

## UNSKILLED ATTEMPTS

If a character doesn't have a skill for an action he's attempting, he rolls a d4 for his skill die (and a Wild Die if a Wild Card) and subtracts 2 from the total.

The GM may decide certain tasks cannot be attempted unskilled, such as performing complex surgery or flying a commercial jet.

## REROLL

Some Edges or abilities allow a character to reroll Traits (as long as they're not a Critical Failure). To do so, roll *all* the dice again and get a new total. You may keep any of the totals generated, so rerolls never make things worse *unless* you roll a Critical Failure. This ends all rerolls immediately and becomes the result of the attempt — that's the risk one takes in pushing the limits!

Multiple rerolls are allowed from different Edges, Bennies, or other abilities.

## GROUP ROLLS

When you want to make a Trait roll for a group of Extras with like Traits, roll one Trait die as usual along with a Wild Die and treat this as the group's result. This gives a decent average without making rolls for every individual.

*Example: A group of soldiers attempts to slip through Gabe's sensors. The GM rolls their Stealth die (a d6) and a Wild Die and takes the best of the two as the soldiers' total.*



## BENNIES

Every now and then, dice rolls may not work in your favor. That's why *Savage Worlds* gives players a little control over their hero's fate.

### PLAYER CHARACTER BENNIES

Players start each game session with three "Bennies" (American slang for "benefits"), represented by poker chips, gaming stones, the official Bennies we make for all of our games, or other tokens that signify a little bit of good luck or fate.

Bennies are discarded at the end of each session — use them or lose them!

Bennies are awarded in two ways:

- **AWARDS:** The Game Master should occasionally reward players for clever actions, roleplaying their character (especially any Hindrances), or a great feat of heroism.

She can also award players a Benny for telling a great story in character, delivering a fantastic line that makes everyone laugh, or creating an emotional moment.

- **JOKER'S WILD:** When a player character draws a Joker during combat, *all* player characters receive a Benny!

### GAME MASTER BENNIES

Game Masters get Bennies too. At the start of each session, the GM gets one Benny for each player character. These may be used for any of his characters (including non-Wild Cards!) throughout the course of the game.

Each of the GM's Wild Cards has two Bennies (plus any from Edges such as Luck) when they appear in the game. They can use these or any of the Bennies in the common pool as the GM wishes, but can't share them without an Edge or ability that allows it.

Heroes get Bennies when they do something clever, roleplay, or are affected by their Hindrances in a scene. The GM doesn't reward "herself" when roleplaying her villains, but her characters do benefit from drawing Jokers in combat:

- **JOKER'S WILD:** Anytime the villains draw a Joker, put one Benny in their general pool and give another to each enemy Wild Card.

## USING BENNIES

Bennies may be spent at any appropriate time and don't incur any sort of penalty. They may only be used on your own character.

Here are the ways characters can use their Bennies.

- **REROLL A TRAIT:** Bennies grant a hero a reroll on *any* Trait, and best of all, you get to keep the *best* total from all your rolls. The only exception is a Critical Failure, which ends the attempt and must be accepted. Such is the price of tempting fate!
- **RECOVER FROM SHAKEN:** This is instant and may be done at any time, even interrupting another's actions if desired.
- **SOAK ROLLS:** Bennies can also be used to prevent Wounds or recover from being Shaken. See **Soak Rolls** on page 96 for more information.
- **DRAW A NEW ACTION CARD:** When the game is in rounds, a character can spend a Benny to get a new **Action Card** (see page 91). This occurs after all cards are dealt and Edges or Hindrances like Quick, Level Headed, or Hesitant are resolved. *Then* players or the GM may spend Bennies for an additional card as many times as they

like and take their choice of all their draws. Edges like Quick or Level Headed *do not* apply to these additional cards drawn with Bennies. This continues until everyone (including the GM) passes. Then the round begins and no further cards may be drawn.

- **REROLL DAMAGE:** You may spend a Benny to reroll damage. Include any additional dice you may have gained for a raise on the attack roll.
- **REGAIN POWER POINTS:** A character with an Arcane Background can spend a Benny to regain 5 Power Points (**Power Points** and their use are explained on page 147.)
- **INFLUENCE THE STORY:** This one is entirely up to the Game Master, who may allow your character to spend a Benny to find an additional clue if you're stuck, come up with some mundane but needed item, or push a nonplayer character into being a bit more agreeable.

*"LET THE BENNIES FLOW!  
PLAYERS TEND TO SURPRISE YOU  
WHEN THEY HAVE A LITTLE MORE  
CONTROL OVER THE GAME."*

*-THE GM*

## AWARDING BENNIES

It takes a few games to figure out how many Bennies you should award players during a session. In general, we recommend you be fairly free with them, especially early in the game. If someone makes everyone laugh (and isn't distracting the flow of the game), toss her a Benny. When someone roleplays a Hindrance, reward her. When someone does something clever or heroic or imaginative, acknowledge it with a Benny.

Some GMs worry the game will become too easy if Bennies are too common, but we find the opposite is true. When Bennies are plentiful, players often spend them on trivial things that are important to *them*. Maybe the thief *really* wants to pick the lock on a chest. There's nothing particularly valuable inside and the player probably knows it, but he's the *thief* and wants to prove himself to the rest of the party.

When Bennies are scarce, however, players tend to save them for injuries, death, or taking out the big bads. That's fine, but takes away from the fun and heroics that got them to this point. *Savage Worlds* is about big action and players should be encouraged to take chances. The "currency" of these chances are those Bennies.

Veteran *Savage Worlds* GMs might also notice Bennies tend to flow fairly fast early on in a session. The group is settling in, laughing, and are rewarded for roleplaying their Hindrances the first time or two. In the mid-to-late game, Bennies tend to be spent faster than they're gained. That's a fantastic pace. It gives the heroes opportunities to do big things in the early and mid-game then forces some resource management for the final showdown.

If you find yourself being stingy, go the other way the next time you run and see how it affects your group. Then you'll know what's right for you and your friends.



## COMBAT

Whether they're the blood-soaked plains of Mars or the corpse-strewn battlefields of the distant past — these are *Savage Worlds* and they are often violent. We recommend using miniatures or markers of some sort so players understand their surroundings and can use the terrain to their advantage. If miniatures aren't your thing, see the sidebar on page 97.

**Distance:** Because the game assumes you are using terrain or a battlemat and standard 28mm miniatures, movement and weapon ranges are listed in inches. To translate that to regular distance, one inch is equal to two yards.

If you're using miniatures and need to accommodate a larger battlefield, simply set each inch as five or 10 yards, for example, and adjust movement rates and the like appropriately.

**Time:** When a fight breaks out, game time breaks down into rounds of about six seconds each. Ten rounds, then, equals one minute.

- **ROUND:** A "round" is an entire countdown of Action Cards, from the Ace to the Deuce (Two).
- **TURN:** A character's "turn" occurs when his Action Card comes up in the countdown. A hero with the Six of Diamonds, for example, takes his turn when that card comes up in the round.

- **ACTION:** A single attack, skill use, etc. See page 92 for a more complete description. Characters may perform multiple actions on their turn (see **Multi-Actions** on page 103).

## ACTION CARDS (INITIATIVE)

The action in *Savage Worlds* is fast and furious. To help the Game Master keep track of who goes in what order and add a little randomness to the game, we use a single deck of playing cards with both Jokers left in to determine everyone's initiative order. We call these "Action Cards."

The GM can deal cards face up or face down as she sees fit. She might also deal the players' cards face up and the villains face down to increase the players' tension and uncertainty!

At the start of each round:

- Deal each Wild Card a single Action Card (plus any extra cards for Edges). Allies under a player's control act on his Action Card.
- Extras, such as all zombies, all wolves, and so on, should usually share an Action Card so they act at the same time. This makes them much easier to manage. She can also group Wild Cards with their minions if she wants. The goal is to do whatever makes running the battle as quick and easy as possible.

**Shuffle:** Shuffle the deck after any round in which a Joker was dealt.

**Large Groups:** In very large groups or time-sensitive games, the Game Master can deal a single card per side (heroes and villains). On the heroes' turn, simply start at one end of the group and work quickly around. This speeds things up dramatically if that's more important than varying initiative order. If one or more characters have Level Headed or Quick, apply that to the draw (but only once).

## THE COUNTDOWN

Once the cards are dealt, the Game Master starts the round by counting down from Ace down to Two, with each group resolving its actions when its card comes up.

**Ties:** Ties are resolved by suit order: Spades ♠ are first, then Hearts ♥, Diamonds ♦, and Clubs ♣. That's reverse alphabetical order as used in many common card games.

