

SAVAGE WORLDS COMBAT

INITIATIVE

- Everyone dealt a card for the round; countdown from Ace to Deuce.
- Ties resolved by suit order: Spades, Hearts, Diamonds, Clubs.

Joker's Wild!

- Go whenever; auto-interrupt; +2 to all Trait tests & damage this round.
- Shuffle after any round with a Joker.

Hold Action

- Go whenever; Agility dice-off to interrupt, high roll goes first, ties are simultaneous.

The Drop

- Auto Hold Action, +4 to hit & damage when you pop it off

ACTIONS

- First action is free.
- -2 to ALL ROLLS per extra action.
- All actions must be unique.

FIGHTING

Target Number = Parry

- Roll Fighting die & Wild Die (d6), high roll counts
- 'Snake Eyes' is auto-miss with negative consequences
- Re-roll dice that Ace & add roll to total, high roll counts
- \pm modifiers = hit total
- If hit total \geq target's Parry, roll damage
- Spend a benny to re-roll a miss
- If you hit with a raise (4+ above Parry), roll damage +d6.

Damage

- Roll Str + damage dice & total
- Re-roll any dice that Ace and add to total
- If damage total \geq target's Toughness (-AP if armored), target is Shaken
- Previously Shaken targets are wounded instead.
- Each raise = +1 wound.

SHOOTING & THROWING

Target Number = 4 + 2 per Range Increment

- Roll Shooting die & Wild Die, high roll counts
- Target Number (TN) varies by range:

Short	4+
Medium	6+
Long	8+

- 'Snake Eyes' is auto-miss with negative consequences
- Re-roll dice that Ace & add roll to total, high roll counts
- \pm modifiers = hit total
- If hit total \geq TN, roll damage
- Spend a benny to re-roll a miss
- If you hit with a raise (4+ above TN), roll damage +d6.

Aim

- Aim for full round
- +2 to hit on next round

Damage

- Roll damage dice & total
- Re-roll any dice that Ace and add to total
- If damage total \geq target's Toughness (-AP if armored), target is Shaken
- Previously Shaken targets are wounded instead.
- Each raise = +1 wound.

CALLED SHOTS

Limb	-2 to hit, drop held item(s) / fall down (if Strength roll < damage)
Head/Neck/Vitals	-4 to hit, +4 damage
Small Target	-4 to hit
Tiny Target	-6 to hit

FIREARMS OPTIONS

Single Shot

- Roll Shooting die & Wild Die as above
- Expend one round of ammo

Double Tap

- Semi-Auto only
- +1 to hit & damage
- Expend 2 rounds of ammo

Burst Fire

- 3 Round Burst selector only
- +2 to hit & damage
- Expend 3 rounds of ammo

Full Auto (FA)

- ROF 3+ only
- Roll Shooting dice = ROF & Wild Die
 - Each Shooting die is a different attack
 - Hits can be applied to a single or several adjacent targets
- -2 to hit on each die
- Expend ROF x # of Shooting dice in rounds of ammo

Suppressive Fire

- FA only
- Designate area to suppress
- Roll Shooting die & Wild Die, high roll counts
- -2 to hit
- Ignore cover
- On a hit, all targets within suppressed area make a Spirit roll
 - Fail = Shaken
 - Roll of 1 = take damage as normal
- Expend 5x ROF in ammo

Shotguns

Buckshot

- +2 to hit
- Damage = 3d6 at Short, 2d6 at Medium, 1d6 at Long

Slugs

- Damage = 2d10 at all range increments

Both Barrels

- Roll a single Shooting die & Wild Die as above
- On a hit make 2 damage rolls

TAKIN' IT

Shaken on a successful hit

- Spirit roll on your turn
 - failure = remain Shaken
 - success = spend turn recovering
 - raise = recover immediately & take turn as normal
- May spend a benny to immediately recover (counts as success + raise)
- If Shaken again while Shaken, take a wound instead.

Wounds

- -1 to Pace and all Trait Tests (Attribute & Skill rolls) per wound
- 4th wound Incapacitates!

Soak Roll

- Spend a benny when taking 1 or more wounds from a single attack
- Make a Vigor roll
 - spend bennies to re-roll failures
 - Success and each raise = -1 wound
 - If all wounds soaked, remove Shaken status
 - If any wounds remain, you remain Shaken as well.