness of the legendary Panthers and Tigers meant that even the best weapons the Allies had to throw against these deadly machines could rarely penetrate their shells. In real life, the Allies simply went around these obstacles and took them out with airpower or by depriving them of resupply. On the tabletop, the Allied player will have to flank these heavy foes and use his superior numbers to win the battle.

Think carefully when creating army lists with these kinds of issues, making sure your players won't feel like their troops are useless.

HIDDEN COSTS

Some units will be more expensive than you might think they should be because they are inefficient given the scenario. The US Sherman tank is a good example. It has a host of machine guns which add significantly to its point cost. On a battlefield with lots of infantry, those machine guns are murder. If your battles consist purely of tank battles, however, those guns are completely useless and should be ignored or reduced. If you decide to do so, make sure you apply the same modifier across the board so that ultimately everyone's points are calculated evenly.

FORMULAS

The Troop Builder is set up as an Excel spreadsheet, and can be found in the *Showdown Downloads* of the Pinnacle website.

For those who want to see the nuts and bolts, simply check the cells and see how the calculations are made. For those who just want to plug in the troops and units they've designed, *most* everything you need should be built right in.

We'll attempt to get this converted into a web-based program as soon as we can. When we do, we'll post it in the *Showdown Downloads* section of our website absolutely free.

Of course even an extensive list won't cover everything you can dream up. In those cases, simply compare any weapons or special abilities to those in the Troop Builder and use the generic equivalent. This will get you right back on track, even if you're building invisible, fire-breathing dolphin-men with shoulder-fired tactical nuclear weapons.

USING THE SPREADSHEET

Until there's a program to do this work for us, you'll need to have some basic familiarity with how to use an Excel® spreadsheet to use the Troop Builder. Don't worry, it's not difficult.

FIGURES

The first page in the Troop Builder is for individual figures. When you combine figures together into Units, see the Unit section (and don't forget the discount that applies to units).

- **Traits:** Simply fill in the relevant traits, from Agility through Vigor, and Pace. For traits over d12, put the total in the cell. For a Smarts of d12+3, for example, enter 15. Strength is handled separately because it's valued separately in the spreadsheet. Put d12 under Strength and the bonus in the column to the right.

- **Attacks:** Attack skills are Arcane skills, Fighting, Shooting, or Throwing. The Primary Attack is the attack the figure will use most often. For an archer, for example, that would be Shooting, while its secondary attack is likely Fighting. If it's unclear, use the highest of the two.

- **Weapon:** Add all the figure's weapons from the Hand Weapons and Ranged Weapons tab (explained in detail below).

- **Special:** Add all of the figure's Edges, Hindrances, or Special Abilities from the Special Abilities tab. New types of creatures may not have their particular Special Ability listed. In this case, choose something similar, or use the generic Special Ability 3, Special Ability 5, etc., cost.

- **Armor:** Enter the creature's raw armor, or link to the particular armor type from the Armor tab.

- **Size:** The creature's size modifier (don't forget the minus sign if it's a negative number).

- **WC?:** Put a 1 here if the figure is a Wild Card, and a 0 if it's not.

SPECIAL ABILITIES

All of the Special Abilities from the main rulebook are included here, including the specific attacks of such creatures as Alligators and Vampires. This will help you better guage the cost of unique units of your own creation.

Below are a few additional notes about the Special Abilities tab.

- **Unlisted Skills:** Some scenarios may require special skills that don't typically matter in other games. For example, in a modern-day SWAT scenario, perhaps you have to protect your Demolitionists to various bombs that they must defuse with the Knowledge (Demolitions) skill. The cost for these skills can be found here.

- **Unlisted Weapons:** Use these entries for things like claw or bite attacks. If a weapon has Bonus Damage, such as a magic sword that does d6+3, add in the cost of Bonus Damage as well.

- **Powers:** Use this cell for each power a figure has. If a wizard has three spells, for example, add the value in this cell three times. Powers aren't valued separately—the cost of "better" powers is balanced out in the Casting Value instead.

