SAVAGE WORLDS

ADVENTURE EDITION

COMBAT & CHASE REFERENCE CHARTS

CHASES & VEHICLE REFERENCE CHART

SETUP

Break all the participants into groups that will maneuver together.

Shuffle an extra deck of Action Cards and deal them out in a row on the table (nine is a good number for most chases, add more as needed).

The Range between participants is the number of Chase Cards (not counting the attacker's card) times the Range Increment, which varies for the type of chase:

RANGE INCREMENTS

TYPE	INCREMENT
Foot, Mounted, or Vehicular	5
Airplane or Sailing Ship	25
Jets or Starships	50

CRITICAL FAILURE ON MANEUVERING SKILLS

- **Mounted:** Roll a d6. 1–2: the rider loses his turn; 3–4: his mount suffers Fatigue (this applies to the animal's rolls *and* the rider's Riding rolls); 5–6: the rider suffers Fatigue from a bad bounce, low-hanging obstacle, or overexertion trying to control his animal.
- **Vehicle:** The operator must roll on the **Out of Control** table.
- **Walking/Running**: Roll a die. Even, he loses the rest of his turn as he stumbles, negotiates an obstacle, or takes a wrong turn. Odd, he suffers Fatigue.

DAMAGE

Vehicles cannot be Shaken, but if damage equals or exceeds their Toughness (whether they take a Wound or not), the driver must make a maneuvering roll or go **Out of Control**. If this is a chase, the vehicle is Bumped as well. Each raise causes a Wound and one roll on the **Vehicle Critical Hits Table**.

OUT OF CONTROL

Damage caused by an Out of Control roll doesn't trigger another Out of Control roll, but a Wound triggers a Critical Hit.

2D6	EFFECT
2	**Major Collision:** Everyone in the vehicle is Distracted. It takes d4 Wounds and one Critical Hit.
3–4	**Minor Collision:** The vehicle takes a Wound and a Critical Hit.
5–9	**Distracted:** Ground vehicles spin out or skid. Airplanes or spaceships stall, slide, flip, or roll unexpectedly. Everyone on board is Distracted until the end of their next turn.
10–11	**Vulnerable:** The vehicle and everyone on board is Vulnerable until the end of their next turn.
12	**Glitch:** Something is jarred loose or breaks from rough handling. The vehicle takes a Critical Hit (reroll Crew results).

VEHICLE CRITICAL HITS

2D6	EFFECT
2	**Scratch and Dent:** The attack just scratches the paint or passes clean through the body without hitting anyone or anything vital. There's no permanent damage.
3	**Guidance/Traction:** The wheels, tracks, sails, thrusters, etc. have been hit. Reduce Handling by one each time this occurs (to a maximum penalty of –4).
4–5	**Locomotion:** The engine, mainsails, boiler, etc., is hit. Top Speed is reduced by 10% each time this occurs (to a minimum of 60% Top Speed).
6–8	**Chassis:** The vehicle suffers a hit in the body with no special effects.
9–10	**Crew:** For direct damage, subtract the vehicle's Armor (if appropriate for the victim's position) and apply the remainder to a random crew member. Area effect weapons affect everyone in a section determined by the GM. If this is the result of a **Collision**, the occupants are Shaken.
11	**Weapon:** A random weapon is destroyed. If there is no weapon, this is a Chassis hit instead.
12	**System:** The vehicle loses an electronic system, its airbags, or some other system determined by the GM. If it doesn't have any special features, treat this as a Chassis hit instead.

MANEUVERS

- **CHANGE POSITION (Action or Free Action):** A character or driver may change his position by making a maneuvering roll as a free action. Success allows him to move up or down one Chase Card, and up to two with a raise. The character may also Change Position as an action, adding +2 to his roll. Either way, this maneuver may only be used once per turn.

  Speed Bonus: If a rider, runner, ship, or vehicle's Top Speed is faster than the fastest of his rivals, he adds +1 to his maneuvering roll to Change Position, or +2 if he's twice as fast.

  Dropping Back: In a linear chase, a character may drop "back" one or two Chase Cards without making a maneuvering roll. He may not Change Position further, either as an action or a free action.

- **EVADE (Action or Free Action):** The character or driver zigzags through terrain, maximizes cover, or otherwise concentrates on not getting hit. Melee and ranged attacks against him, his vehicle, or anyone on it suffer a −2 penalty until the *start* of that vehicle's next turn. The character and any occupants on his mount or in his vehicle *also* take the penalty to their attacks as the erratic movement or obstacles affect their targeting and aim as well. If the character performs this maneuver as an action, the penalty increases to −4 (in both directions).

  Evade may not be taken more than once per round (it does not stack).

- **FLEE (Action):** A character or vehicle may escape the chase if there are at least four Chase Cards between himself and the closest foe. If so, he makes a maneuvering roll at −4 and escapes if successful. The penalty is reduced to −2 if there are at least five cards between them, and 0 if there are six or more.

- **FORCE (Action):** The attacker attempts to force a rival away from his vehicle or into an obstacle. To do so, both must be on the same Chase Card and make opposed maneuvering rolls. If the attacker wins, he **Bumps** his foe. A raise is treated as if the defender rolled a Critical Failure on a maneuvering roll (see **Maneuvering Skills**, *Savage Worlds*).

  The GM may also allow characters to use other skills, such as Shooting, to put obstacles in the foe's path. Critical Failure means the attempt backfires on the attacker!

- **HOLD STEADY (Free Action):** The character, driver, or pilot holds steady to line up a better shot. They ignore the Unstable Platform and Running penalties, but attacks against the vehicle and all its occupants are made at +2 until the beginning of their next turn (this does *not* stack with Vulnerable).

BUMP

"Bumps" move a foe one Chase Card in a direction chosen by the attacker. An attacker can't Bump a particular target more than once per turn.