■ **JOKERS:** Characters (or groups) with a Joker act whenever they want in the round, even interrupting another's action. They also add +2 to all Trait and damage rolls this round!

## ACTIONS

Characters perform "actions" when their Action Card comes up each round. A character can move and perform one regular action at any point in their movement without penalty. Movement is not an action (see **Movement**, below).

Characters can choose from a multitude of actions on their turn. Common actions include Supporting allies, Testing foes, using a power, or attacking with Fighting or Shooting. See **Multi-Actions** on page 103 to perform more than one action per turn.

More complex actions like lighting a torch or digging through a backpack for a small item might require a set or random amount of time (such as 1d6 rounds — GM's call).

## FREE ACTIONS

Speaking a short sentence or two, resisting an enemy's spell, falling prone, or dropping an item are all free actions. A hero can generally perform several free actions on her turn simultaneously (speaking and dropping an item while walking, for example). The GM must decide how much is too much.

Some free actions occur automatically at the beginning of a character's turn and may

only be tried once, such as recovering from being Shaken or Stunned.

Free actions that are "reactions," such as resisting opposed rolls or powers, are unlimited and occur each time the situation presents itself.

## LIMITED ACTIONS AND LIMITED FREE ACTIONS

Some actions are more restricted. A character may only perform one limited action on their turn. For example, a giant octopus can attack with all its tentacles as a limited action, but it can't use Sweep as well.

A character may also perform one limited free action per turn. For example, if an item allows a character to teleport as a limited free action, he may not perform another limited free action, but may still use a limited action.

## MOVEMENT

In addition to their actions, characters can move a number of tabletop inches equal to their Pace each turn.

Each inch of movement spent climbing, crawling, or swimming uses 2" of Pace.

**Running:** A hero can choose to "run," increasing her Pace for the round by her Running die (a d6 by default) at the cost of a -2 penalty to all actions that turn. Running dice never Ace. (The Running die is random to account for nuances of the situation not depicted on the tabletop and for the "risk to reward" decision players must make.)

Out of combat situations, a character can move twice the sum of her full Pace + maximum running die for a number of minutes equal to half her Vigor die type. Thus a Fleet-Footed character with Vigor d6 can sprint at a Pace of 32 for three minutes.

**Difficult Ground:** Each inch a hero walks or runs over rough terrain such as thick forest, up or down a steep incline, slippery ice, etc., count as 2" of her Pace. Crawling is unaffected by Difficult Ground.

**Hazards:** If the GM feels movement is hazardous for some reason — climbing under duress, swimming a fast-moving river, walking a tightrope — she can require an Athletics roll to move. Success means she continues on normally. With a Critical Failure the character takes Fatigue from **Bumps &**

**Bruises** (page 125), falls if climbing or in a precarious position (**Falling**, page 127), or drowns if swimming (**Drowning**, page 126).

## OTHER MOVEMENT ISSUES

- **JUMPING:** Characters can jump 1" (two yards) horizontally, or 0.5" vertically as a free action. Double these numbers if the hero can run at least 2" (four yards) prior to the jump. If the hero chooses, she may make an Athletics roll as an action to increase her horizontal distance by 1" (2" with a raise), or half that vertically. Jumping does not allow a hero to exceed her Pace for the turn.
- **PRONE:** A character may fall prone as a free action during her turn. She may crawl while prone. Standing is a free action but reduces total Pace for the turn by 2.

## ATTACKS

The basics of fast, furious combat are discussed below. Many additional options and situations are covered under **Situational Rules**, starting on page 97.

### MELEE ATTACKS

The Target Number to hit an opponent is equal to the opponent's Parry score (2 plus half his Fighting die type; 2 if he has no Fighting skill).

### RANGED ATTACKS

The Shooting skill covers everything from bows to pistols to rocket launchers and fixed machine guns. Throwing grenades, knives, spears, or other thrown projectiles uses the Athletics skill.

All ranged weapons have a Range statistic written like this: 5/10/20, or Short/Medium/Long Range.

The base Target Number to hit something at Short Range is 4. Firing at longer ranges inflicts the penalties listed below.

### RANGE PENALTIES

RANGE	MODIFIER
Short	—
Medium	-2
Long	-4
Extreme (see notes)	-8

**Extreme Range:** Extreme Range is up to 4× a weapon's Long Range. Firing at such a great distance requires the **Aim** option (page 97). When used in this way, Aim doesn't reduce any penalties — it simply allows the character to fire at such a great distance. The penalty is -8, or -6 with a scope (page 68).

Characters may not throw weapons at Extreme Range.

**Rate of Fire:** Rate of Fire is how many shots (Shooting dice) a ranged weapon can fire in one action. A pistol with a RoF of 1, for example, can fire one shot per action. A machine gun with a Rate of Fire of 3 can fire three shots per action (10 actual bullets, see below).

For weapons with a Rate of Fire of 2 or higher, declare how many shots you're putting into each possible target. Then roll that number of Shooting dice and assign them in whatever order you like to the targets you declared.

Wild Cards roll their Shooting dice plus a Wild Die, which can be assigned wherever they like after seeing the result of the roll. They still can't hit with more shots than the weapon's Rate of Fire, however.

A Rate of Fire higher than 1 is an abstract value where each "shot" is actually a number of bullets. If you're tracking bullets, use the table below and whatever Rate of Fire the character actually fires in an action, not the weapon's maximum.

### BULLETS PER RATE OF FIRE

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

**Recoil:** Firing more than one shot in one action from a weapon subtracts 2 from the attacker's Shooting rolls (see **Recoil**, page 105).

Unless a weapon says otherwise, a shooter can fire *less* shots than his weapon's maximum Rate of Fire.

## DAMAGE

After a successful melee or ranged hit, the attacker rolls damage. Ranged weapons do fixed damage as listed in the Gear section. Most pistols, for example, cause 2d6 damage.

Hand weapons cause damage equal to the attacker's Strength die plus a second die, which depends on the weapon. A barbarian with a d12 Strength and a long sword (d8 damage) rolls d12 + d8 damage.

Even though Strength is used to determine melee damage, this isn't a Trait roll so Wild Cards don't add a Wild Die to the roll.

All damage rolls can Ace.

**Unarmed Damage:** An unarmed combatant rolls only his Strength die unless he has an Edge like **Brawler** (page 41) or **Martial Artist** (page 43) that grants him a damage die.

### BONUS DAMAGE

Well-placed attacks are more likely to hit vital areas, and so do more damage. If your hero gets a raise on his attack roll (regardless of how many raises), he adds +1d6 to the final total. Bonus dice can also Ace!

Bonus damage applies to all attacks, including spells and area effect weapons.

### APPLYING DAMAGE

If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect. If the damage is equal to or greater than his Toughness, he's Shaken. Each raise on the damage roll also inflicts a Wound:

- **SUCCESS:** The character is Shaken. If he was already Shaken and the second result is from physical damage of some kind (not a Test that results in Shaken, for example), he remains Shaken and takes a Wound.
- **RAISE:** The character suffers a Wound for every raise on the damage roll, and is Shaken.

### DAMAGE EFFECTS

Damage can result in three effects: Shaken, Wounds, and Incapacitation.

#### SHAKEN

Shaken characters are nicked, bruised, or otherwise rattled. They may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll. This is a free action.

- **FAILURE:** The character remains Shaken. She can only perform free actions.
- **SUCCESS:** The character is no longer Shaken and may act normally.

## MORE ON SHAKEN

Shaken and Wounds can be a little confusing to new players. Here's a table that might help.

DAMAGE	VICTIM IS UNSHAKEN	VICTIM IS ALREADY SHAKEN
<b>Success</b> (0–3 points of damage over Toughness)	Shaken	1 Wound and remains Shaken
<b>1 Raise</b> (4–7 points of damage over Toughness)	1 Wound and Shaken	1 Wound and remains Shaken
<b>2 Raises</b> (8–11 points of damage over Toughness)	2 Wounds and Shaken	2 Wounds and remains Shaken
<b>3 Raises</b> (12–15 points of damage over Toughness)	3 Wounds and Shaken	3 Wounds and remains Shaken

#### EXAMPLES:

- Red takes a Wound. She's also Shaken.
- Red is Shaken, then takes a Wound. She has one Wound and remains Shaken.
- Red is already Shaken, then Shaken again (without a Wound). She now has one Wound and remains Shaken.
- Red has two Wounds and is Shaken. She takes another Wound, so she has three Wounds and remains Shaken.

