

# Savage Worlds Combat Survival Guide

If you are having problems:	And...	Then Try...	Game Effect:	Good For...
Hitting your opponent (high Parry)	Your team outnumbered the opponent	<b>GANGING UP.</b>	+1 Fighting per additional attacker	Team
	You are more agile than the opponent	An Agility <b>TRICK.</b> ( <i>Throwing sand in foe's face</i> )	Success: Opponent -2 Parry until next action Raise: Opponent -2 plus Shaken	Team
	You are smarter than your opponent	A Smarts <b>TRICK.</b> ( <i>"Look behind you!"</i> )	Success: Opponent -2 Parry until next action Raise: Opponent -2 plus Shaken	Team
	You are quick-witted (have the <b>TAUNT</b> skill)	<b>TAUNTING.</b> ( <i>"You're so ugly..."</i> )	Success: +2 bonus for next action against opponent Raise: +2 bonus plus opponent Shaken	You (success) Team (raise)
	You are fearsome (have the <b>INTIMIDATE</b> skill) or your foe is cowardly	<b>INTIMIDATING.</b> ( <i>Flex muscles or give a war cry.</i> )	Success: +2 bonus for next action against opponent Raise: +2 bonus plus opponent Shaken	You (success) Team (raise)
	You are OK with lowering your defenses until next action	A <b>WILD ATTACK.</b> ( <i>Strike him down with all of your anger!</i> )	+2 to Fighting attack and damage, but -2 to Parry until next action	You (if you take him down)
	You are using a ranged weapon	<b>AIMING.</b> ( <i>Don't fire until you see the whites of their eyes.</i> )	Miss one action for +2 Shooting	You
	You are using a melee weapon	Switching to a <b>RANGED ATTACK.</b>	Target number is the usual 4 at short range instead of target's Parry	You
	You are going to die if you keep fighting	<b>WITHDRAWING</b> from combat to fight another day!	All adjacent non-Shaken opponents get a free attack. Try <b>DEFEND</b> option for +2 Parry but normal movement	You (assuming you survive!)
Damaging your opponent (high Toughness*)	You are not having problems hitting your opponent	A <b>CALLED SHOT</b> to unarmored areas or head/vitals.	Limb: -2 Head/Vitals: -4 Small Target: -4 Tiny Target: -6 Ignore armor if successful +4 damage for Head/Vitals	You
	You are OK with lowering your defenses until next action	A <b>WILD ATTACK.</b>	+2 to Fighting attack and damage, but -2 to Parry until next action	You (if you take him down)

Recover from being Shaken = Spirit roll

Soaking Wounds = Vigor roll

\*Many of the combat maneuvers that assist in hitting an opponent also help deal damage, as they increase the chance of getting a raise and extra +1d6 damage (or they make an opponent Shaken).