- **Unlisted Abilities:** Use these values for abilities not covered elsewhere on this page.

ARMOR

This tab contains the most common types of armor found in scenarios from the medieval age to the far future.

- **Armor:** The gear's base armor value.

- **Parry:** Some armor, such as shields, add to a character's Parry value.

- **Special:** Some armor confers its bonus only under certain conditions, such as Kevlar's armor bonus against bullets (+8) and everything else (+4). If it works all the time, or against more than 75% of the foe's weapon types, put a 1 here. If the armor works about half the time, or against roughly half the opponent's weapon types, use the 50% modifier, and so on.

HAND WEAPONS

This tab is for all weapons that use the Fighting skill.

- **Damage:** The die type of the weapon. Dam Bonus is an flat damage bonus, such as a magic weapon's "Str+d6+1".

- **AP:** If the weapon has the Armor Piercing ability, enter its value here.

- **Reach:** The Reach of the weapon, if any.

- **Parry:** Any bonus to Parry the weapon adds.

- **2 Hands:** If the weapon requires two hands, put a 1 here.

- **Special:** Any other special abilities the weapon might have from the column on the right. If the weapon should grant its weilder a special ability (such as a magic flail that grants its weilder Frenzy), or has a chance to malfunction, link to the relevant cell on the Special Abilities tab.

RANGED WEAPONS

Weapons that use Shooting or Throwing are reflected here, along with special weapons such as cannons and flamethrowers.

- **Short Range:** The short range value of the weapon (the first number in the standard format of 12/24/48, for example).
- **Max Damage:** The total maximum damage without Aces. A pistol that does 2d6+1, for example, has a max damage of 13.
- **RoF:** The weapon's rate of fire.
- **AP:** The weapon's Armor Piercing value.
- **Snapfire:** If the weapon has the Snapfire attribute, put a 1 here.
- **HW:** Put a 1 here if this is a Heavy Weapon.
- **Special:** Any other special modifiers, such as the flamethrower's ability to ignore armor.
- **One Shot:** If the weapon can only be fired once (like a TOW missile), put a 1 here. If there are 2 or 3 of the weapon, add each one separately. If there are four or more of the weapon (such as 4 missiles), leave this column blank (the weapon is valued at its normal rate since it will likely be able to fire on more than half the game turns).

VEHICLES

On this page are vehicles from the lowly horse and carriage to modern tanks. Note that we assume each vehicle has its full crew and a d6 in all traits. Shooting and Driving can be raised via the entries here, but if you wish to raise other traits (such as Vigor)

- **Crew:** This is the number of crew needed to operate the vehicle (found in the vehicle's statistics). It points to standard crewmen (d6 in everything) on the Figures tab.
- **Speed:** Link to the relevant speed category from the table on the far right of the sheet.
- **Toughness:** The base Toughness of the vehicle, after subtracting its armor. An SUV with a front Toughness of 14(3), for example, is actually Toughness 11 with 3 points of armor. For this page, separate those out and place its armor in the "Front Armor" column.
- **Armor:** Most vehicles have a single armor value. Heavy military vehicles often have heavier armor to their front than their sides or rear, however. A World War II-era Sherman Tank's armor, for example, is written as Toughness: 17/16/16 (5/4/4). That means its basic Toughness is actually 12, and it has 5 points of armor on its front, 4 points on both sides (the middle number), and 4 points on the rear (the last number).
- **Passengers:** If the vehicle can carry passengers, use the value from the table on the right.
- **Special:** Any other abilities the vehicle has.
- **Weapon 1-5:** The vehicle's primary weapon, such as the tank gun on a tank, is "Weapon 1." Secondary weapons should be listed in descending order of cost. The most expensive secondary weapon, for example, is Weapon 2.

UNITS

At first glance, this may look like it's just some sample units, and it is. But note that troops placed in units of two or more figures are subject to cohesion and morale as usual, and most importantly, cost 25% less.