## INJURY TABLE

2D6	WOUND
2	<b>Unmentionables:</b> 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	<b>Arm:</b> The victim can no longer use his left or right arm (rolled randomly if not targeted). <b>Guts:</b> Your hero catches one in the core. Roll 1d6:
5-9	1-2 <b>Broken:</b> Agility reduced a die type (minimum d4). 3-4 <b>Battered:</b> Vigor reduced a die type (minimum d4). 5-6 <b>Busted:</b> Strength reduced a die type (minimum d4).
10-11	<b>Leg:</b> Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg. <b>Head:</b> A grievous injury to the head. Roll 1d6:
12	1-3 <b>Hideous Scar:</b> Your hero now has the Ugly (Major) Hindrance. 4-5 <b>Blinded:</b> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 <b>Brain Damage:</b> Massive trauma to the head. Smarts reduced one die type (min d4).

**Spending Bennies:** A player may spend a Benny at any time to remove her Shaken status (even when it's not her turn).

### WOUNDS

Every raise on the damage roll inflicts a Wound. Extras are Incapacitated if they take a single Wound (and aren't **Resilient**, see page 178). They're dead, injured, or otherwise out of the fight.

Wild Cards can take three Wounds and still function (more with certain Edges or abilities). Further damage doesn't cause additional Wounds but Incapacitates them instead.

**Wound Penalties:** Each Wound a character suffers causes a -1 cumulative penalty to his Pace (minimum of 1") and all Trait rolls — up to a maximum penalty of -3.

**Timing:** Characters sometimes take multiple hits on the same Action Card. Resolve each damage roll separately and completely before moving on to the next (including any Soak rolls).

### INCAPACITATION

Incapacitated characters may not perform actions but are still dealt Action Cards for the remainder of the encounter in case they recover or must roll for other effects such as **Bleeding Out** (below). Edges or Hindrances that affect card draws, such as Quick, Level Headed, or Hesitant are ignored when the hero is Incapacitated.

If Incapacitated by damage or injury, he must make an immediate Vigor roll:

- **CRITICAL FAILURE:** The character dies.
- **FAILURE:** Roll on the **Injury Table**. The Injury is permanent and the character is **Bleeding Out**, see below.
- **SUCCESS:** Roll on the **Injury Table**. The Injury goes away when all Wounds are healed.
- **RAISE:** Roll on the **Injury Table**. The Injury goes away in 24 hours, or when all Wounds are healed (whichever is sooner).

Characters cannot take actions and might be unconscious (GM's call). The victim makes a Vigor roll each day thereafter and is no longer Incapacitated (or unconscious) if successful. They may also heal Wounds during this time (see **Natural Healing** on page 96).

**Bleeding Out:** The injured character is dying and must make a Vigor roll at the start of his turn. Failure means he perishes. With success he survives but must roll again next turn (or every minute if not in combat). With a raise, he stabilizes and no further rolls are required.

Other characters may stop a victim's bleeding by making a Healing roll. This is an action, and if successful the patient is stabilized.

The *healing* power can also stabilize Wounds, as can a successful "natural" healing roll by a being with regeneration of some sort.

**Incapacitation from Fatigue:** See page 100.

## SOAK ROLLS

After rolling damage but before applying wounds, a character may spend a Benny to make a “Soak” roll. This is a Vigor check, with each success and raise reducing the number of Wounds suffered from that attack by one.

If the character Soaks *all* of the Wounds from an attack, he removes his Shaken condition too (even from a previous source). Don’t count the Wound modifiers he’s *about* to suffer when making this roll — that hasn’t happened yet.

Characters can’t Soak more than once per attack, but may spend Bennies as usual to reroll the Vigor check if they aren’t satisfied with the results.

**Shaken:** A character can also spend a Benny to immediately eliminate a Shaken condition. This can be done at any time.

## HEALING

The Healing skill is used to remove Wounds. Each attempt requires 10 minutes per wound level of the patient. Subtract 1 from Healing rolls without a basic First Aid kit or similar supplies.

A success removes one Wound, and a raise removes two. Failure means no Wounds are removed. A Critical Failure *increases* the victim’s Wound level by one.

### THE GOLDEN HOUR

Patients who survive their initial trauma have about an hour to survive most life-threatening injuries. If they receive medical attention during that time, they can generally be saved. The longer the wait, however, the more likely the Wounds are to be fatal.

In *Savage Worlds*, we extend this concept to healing in general. Besides reflecting the real-world concept, it also provides good game balance and drama as the party has to decide whether to press on despite their injuries.

**The Golden Hour:** A character may only attempt to heal Wounds on a patient once within the hour they were sustained. Failing the roll means the healer isn’t able to treat those particular injuries. A *different* character may attempt a Healing roll on the same patient, however.

Once the Wounds are over an hour old, only natural healing or the *healing* power (using *greater healing*) can heal Wounds.

**Bleeding Out:** The Healing skill can also be used to stabilize someone who’s **Bleeding Out** (page 95). Each attempt is an action, and if successful the victim is stabilized.

**Incapacitation:** Healing at least one Wound on an Incapacitated patient removes that state (and restores consciousness if he was knocked out).

## NATURAL HEALING

Wounded characters make a Vigor roll every five days. Success recovers one Wound, and a raise recovers two.

A Critical Failure *increases* the victim’s Wound level by one — either from infection, blood loss, or aggravating the injuries. If this causes Incapacitation, don’t use the usual rules for taking damage. Instead, the victim lapses in and out of consciousness and makes a Vigor roll every 12 hours. If the roll is failed, he expires. Success means he must roll again 12 hours later. With a raise he stabilizes and wakes. Allies may also attempt to stabilize the hero as explained under **Bleeding Out**, above.

**Support:** Don’t forget to use Support when your party has been beaten up a bit. Characters with Healing, Survival, or other skills can make Support rolls to help allies make their Vigor rolls to heal!

## AFTERMATH & EXTRAS

If it’s important to know what happens to Extras who were Incapacitated during a fight, make a Vigor roll for each. Those who succeed survive and must be cared for, taken prisoner, or released. This can present interesting challenges for your heroes in the aftermath of savage combat!

## SITUATIONAL RULES

The core *Savage Worlds* rules are very simple — roll a skill die (and a Wild Die if a Wild Card). If the result is 4 or higher after all modifiers, you're successful.

In the following section are some of the more elaborate options and maneuvers characters can attempt.

### AIM

Shooting rolls assume a character is moving about, dodging attacks, and keeping an eye on the chaos around her. If she focuses her attention and aims, however, she can make a much more accurate shot.

If a character spends her entire turn Aiming a ranged weapon at a particular target and takes no other actions, *on her next turn* she may ignore up to 4 points of Range, Cover, Called Shot, Scale, or Speed penalties; or add +2 to her roll. Her attack must be used on the first action of her next turn or the bonus is lost.

The shooter must be “stationary” to Aim. She can't walk, run, ride a horse, or otherwise move under her own power. She could Aim from a vehicle traveling over or through a smooth surface, or one using the **Hold Steady** Chase maneuver (see page 116).

### AREA EFFECT ATTACKS

Grenades, spell effects, breath weapons, and other attacks that cover a large area are “area effect attacks.” The most common are Small, Medium, and Large Blast Templates, and the Cone and Stream Templates. There are copies you can print out on our website and we make sturdy cardstock versions as well.

Area effect weapons target a location rather than individuals and so ignore defensive bonuses for specific targets covered by the template, such as the Dodge Edge or speed penalties.

Cone templates are placed with the small end emanating from the attacker and fired with the Shooting skill (or Athletics for breath weapons and other natural attacks). Any power or other effect that uses a Cone Template may use the Stream Template

instead. This is a straight line 1” (2 yards) wide and 12” (24 yards) long. A basic success means those beneath the template are hit. Failure means the attack didn't occur for some reason — the creature failed to belch up noxious gas, the flamethrower malfunctioned, etc.

To attack with a blast template, the player places the template on the tabletop (or describes where he wants it to land) and rolls Shooting, or Athletics for thrown weapons and breath attacks. If the attack fails and there's a chance it might deviate and hit someone else, see **Deviation**, below.

If the roll is successful, any target even partially beneath the template is affected, regardless of any attack penalties to hit such as the Dodge Edge. If the effect causes damage, roll for each victim separately. Attacks that hit with a raise cause bonus damage as usual.

### DEVIATION

If an attack with a Cone Template fails, it goes over the targets' heads, hits the ground, or simply falters for some reason. The GM may still decide the attack affects the area around it — perhaps a flamethrower sets a room on fire or a gas canister spews a cloud of gas — but there's no *game* effect on characters or other targets this time.