Groups always stay together in a chase, so they're only moved if their driver or leader is Bumped or the GM feels it's narratively appropriate.

- **RAM (Action):** An attacker can Ram a defender if they're on the same Chase Card by making opposed maneuvering rolls. If successful, *both* participants cause the following damage to the other:
  - **Scale:** The base damage is based on Scale: Small (d6), Normal (2d6), Large (3d6), Huge (4d6), and Gargantuan (5d6).
  - **Raise:** +d6 bonus damage for the attacker if he got a raise on his maneuvering roll.
  - **Toughness:** +d6 if the vehicle's Toughness is higher than his foe's; +2d6 if Toughness is twice as high.
  - **Speed:** +d6 to both sides if the attacker's Top Speed is between 60 and 120 mph; +2d6 if it's over 120 mph.

COMPLICATIONS

A character faces a Complication if his Action Card is a Club. On his turn, he must make a maneuvering roll as a free action. The suit on his current Chase Card (*not his Action Card*) determines any modifier to the maneuvering roll and the results of failure.

SUIT	MOD	FAILURE RESULT
Spades	—	Treat as a Critical Failure on a maneuvering roll.
Hearts	–	The character or vehicle is Bumped.
Diamonds	−2	The character or vehicle is Bumped.
Clubs	−2	Treat as a Critical Failure on a maneuvering roll.
Joker	+2	The character or vehicle is Bumped up to two Chase Cards.

COMBAT OPTIONS & SITUATIONAL RULES

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

Area of Effect: Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.
- **Without Minis:** SBT affects 2 targets, MBT or Cone 3, LBT 4.

Bound & Entangled: Entangled characters can't move and are Distracted until free. Bound characters are also Vulnerable, and cannot take physical actions other than trying to break free.
- **Breaking Free:** Victim makes Athletics (or Str–2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. A raise frees the victim. Either may roll Str–2 instead.

Breaking Things: See **Obstacle Hardness Table**; Stationary items are Parry 2. No bonus damage or Aces are possible.

Called Shots: Limb is –2 / Hand –4 and may disarm. Head or vitals is –4 and +4 Damage.

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

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

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

Distracted: –2 to all Trait rolls until the end of the character's next turn.

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

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

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

Finishing Move: Instant kill to helpless foe with a lethal weapon.

Free Attacks: The character gets to make an attack with no special maneuvers or optional combat Edges such as Frenzy or Sweep.

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

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

Characters can't grapple creatures more than two Sizes larger than themselves.
- **Crush:** Once grappled, the attacker may take an action to make an opposed Strength roll, causing his Strength in damage if successful (those with the Bite Special Ability may bite instead).

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

Illumination: Dim –2; Dark –4; Pitch Darkness –6.

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

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

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

Multi-Actions: Subtract 2 from *all* actions for each additional action attempted beyond the first (maximum of 3).

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

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

Off Hand Attack: –2 to attack rolls with off hand.

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

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

Range: Short 0, Medium –2, Long –4, Extreme –8.

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

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

Recoil: –2 Shooting if RoF is 2 or higher.

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

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

Size/Scale: Tiny –6, Very Small –4, Small –2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets.

Speed: –1 (60 MPH+), –2 (120 MPH+), –4 (240 MPH+), –6 (Mach 1+), –8 (Mach 2+), –10 (near light speed)

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

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

COMBAT OPTIONS, CONTINUED

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

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

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

Touch Attack: +2 to Fighting roll.

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

Unstable Platform: −2 Shooting from a moving vehicle, animal, or other unstable surface.

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

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

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

BENNIES MAY BE USED TO....

- **REROLL A TRAIT TEST**
- **RECOVER FROM SHAKEN**
- **SOAK ROLLS**
- **DRAW A NEW ACTION CARD**
- **REROLL DAMAGE**
- **REGAIN POWER POINTS**
- **INFLUENCE THE STORY**

POWER MODIFIERS

- **ARMOR PIERCING (+1 To +3):** Each Power Point spent grants the power AP 2, to a maximum of AP 6.
- **FATIGUE (+2):** May be attached to any power that causes damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation.
- **GLOW/SHROUD (+1):** Glow creates soft light in a Small Blast Template centered on the target. Subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a −1 penalty and she adds +1 to her Stealth rolls.
- **HEAVY WEAPON (+2):** The attack counts as a Heavy Weapon.
- **HINDER/HURRY (+1):** Hinder lowers the target's base Pace by 2 until the power expires. Hurry increases it by 2.
- **LINGERING DAMAGE (+2):** On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If the base damage is already a d4 die type, it loses a die instead.
- **RANGE (+1/+2):** Double the power's listed Range for 1 point, or triple it for +2 Power Points. May not be used on powers with a Range of Touch or Cone Template.
- **SELECTIVE (+1):** The caster can choose which targets in a power's area of effect are affected.

INJURY TABLE

2D6	WOUND
2	**Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	**Arm:** The victim can no longer use his left or right arm (rolled randomly if not targeted).
5–9	**Guts:** Your hero catches one in the core. Roll 1d6: 1–2 **Broken:** Agility reduced a die type (minimum d4). 3–4 **Battered:** Vigor reduced a die type (minimum d4). 5–6 **Busted:** Strength reduced a die type (minimum d4).
10–11	**Leg:** Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg.
12	**Head:** A grievous injury to the head. Roll 1d6: 1–3 **Hideous Scar:** Your hero now has the Ugly (Major) Hindrance. 4–5 **Blinded:** An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 **Brain Damage:** Massive trauma to the head. Smarts reduced one die type (min d4).

BULLETS PER RATE OF FIRE

RATE OF FIRE	BULLETS FIRED
1	1
2	5
3	10
4	20
5	40
6	50