This is a critical step to remember. The game is centered around the idea of *units,* not dozens of individual figures running around on their own. Without units there's no Morale and many of the rules or Special Abilities won't have any use whatsoever.

- **Characters:** If a Wild Card character can join or leave a unit at will, he doesn't get the discount. Only permanent, fixed units get this discount.
- **Vehicles:** Vehicles cannot be grouped into units unless the scenario rules say otherwise.

BLANK UNIT CARDS

Print these cards and fill them in by hand, or use our Troop Builder online at www.peginc.com.
Mark Wild Cards by coloring in the circle before the name space.

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

○ $

Agility: Pace: **Skills**
Smarts: Parry: Fighting:
Spirit: Toughness: Shooting:
Strength:
Vigor:

Abilities

Weapons
Type   Range   Damage Notes

BLANK VEHICLE CARDS

Print these cards and fill them in by hand, or use our Troop Builder online at www.peginc.com.

Acc/TS: **Toughness:** $
Crew:
Special Abilities
_____
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Weapons
Type   Range   Damage   Notes
_____
_____
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Acc/TS: **Toughness:** $
Crew:
Special Abilities
_____
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Weapons
Type   Range   Damage   Notes
_____
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Acc/TS: **Toughness:** $
Crew:
Special Abilities
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Weapons
Type   Range   Damage   Notes
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Acc/TS: **Toughness:** $
Crew:
Special Abilities
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Weapons
Type   Range   Damage   Notes
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Acc/TS: **Toughness:** $
Crew:
Special Abilities
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Weapons
Type   Range   Damage   Notes
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Acc/TS: **Toughness:** $
Crew:
Special Abilities
_____
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Weapons
Type   Range   Damage   Notes
_____
_____
_____

EXPANDED UNIT CARDS

Use these cards for very experienced units with lots of abilities.
Mark Wild Cards by coloring in the circle before the name space.

○ .... $

Agility: Pace: *Skills*   *Special Abilities*
                                                        _____

Smarts: Parry: Fighting: _____
Spirit: Toughness: Shooting: _____
Strength: _____   _____
Vigor: _____   _____
                                     _____   _____
                                     _____   _____

Weapons
Type   Range Damage   Notes   *Notes*

_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____

○ .... $

Agility: Pace: *Skills*   *Special Abilities*
                                                        _____

Smarts: Parry: Fighting: _____
Spirit: Toughness: Shooting: _____
Strength: _____   _____
Vigor: _____   _____
                                     _____   _____
                                     _____   _____

Weapons
Type   Range Damage   Notes   *Notes*

_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____

○ .... $

Agility: Pace: *Skills*   *Special Abilities*
                                                        _____