### TEMPLATES WITHOUT MINIATURES

Use the measurements below when you need to figure out how many enemies a template might affect.

The GM can also use the **Targets Affected** column to determine how many enemies are hit in narrative situations, modifying the results if the targets are more spread out (highly trained agents) or bunched up (a horde of zombies).

TEMPLATE	DIAMETER	TARGETS AFFECTED
Small	4 yards	2
Medium	8 yards	3
Large	12 yards	4
Cone	18-yard-long cone	3
Stream	24-yard-long 2-yard-wide	3

If a blast template misses, it deviates 1d6" for thrown weapons (such as grenades) and 2d6" for fired projectiles. Multiply by 2 if the attack was made at Medium Range, 3 if Long, and 4 for Extreme.

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 (that keeps it from going behind the thrower).

## COVER & AREA EFFECT ATTACKS

Solid obstacles like trees or brick walls protect against area effect attacks if they're between the origin of the blast and the GM reasonably thinks they'd apply. Reduce the damage by the amount listed on the **Cover Bonus** table under **Cover & Obstacles**, page 99.

## BOUND & ENTANGLED

Grappling and powers like *entangle* cause characters to be Bound and Entangled. Here's what each of those states means and how to break free from them.

- **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.
- **BOUND:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

**Breaking Free:** Attempting to break free is an action using Strength at -2 or Athletics. With success, an Entangled hero is free of one entanglement or grappler. A Bound character improves to Entangled with a success; with a raise, he's free.

**Breaking Free from a Device:** A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things**), and attackers may Wild Attack for +2 damage. If successful the character is no longer Entangled (others in an area effect entanglement must be freed separately unless the attack is an area effect itself).

## BREAKING THINGS

Occasionally a character may want to break a solid object, such as a weapon, lock, or door. Use the wielder's Parry if held, or 2 if it's motionless. If a damage roll equals or exceeds the object's Hardness, it's broken, bent, shattered, or otherwise ruined. The GM decides the exact effect.

Most anything can be broken given enough time and effort, so use this system only when attempting to break things in a hurry (such as during combat rounds).

### OBJECT HARDNESS

HARDNESS	OBJECT
8	Door, Light
10	Door, Heavy
8	Lock
9	Firearm (pistol or rifle)
12	Handcuffs
10	Knife, Sword
10	Medieval Shield*
12	Modern Shield*
4	Net, Rope, Webs

\*A character must specifically state he's trying to break a shield to do so—don't check every time the shield-bearer is hit.

**No Bonus Damage or Aces:** Attacks against solid objects don't get bonus damage from raises, and damage rolls don't Ace. Unlike a person or complex device like a computer or a vehicle, an attack can't hit a "vital" area on a lock or a door and thus do more damage.

**Damage Types:** Certain types of attacks can't break certain types of objects. A club can't cut a rope, for example, and a single bullet won't destroy a door. Use common sense when determining whether or not a particular type of weapon can destroy an object. See **Cover & Obstacles** to attack *through* barriers.

## CALLED SHOTS

Targeting a particular part of the body is a Called Shot. The modifier to the attack roll depends on the Scale of the target itself (not the creature it's part of). Use the **Scale Modifiers** table on page 106 to determine any

bonus or penalty for the target's Scale. These modifiers are already listed in parentheses below for Normal scale creatures, along with any specific game effects:

- **HAND (-4):** Target may be **Disarmed**, see page 100.
- **HEAD OR VITALS (-4):** Hitting the head or vital organs of living creatures adds +4 damage to the attacker's total.  
The penalty is -5 if attempting to target the face of someone wearing an open-faced helmet (thus bypassing the helmet's Armor).
- **ITEM (?):** Use the dimensions on the Scale table for items. Targeting something the size of a pistol, for example, is -4; a 3' long sword is -2.
- **LIMBS (-2):** Hitting a limb has no additional special effect since it's already accounted for by Wound and Pace penalties (see **Wounds**, page 95).
- **UNARMORED AREA (?):** The attack targets the unprotected area of a target otherwise covered in Armor. The penalty depends on the Scale of the area. The eyeslit of a helmet is Tiny (-6), for example, while the flesh beneath the missing scale of a Huge dragon might be Very Small (-4).

## COVER & OBSTACLES

Melee and ranged attacks suffer a penalty when attempting to hit a target behind Cover, per the table below:

### OBSTACLES

Sometimes characters have sufficient power to attack their foes through obstacles. (See **Breaking Things** to actually destroy intervening obstacles.) If a missed attack would have been successful without the

Cover modifier and the GM thinks the target is likely to be hit, the obstacle acts as Armor.

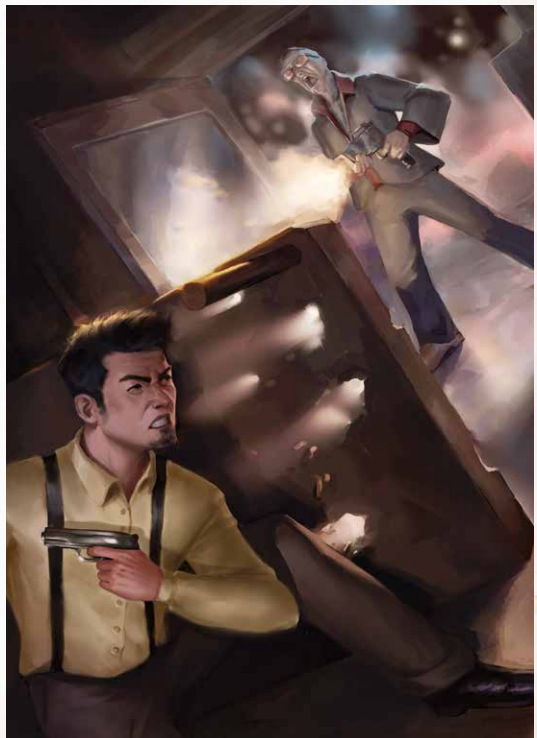
If the obstacle is a person or creature, subtract its Toughness from the attack. Use the table below as a guide for other materials.

COVER BONUS	
BONUS	OBSTACLE
+2	Heavy glass, thick leather, drywall, wooden shield, aluminum car door
+4	Sheet metal, steel car door
+6	Oak door, cinder block wall
+8	Brick wall
+10	Stone wall, bulletproof glass, tree

## DEFEND

A character can choose to focus all her energy and skill into defense against melee attacks with the **Defend** maneuver. This increases her Parry by +4 and takes her entire turn — she cannot perform Multi-Actions. She may move normally but may not run. The bonus lasts until the beginning of her next turn.

*"COVER IS YOUR FRIEND." -RED*  
*"SO IS FULL-AUTO." -GABE*



COVER PENALTIES	
PENALTY	COVER
-2	<b>Light Cover:</b> A quarter of the target is obscured.
-4	<b>Medium Cover:</b> Half the target is obscured, or target is prone.
-6	<b>Heavy Cover:</b> Three-quarters of the target is obscured.
-8	<b>Near Total Cover:</b> The target is barely visible.

## DESPERATE ATTACK

Desperate attacks are frantic efforts to hit a target at the expense of damage. The attacker adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

## DISARM

A character can try to make an opponent drop a weapon (or other object) or attempt to damage it, by making a melee or ranged attack.

The attacker must first hit the object or the opponent's limb or hand (see **Called Shots** on page 98).

If the attack hits the weapon, the attacker rolls damage normally for an item (no raise effect or Aces, see **Breaking Things**, page 98). The defender must make a Strength roll equal to the damage or drop the item.

If the attack is against the wielder and Shakes or Wounds him, the defender must make a Strength roll at -2 if it hit his limb, or -4 if it hit his hand, plus any Wound penalties that result as usual. Failure means he drops whatever item is in that hand.

## DISTRACTED & VULNERABLE

Characters may be Distracted or made Vulnerable by Tests, powers, or creature effects. Both states last until the end of the character's next turn. If a hero becomes Distracted or Vulnerable during her current turn, it lasts until the end of her *next* turn.

- **DISTRACTED:** The hero subtracts 2 from all Trait rolls until the end of his next turn.
- **VULNERABLE:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with **The Drop** (see below) — use only the highest.

## THE DROP

Sometimes an attacker is able to catch a foe off-guard and gets "The Drop" on him. The GM decides when this is in effect — usually it's when the victim is bound or completely unaware of an attack. The Drop usually happens up close but the GM can also allow

it in other situations as she sees fit (a sniper attacking an unaware and stationary target).

The Drop adds +4 to a character's attack and damage rolls against that target for one action.

**Knockout Blow:** If a character takes enough damage to be Shaken or worse from an attacker with The Drop on him, he must make a Vigor roll (at -2 if the attack was to the head) or be knocked unconscious.

KO'ed characters stay that way for about half an hour or until the GM decides it's dramatically appropriate to wake up. Note that Knockout Blows come from any kind of damage, not just blows to the head!

## EVASION

Some attacks are slow or require the user to "telegraph" their delivery, like flamethrowers or dragon's breath. Such attacks state they may be "evaded." If an attack *doesn't* say it can be evaded, it can't — victims are simply hit if the attack is successful and take damage.

If an attack can be evaded and the character is aware of it, he makes an Agility roll at -2. Those who are successful manage to avoid the attack and take no damage. If this was an area effect attack, the GM should place the figure to the side or rear of the template as makes sense in the situation.

## FATIGUE

Some hazards, stress, powers, or circumstances may cause Fatigue instead of damage. This represents mental stress or minor but lingering injuries that make a person less effective. Fatigue stacks until the victim is Incapacitated.

- **FATIGUED:** The victim subtracts 1 from all Trait rolls. If he takes another level of Fatigue, he's Exhausted.
- **EXHAUSTED:** The victim subtracts 2 from all Trait rolls. If he takes another level of Fatigue, he's Incapacitated.
- **INCAPACITATED:** The victim cannot perform actions and may be unconscious (GM's call).

## RECOVERY

Unless otherwise specified by the source, Fatigue and Exhaustion improve one level per hour. Incapacitated characters are helpless

and may be unconscious (GM's call) for 2d6 hours. If treatment is possible (food, water, etc., depending on the source of Fatigue), and a Healing roll is made, the character improves to Exhausted.

**Mixed Fatigue:** If a hero suffers Fatigue from different sources with different recovery times, remove one level when the effect with the shortest duration expires, then another level when the longest expires.

## HAZARDS

Fatigue from hunger, thirst, etc., sometimes has different recovery conditions. See **Hazards**, starting on page 125.

## FINISHING MOVE

A completely helpless victim may be dispatched with a lethal weapon of some sort as an action. This is automatic unless the GM decides there's a special situation, such as a particularly tough or naturally armored victim, a chance for escape, and so on.

The killer must usually dispatch his foe up close and personal, but the GM may occasionally let Finishing Moves be performed at range if the situation warrants.

## FIRING INTO MELEE

Occasionally heroes have to fire into the middle of hand-to-hand fights. The trouble is that even though we might see figures standing perfectly still on the tabletop, in "reality," they're circling each other, wrestling back and forth, and moving erratically. For that reason, firing into a tangle of people, such as a melee, is quite dangerous. Use the **Innocent Bystander** rules when this occurs (see page 102).

## FREE ATTACKS

Some Edges, such as Counterattack and First Strike, or options such as **Withdrawing from Melee**, allow a character to make a free attack.

Free attacks are a single attack unaltered by the attacker's other Edges or combat options. This is usually a Fighting or grappling attack, but could include Shooting if the attacker is armed with a pistol or other ranged weapon that can fire in melee (see **Ranged Weapons in Melee**, page 104).

## GANGING UP

Ganging up allows attackers to flank, exploit openings, and generally harass a foe. Each additional adjacent foe (who isn't Stunned) adds +1 to all the attackers' Fighting rolls, up to a maximum of +4. If three goblins attack a single hero, for example, each of the three goblins add +2 to their Fighting rolls.

Each *ally* adjacent to the defender cancels out one point of Gang Up bonus from an attacker adjacent to both. This means troops in opposing lines, such as a medieval formation where each man has three adjacent foes and two adjacent allies, don't get the bonus unless actually flanked.

## GRAPPLING

Grappling is an opposed roll between the attacker and defender's Athletics. If the attacker wins, the foe is Entangled. With a raise, he's Bound. (Success on a foe who was already Entangled makes him Bound.) **Bound & Entangled** are explained on page 98.

If a foe is Bound, the *grappler* is also Vulnerable while maintaining his hold.

The Gang Up bonus applies when grappling a defender, but other maneuvers don't unless the Game Master rules otherwise in a specific situation.

**Size Matters:** If there's a difference in Scale between the attacker and defender, the grappler subtracts the difference from his total (the defender does not).

Creatures may not generally grapple a foe more than two Sizes larger than themselves unless they have exceptional reach or Strength for their Size (GM's call).

*Example:* A dragon (Huge +4) tries to pin a half-folk thief (Normal). The difference between Huge and Normal Scales is 4, so the dragon must subtract 4 from its Athletics roll.

If an ogre (Normal) tries to wrestle a great white shark (Large +2), he must subtract 2 from his roll.

**Crush:** As an action, a grappler may make a Strength roll as damage against a target he has Entangled or Bound. (This is a damage roll so Scale modifiers are ignored.)

## HOLD

A hero may choose to wait and see what happens by going on “Hold.” This allows her to resolve her turn later in the round if she wishes, and lasts until it’s used. If a character is on Hold when a new round begins, she’s not dealt a new Action Card but can go at any point in the round she chooses. (Discard her current card and mark her as “On Hold” with a counter of some sort.)

**Shaken and Stunned:** If a character is Shaken or Stunned while on Hold, she immediately loses her Hold status and her turn for the round. (Shaken or Stunned characters can’t go on Hold either.)

**Interrupting Actions:** If a character on Hold wants to interrupt an action (including a rival who was also on Hold), she and the opponent make opposed Athletics rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

If the character interrupting fails, she loses her Hold status but gets a turn after the foe finishes his. She may take whatever actions she wishes when her turn comes up — she’s not locked into whatever she was trying to do when she failed to interrupt.

## ILLUMINATION

Darkness conceals details and makes it more difficult to detect objects and targets. Subtract the following penalties from rolls affected by Illumination, such as attacks, Notice rolls, the use of powers, etc.

## IMPROVISED WEAPONS

Heroes often fight with objects that aren’t intended for use as weapons. Torches, vases, chairs, tankards, bottles, tools, and other mundane items are frequently pressed into service in combat.

Characters with improvised weapons count as armed but subtract 2 from attack rolls. Range, damage and Minimum Strength are determined by type:

- **LIGHT:** Metal beer stein, fist-sized rock, pistol (as a club). Range 3/6/12, Damage Str+d4, Min Str d4.
- **MEDIUM:** Bowling ball, submachine gun (as a club), wooden chair. Range 2/4/8, Damage Str+d6, Min. Str d6.
- **HEAVY:** Head-size rock, metal chair, duffel bag full of guns. Range 1/2/4, Damage Str+d8, Min. Str d8.

The GM can adjust the damage down a level or two if the item is softer than the examples above, like a duffel bag full of money.

## INNOCENT BYSTANDERS

When an attacker misses a Shooting or Athletics (throwing) roll, it may sometimes be important to see if any other targets in the line of fire were hit. The GM should only use this rule when it’s dramatically appropriate — not for every missed shot in a hail of gunfire.

Each skill die that’s a 1 hits a random victim adjacent to or directly in the line of fire to the original target. Wild dice never hit innocent bystanders.

A Wild Card must miss with his Wild Die for a RoF 1 weapon to hit an Innocent Bystander (except for shotguns, see below).

This means it’s sometimes easier to hit an adjacent victim than the original target. That may not be entirely realistic, but is simple, dramatic, and requires some care in tight tactical situations.

- **ROF 2+ OR SHOTGUN:** Weapons that spray bullets or buckshot are much more likely to hit others. Each skill die that rolls a 1 or a 2 hits a bystander.

## ILLUMINATION PENALTIES

### PENALTY LIGHTING

-2	<b>Dim:</b> Twilight, light fog, night with a full moon.
-4	<b>Dark:</b> Typical night conditions with some ambient light from stars, a clouded or partial moon, emergency lights in an office building, a few flickering torches in a large space, etc. Targets aren’t visible outside of 10”.
-6	<b>Pitch Darkness:</b> Complete and total darkness (or the target is hidden or invisible). Powers that require sight may not be possible.



## MOUNTED COMBAT

Characters fighting from horseback (or other strange beasts) have certain advantages and disadvantages in combat, as described below.

Mounts aren't dealt Action Cards — they act with their riders. Animals may attack any threat to their front during their rider's action.

**Horsemanship:** Characters who wish to fight from horseback must use the lowest of their Fighting or Riding skills. This makes it important for cavalymen to actually be able to ride well!