Smarts: Parry: Fighting: _____
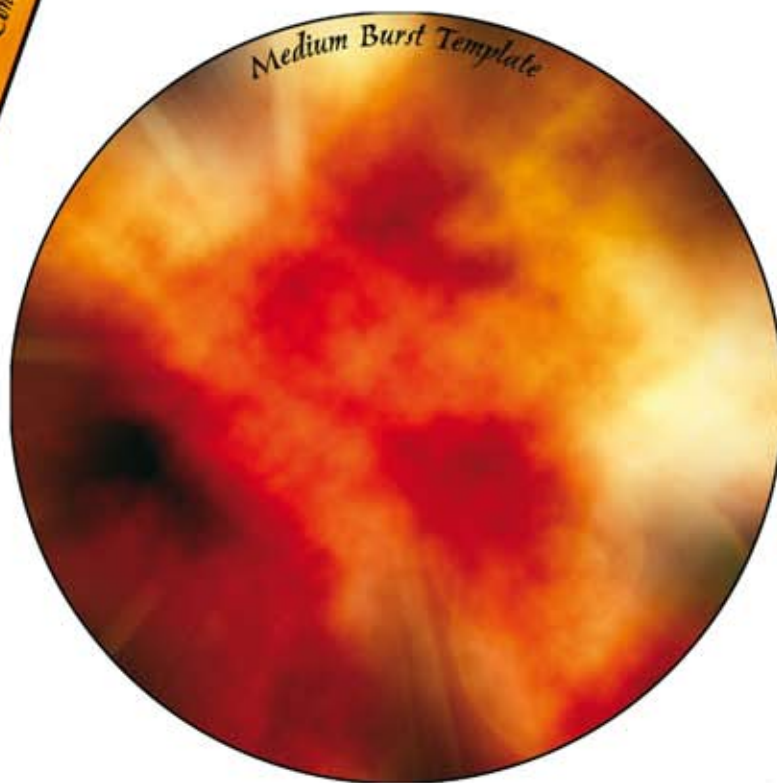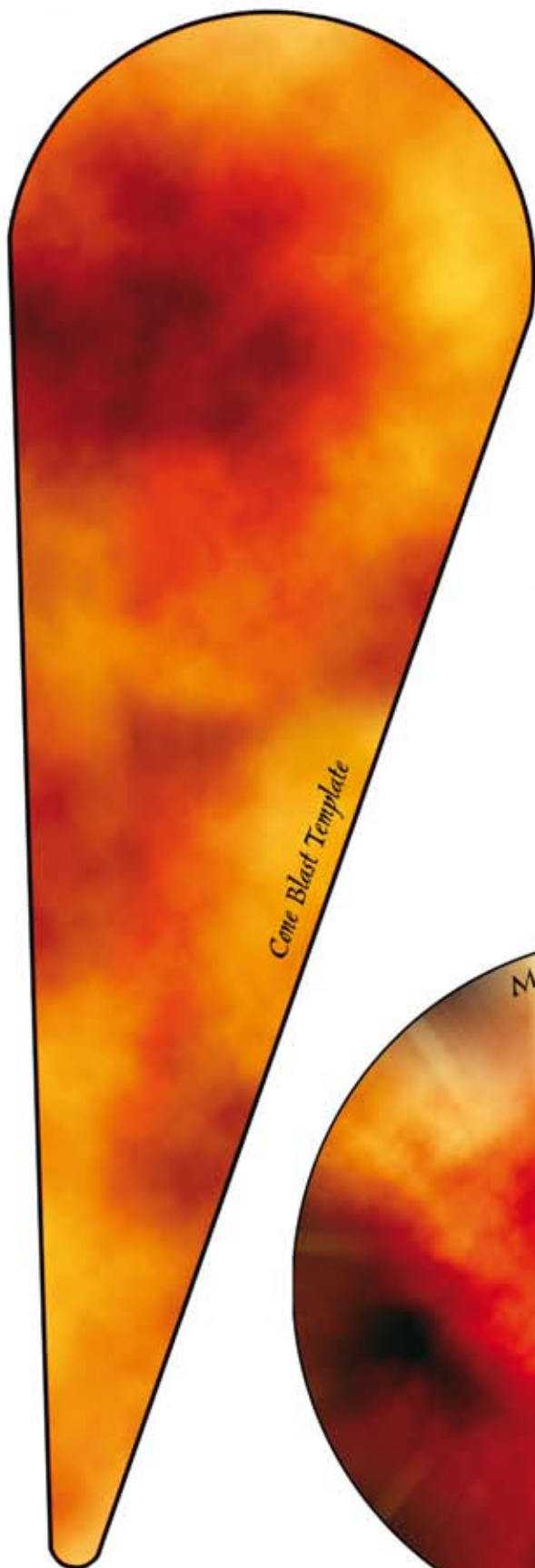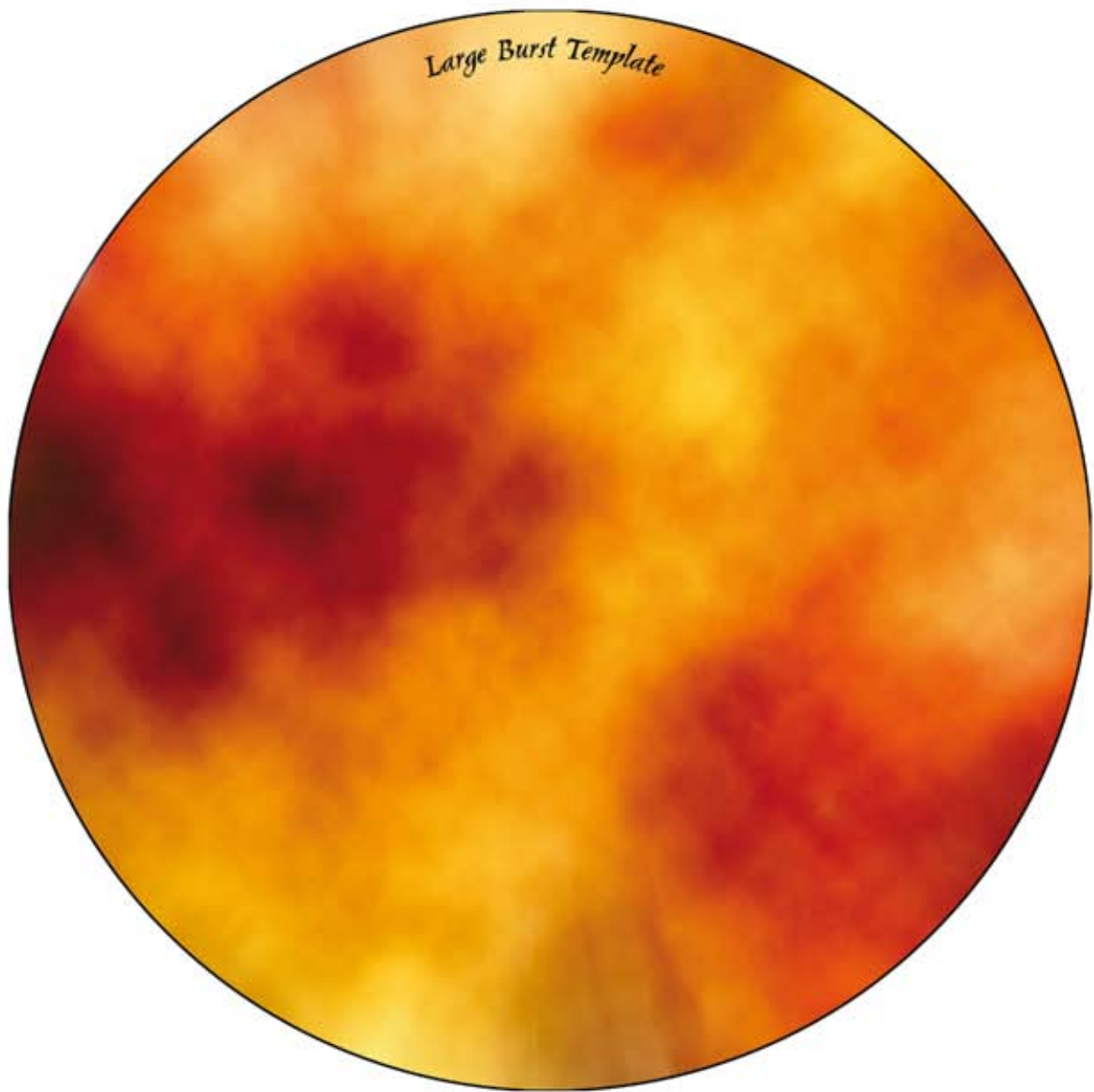Spirit: Toughness: Shooting: _____
Strength: _____   _____
Vigor: _____   _____
                                     _____   _____
                                     _____   _____

Weapons
Type   Range Damage   Notes   *Notes*

_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____
_____   _____ _____   _____

Cone Blast Template

Medium Burst Template

Turning Template

Large Burst Template

Small Burst Template

Small Burst Template

SAMURAI, SORCERY, & STEAM

Iron Dynasty mixes steampunk, magic, and myth in an Oriental fantasy setting based on the Sengoku period of Japan.

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