**Falling:** If a character is Shaken, Stunned, or Wounded while mounted, or his mount is Incapacitated, he must make a Riding roll. If he fails, he falls. If the mount was running (GM's call), the rider suffers 2d4 damage (2d6 with a Critical Failure).

**Missed Ranged Attacks:** Mounts and riders are affected by the **Innocent Bystander** rules. If a shot intended at a rider rolls a 1, it hits the horse instead.

**Wounded Mounts:** When an animal is Shaken or Wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or falls as above.

## CHARGING

A rider on a charging horse adds +4 to his damage roll with a successful Fighting attack. To be considered charging, the rider must

have moved at least 6" or more in a relatively straight line toward his foe.

**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 and win an opposed Athletics roll to interrupt as usual. Whoever has the most Reach adds +2 to his roll.

The winner attacks first. If successful, he adds the +4 charge bonus to his damage (whether he's the rider or not).

## MULTI-ACTIONS

Characters can perform up to three actions on their turn. Each additional action beyond the first inflicts a -2 penalty to all actions. Taking two actions, for example, incurs a -2 penalty to both, and three actions is a -4 penalty.

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

All actions must be declared at the start of the turn and before any dice are rolled. Penalties remain even if a later action doesn't happen (usually because it was dependent on an earlier success).

**Movement and Multiple Actions:** A character may perform multiple actions at different points in his movement.

**Free Actions:** Multi-Action penalties do *not* apply to free actions, and free actions never inflict a penalty on other actions.

## NATURAL WEAPONS

Creatures with natural weapons such as fangs, claws, or horns may attack with any or all of them using their Fighting skill. Damage is stated for character ancestries and beasts in their various descriptions.

Creatures with natural weapons are always considered armed. This means they aren't **Unarmed Defenders** and foes fighting with **Two Weapons** gain no advantage against them (see page 108). Here are a few additional notes for each type of attack:

- **BITE:** The creature may bite a target it's grappled (most attackers can only crush their prey, see **Grappling**, page 101).
- **CLAWS:** +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).
- **HORNS:** Add +4 damage at the end of one Fighting action in which it Runs, moves at least 5" (10 yards), and successfully hits with its horns.

## NONLETHAL DAMAGE

A character who wants to beat someone up without killing them can choose to do nonlethal damage. This requires the attacker use only his fists or a blunt weapon of some sort. Edged weapons may be used if they have a flat side, but this subtracts -1 from the attacker's Fighting rolls.

Nonlethal damage causes Wounds as usual, but if a character is rendered Incapacitated he's knocked out for 1d6 hours instead.

Nonlethal Wounds are otherwise treated exactly as lethal Wounds. This means it's much easier to render an Extra unconscious than a Wild Card. This is intentional, and should work well for most genres where heroes can take multiple punches before going down for the count, but most "mooks" go out with one or two good punches.

## OFF-HAND ATTACKS

Characters are assumed to be right-handed unless the player decides otherwise. Actions that require precise eye-hand coordination, such as Fighting or Shooting, suffer a -2 penalty when done solely with the off-hand.

Off-hand weapons don't add their Parry bonus unless the hero is **Ambidextrous** (page 37).

## PRONE

Ranged attacks suffer a -4 penalty to hit prone characters from a range of 3" or greater (this does not stack with Cover) and subtract four points of damage from Area Effect attacks.

If a prone defender is caught in melee, his Parry is reduced by 2 and he must subtract 2 from his Fighting rolls.

Standing costs a character 2" of movement.

## PUSH

Sometimes characters may want to push a foe in hopes of knocking him out of position, prone, or even into a deadly hazard.

Pushing a foe is an opposed roll of Strength. If the attacker is successful he pushes the foe back up to 1" (two yards). With a raise, increase the distance to 2" (four yards). Double either distance if the attacker's Scale is larger than the foe's.

A character who's successfully Pushed must make an Athletics roll (at -2 if the attacker got a raise) or be knocked prone.

**Running:** If the attacker ran at least 2" (four yards) before the Push, he adds +2 to his total.

**Size Matters:** Creatures may not generally Push a foe more than two Sizes larger than themselves unless they have exceptional Strength for their Size (GM's call).

**Skill:** The attacker or defender may roll Athletics instead of Strength if they choose.

**Shields:** Attackers and defenders add their shield's Parry bonus to their Strength (or Athletics) rolls when pushing.

## RANGED WEAPONS IN MELEE

Heroes may fire ranged weapons when engaged in melee with a few caveats:

- The attacker may only use a power or a one-handed ranged weapon (such as a firearm no larger than a pistol) when in melee. He may not fire rifles or other "long arms." The TN is the defender's Parry instead of Short Range as he struggles, wrestles back and forth, etc.



- If attacking a non-adjacent target with a ranged attack *while* in melee, the attacker instantly becomes Vulnerable.

## READYING WEAPONS

Characters may “ready” up to two items per turn as a free action. Readying means drawing, holstering, or otherwise moving an item into or out of a familiar and easy-to-reach location.

Each additional item readied is an action, as is readying an item from a difficult location such as an ankle holster, off the floor after being disarmed, or other extenuating circumstances.

## RECOIL

Unless it says otherwise in its description, firing at a Rate of Fire greater than 1 in one action causes Recoil, a -2 penalty to the attacker’s Shooting rolls. A submachine gun with a Rate of Fire of 3, for example, causes Recoil unless its user fires only a single shot.

Recoil isn’t cumulative between actions. If a character fires three shots (RoF 3) on one action and triggers the Recoil penalty, he ignores it on a second action if he only fires a single shot.

## RELOADING

Nocking an arrow or loading a stone in a sling are free actions that may be performed once per action. Reloading a crossbow bolt, clip, magazine, speed loader, or single bullet

so that it’s ready to fire (chambered, cocked, etc.) is an action.

Some weapons are slower to reload, like heavy crossbows or black powder weapons. They require a number of actions to reload, listed as “Reload X” in their description.

*Example: Gabe fires a heavy crossbow (Reload 2) as part of a Multi-Action, using his other two actions that turn to reload. Since this is three actions, his Shooting roll is made at -4. On the following round, he can fire again at no penalty.*

**Running & Reloading:** Characters who run and load must make an Agility roll (at the usual -2 penalty for running). Failure means no progress toward reloading was made that action.

## SHOTGUNS

Shotguns fire a spread of metal “shot,” and so do more damage at close range where more of the shot hits the target. Because of this, shotguns add +2 to the user’s Shooting rolls and cause 3d6 damage at Short Range, 2d6 at Medium, and 1d6 at Long. Shotguns may not be fired at Extreme Range.

**Double Barrels:** Some shotguns have two barrels welded side-by-side. If an attacker wants to fire both barrels at the same target, roll damage once and add +4.

**Slugs:** Shotguns can also fire slugs. The attacker doesn’t get the +2 shotgun bonus to his Shooting roll, but the damage is 2d10 regardless of Range (and they may be fired at Extreme Range). **Innocent Bystanders** (page 102) are hit only on a 1 (instead of 1 or 2).

## SIZE & SCALE

Characters and creatures have a Size ranging from -4 for very small beings up to Size 20 and higher for massive behemoths. Specific creature Sizes are listed in their statistics, and explained on the **Size Table** on page 179.

The Size Table lists seven different “Scales,” from Tiny to Gargantuan, and the Scale Modifier that goes with each.

When creatures of different Scales attack each other, the smaller creature *adds* the difference between its Scale and its target to its attacks. A Tiny fairy (-6 Scale modifier), for example, adds +10 to hurl a *bolt* at a Huge dragon (+4).

The larger creature *subtracts* the difference from its attacks. A Very Small eagle (-4) subtracts 2 from its Fighting totals when attacking a Tiny fairy (-6).

### SCALE MODIFIERS

MODIFIER	SCALE & EXAMPLES
-6	<b>Tiny:</b> Armor joint, baseball, mouse
-4	<b>Very Small:</b> Human hand or head, basketball, house cat
-2	<b>Small:</b> Human limb, bobcat
-	<b>Normal:</b> Human, motorcycle, bull, horse
+2	<b>Large:</b> Hippo, most vehicles
+4	<b>Huge:</b> Dragon, whale
+6	<b>Gargantuan:</b> Building, kaiju, ship

### CALLED SHOTS & TARGET SIZE

Use the Scale of the target when making called shots against creatures, not *their* Scale. If a hero wants to blast the eye of a Huge robot destroying the city, for example, use the Scale of the *eye*, not the robot. If the eye is about the size of a car, the hero adds +2 to his roll because a car is Large, a +2 bonus.

Hitting the vital areas have extra effects listed under **Called Shots** (page 98).

## SPEED

Characters occasionally need to attack fast-moving targets. If the relative speed between attacker and defender is 60 Miles per Hour (MPH) or more, apply the Relative Speed Penalty:

### RELATIVE SPEED PENALTY

PENALTY	TARGET'S RELATIVE SPEED IS...
-1	60 MPH+
-2	120 MPH+
-4	240 MPH+
-6	Mach 1+
-8	Mach 2+
-10	Near Light Speed+

- Multiply MPH by 1.5 to get Pace.
- Divide Pace by 1.5 to get MPH.

## STUNNED

Stun guns, creature abilities, the *stun* power, electrical hazards, or other shocks to the brain or nervous system make a character essentially helpless until they manage to shake it off.

Stunned characters:

- Are Distracted (this is removed at the end of the victim's next turn as usual)
- Are Vulnerable (this remains until they recover from being Stunned)
- Fall prone (or to their knees, GM's call)
- Can't move or take any actions
- Don't count toward the Gang Up bonus

**Recovery:** At the start of a Stunned character's turn, he makes a Vigor roll as a free action. Success means he's no longer Stunned but remains Vulnerable until the end of his *next* turn. With a raise, his Vulnerable state goes away at the end of this turn.

## SUPPORT

Sometimes characters may want to cooperate or help an ally with a task. If so, and the GM decides it's possible, supporting characters roll the relevant skill (on their action if the game is in rounds) and declare which of their ally's Traits they're attempting to Support.

Success grants the ally +1 to one Trait total this round, and a raise adds +2. A Critical Failure on the support roll subtracts 2 from the lead's total — sometimes extra hands just get in the way!

Remove all Support bonuses at the end of the recipient's turn, whether he used them or not (perhaps by taking an action different than the one he was Supported for).

The maximum bonus from all Support rolls is +4. Strength checks are an exception and have no maximum bonus since more muscle can always manage more mass.

Players and GMs should be creative when making Support rolls. An adventurer with Survival, for example, might make a roll to find useful herbs for an ally attempting a Healing check, or a galactic explorer with Science might calculate slingshot vectors that help a friend make a tricky Piloting roll.

General encouragement (a Persuasion roll) such as “You can do it!” or “Check your six!” are perfectly acceptable, but at the GM’s discretion lose effectiveness if repeated.

***Example:** Gabe is the driver in a chase. Red points out a shortcut by yelling, “Take the next left!” She rolls Common Knowledge and gets a raise. Gabe adds +2 to his next Driving roll. Later on, Red is hit by a ricochet and is Shaken. Gabe yells, “Toughen up, cowgirl! This ain’t your first rodeo!” and makes a Persuasion roll. He gets a success and Red adds +1 to her upcoming Spirit total to recover from being Shaken.*

## SUPPORT VS. TEST

The Support option can be used against an opponent narratively, but the only effect it can have is as detailed above. If a character wants to “trip up” an ogre to help a friend make a Fighting roll against it, for example, she can add +1 or +2 to his roll, but she doesn’t actually trip the ogre. It’s not made prone, Distracted, Vulnerable, or Shaken as it might if she had used the **Test** option (page 108).

The advantage for a player in making a Support roll over a Test is to help an ally and avoid a more difficult opposed roll for the Test (even though narratively it might seem like it should be an opposed roll).

## SUPPRESSIVE FIRE

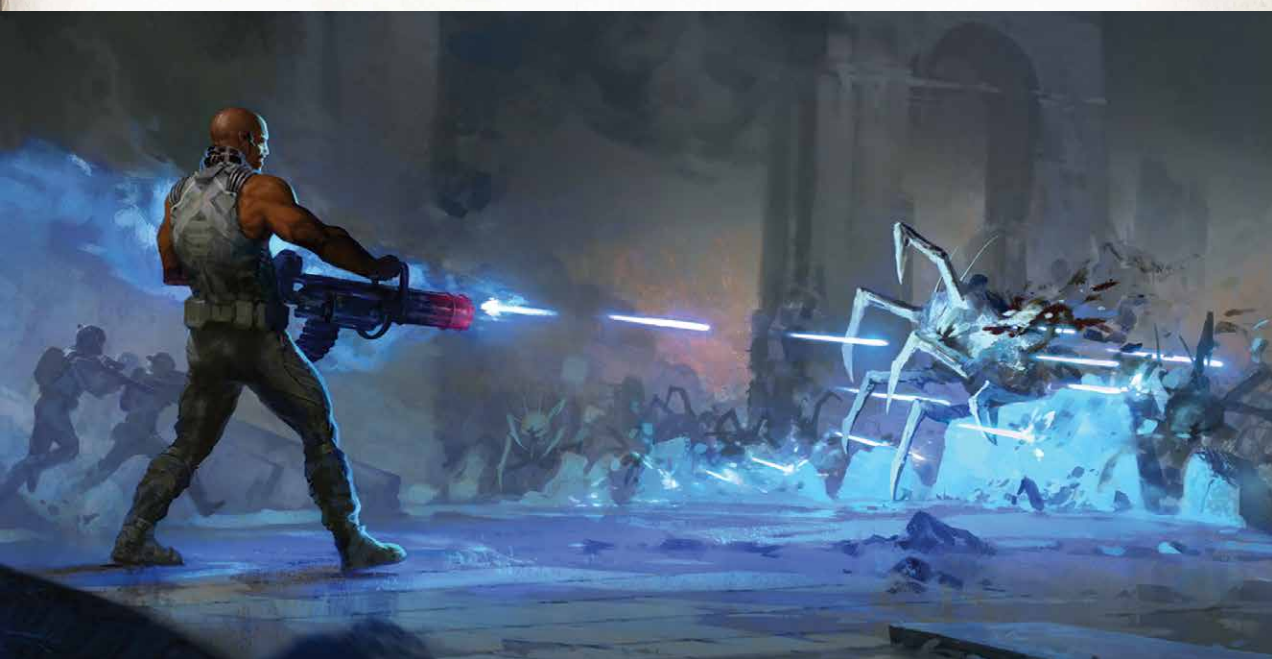
Suppressive Fire turns a firearm or other rapid-firing weapon into an area effect attack. It trades accuracy for a hail of ammo to keep the enemies’ heads down.

A weapon must be able to fire at least as rapidly as a revolver and can’t require reloading in between shots.

Suppressive Fire uses three times the usual number of bullets for its **Rate of Fire** (see page 93) and always incurs Recoil regardless of the weapon’s original Rate of Fire (the Rock and Roll! Edge, bipods, and tripods negate Recoil as usual).

To make the attack, the shooter places a Medium Blast Template on the tabletop and makes a Shooting roll (a single Shooting die regardless of Rate of Fire — RoF comes into Maximum Casualties, below.) Figure Range, Illumination, Recoil, etc., as usual, to the center of the template.

Next compare the total to each target in the template and consider any modifiers that apply to each (Cover, the Dodge Edge, the *deflection* power, etc.). Success means the target is Distracted, and a raise means he’s actually hit (no bonus damage is possible from Suppressive Fire).



**Maximum Casualties:** Every target under the template can be Distracted, but it can only cause damage to a number of targets equal to the weapon's Rate of Fire. The attacker chooses which targets are hit among his possible choices.

*Example: Gabe fires a minigun at a group of rampaging insectoids. He places a Medium Blast Template over five of them and rolls his Shooting die and a Wild die. He has the Rock and Roll! Edge so he ignores Recoil but still subtracts 2 from his total for Medium Range. He ends up with a 9 on his Shooting roll.*

*Two of the insectoids were behind a large rock and get Medium Cover. That subtracts 4 from the total so that's a single success—they're Distracted.*

*Three of the targets were out in the open so they're hit with a raise. Gabe can hit up to five given his weapon's RoF, so all three take damage.*

*The Rate of Fire of 5 means each "shot" is 40 bullets, multiplied by three for Suppressive Fire. That's 120 bullets, which is why miniguns come loaded with lots of ammo!*

## SURPRISE

Combat often starts before everyone involved is prepared. An ambush, a sudden double-cross, or a trap might all give one side in a fight an edge over the other.

When this happens, the ambushers are automatically on Hold. Deal them in as usual anyway in case one of them gets a Joker.

The victims of the attack make a Notice roll (if they haven't already, perhaps from ambushers sneaking up on them). Those who make it are dealt in as usual. Those who fail get no Action Card and can't act in the first round of combat.

## TEST

The **Support** option (page 106) allows a character to help out her allies. Test is the opposite—it lets him make things more difficult for his foes! Tests include embarrassing an opponent, throwing sand in his eyes, staring him down with a steely gaze, or anything else a clever player can think of to rattle his enemy and put him off-balance.

To perform a Test, the player describes the action and works with the GM to determine

the most appropriate skill to roll for it. Tests are resisted instinctively, so the "attacker's" skill roll is opposed by the attribute it's linked to. Tripping someone is an Athletics roll versus Agility since that's what Athletics is linked to. Taunt is linked to Smarts, so verbally humiliating someone is resisted by that attribute. Fighting, when used as a Test instead of an actual attack, isn't compared to Parry—it's opposed by Agility.

If the attacker wins the opposed roll, he can choose to make his foe **Distracted** or **Vulnerable** (see page 100). If he wins with a raise, the target is also Shaken or there may be other subjective effects as the GM allows, such as a tripped foe being knocked prone.

**Modifiers:** The GM must determine which modifiers apply to a Test. Shooting, for example, should include Range, Cover, Illumination, Recoil, etc. A hero with a bonus to his Parry does *not* add it to his Agility when challenged with a Fighting roll, however, because the defender resists with Agility—not his Parry.

Take the details into consideration as well—using Taunt to hit a rival's ego where it hurts, for example, might be worth a +2 bonus to the attacker.

**Repetition:** Using the same or similar action repeatedly quickly grows less effective, so the GM should apply a steep penalty if a character's Tests become repetitive (or disallow it entirely).

**Additional Dice:** If characters have additional dice for a Test, such as when using a weapon with a high Rate of Fire, he may roll all the dice but takes only the highest as his Test total. He doesn't get multiple results and he can't spread them out to other targets.

## TOUGH 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

A character armed with two melee weapons adds +1 to his Fighting rolls if his foe has a single weapon or is unarmed, and has no shield. It adds no bonus against creatures with **Natural Weapons** (page 104).



Wielding two firearms offers no special advantage other than additional ammunition.

Characters who want to specialize further can take the **Two-Fisted** or **Two-Gun Kid** Edge (page 44).

## UNARMED DEFENDER

It's difficult to parry a blade with one's bare hands. An attacker armed with a melee weapon adds +2 to his Fighting attacks if his foe has no weapon or shield. (This doesn't stack with the Drop.)

## UNSTABLE PLATFORM

A character attempting to fire or throw a ranged weapon from the back of a horse or other mount, a moving vehicle, or other "unstable platform" subtracts 2 from his total.

## VEHICLES

A sample list of vehicles is included in Chapter Two along with any relevant Notes.

Vehicular weapons work just like any other — characters make Shooting rolls to hit a target and roll damage if successful (plus a bonus die if they hit with a raise). Unless a character has the Steady Hands Edge, don't forget the Unstable Platform penalty.

Damage and how to handle vehicles on the tabletop are covered on page 113, under **Chases & Vehicles**.

## WILD ATTACK

Sometimes a desperate character may want to throw caution to the wind and attack with everything he's got.

A Wild Attack adds +2 to the character's Fighting attacks and resulting damage rolls for the turn, but he is Vulnerable until the end of his *next* turn (not this one).

Wild Attacks can be used with multiple attacks, such as from Multi-Actions or the Frenzy and Sweep Edges.

## WITHDRAWING FROM MELEE

Whenever a character retreats from melee, all adjacent non-Shaken and non-Stunned opponents get an immediate Free Attack (see **Free Attacks**, page 101).

*Example: Red is surrounded by five strange xenos and must get to a wounded Gabe. She takes the Defend option (increasing her Parry by +4) and backs away. All five xenos get a Free Attack, at +4 for Ganging Up. Fortunately, Red's high Parry fends them off and she makes her way to her injured friend.*



# THE ADVENTURE TOOL KIT

## CHAPTER FOUR

The following chapter contains tools the Game Master can use for all the special situations that often come up in a game, such as:

- **ALLIES:** Managing Extras under the player character's control.
- **CHASES & VEHICLES:** Dynamic and thrilling chases on foot, in cars, or on motorcycles, or dogfights between massive fleets of starships!
- **DRAMATIC TASKS:** Add tension and drama to situations like defusing a bomb or hacking a computer.
- **FEAR:** The effects of overwhelming terror.
- **HAZARDS:** The effects of scorching heat, bitter cold, radiation, and more.
- **INTERLUDES:** Narrative storytelling for long trips or to reveal bits about the player characters' backstories.
- **MASS BATTLES:** Desperate last stands against incredible odds between armies.
- **NETWORKING:** Gathering information or asking for favors.
- **QUICK ENCOUNTERS:** A fast and easy way to resolve fights, heists, or capers when pressed for time.
- **SETTING RULES:** A host of special rules you can use to customize your setting!
- **SOCIAL CONFLICT:** Run a court trial, plead for aid, or convince a crowd.
- **TRAVEL:** Figure out how long it takes for the party to cross your savage world!

- **WEALTH:** An optional system for those who don't want to worry about tracking income and expenses.

## ALLIES

Allies play a big part in many *Savage Worlds* games. They serve as troops under your hero's command in *Weird Wars*, loyal retainers in fantasy settings, or fellow fighters in glorious rebellions against oppression.

**When to Use These Rules:** Use these rules to help keep track of the party's followers and give them a little extra personality to play off of as well.

**The Basics:** Players create, control, and track their own followers and nonplayer character allies.

## USING ALLIES

Keeping up with allies in *Savage Worlds* is simple. Just download the Ally Sheet from our website and fill in the blanks.

Allied Extras are divided up among all the players to control. This is a very important part of *Savage Worlds* because our settings often feature allied bands of skilled hirelings, fellow grunts, or loyal retainers, and the game is designed to handle them quickly and easily. It's also designed for the players to control them — not the Game Master.

It doesn't matter whether or not the *characters* control the allies, only that the *players* do. This keeps everyone involved in the action even if his hero is out of the fight, and makes running large combats much easier and more fun for everyone. Of course the GM can always take charge of Extras when the need arises, but with good roleplayers this should rarely be necessary.

## ALLIED PERSONALITIES

You can add a little flavor to your allies by rolling on the **Allied Personalities** table. Jot down the keyword on the Ally Sheet so you and your Game Master have a little insight into each particular ally's character.

Consider these general impressions with no particular game effect. They help both the player and GM decide just how an ally might react in a given situation. In a *Weird War Two* game, for instance, a player with a young lieutenant character could look over his list and choose the "Observant" character to pull guard duty. If he has to go with the "Lazy" soldier for some reason, there's a good chance the GM will rule he falls asleep sometime during his watch.

### ALLIED PERSONALITIES

D20	PERSONALITY	D20	PERSONALITY
1	Treacherous	11	Crude
2	Cruel	12	Agile
3	Old	13	Observant
4	Happy	14	Clueless
5	Experienced	15	Mysterious
6	Gung-Ho	16	Creative
7	Lazy	17	Artistic
8	Sneaky	18	Fearless
9	Bright	19	Cowardly
10	Young	20	Heroic

"HOW COME I ALWAYS GET  
THE CLUELESS ONES?"  
-RED

## ALLIES & ADVANCEMENT

Allies can improve their abilities as well. See **Advancement** on page 54.

## AMMO

Keeping track of ammo for all your allies can be difficult. Here's an easy and dramatic way to handle this problem.

The ammo level of each group of allied Extras starts at Very High, High (the usual level), Low, or Out, as determined by the GM.

After each fight, the ammo automatically drops a level. This makes for dramatic situations and realistic logistical problems while eliminating the bookkeeping.

The GM can always decide otherwise, of course. Perhaps the troops are told to fight with hand weapons instead of their firearms, or they don't get to fire off more than a couple of shots before the fight is over.

## TYPICAL ALLIES

Here are a few typical soldier archetypes you might use for your *Savage Worlds* games. Fill in any additional skills or Edges as you see fit. A group of rangers, for example, should have the Survival skill, while cavalymen should have the Riding skill, and so on.

### SOLDIER

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

**Skills:** Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** —

**Edges:** Soldier

### EXPERIENCED SOLDIER

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** —

**Edges:** Soldier and any two combat Edges.

# CHASES & VEHICLES

One of the most thrilling staples of adventure film, television, and fiction is the chase. This simple twist on the regular combat rules lets you race muscle cars over blasted deserts, track freestyle runners across concrete jungles, and even recreate desperate dogfights in the sky or the depths of space.

**When to Use These Rules:** Use the Quick Encounter rules if you just want to find out if the heroes catch a fleeing foe. If you want more detail, use these rules for highly mobile pursuits too large for the tabletop. You'll also find rules for resolving damage against vehicles, and what effect it has on their drivers in this section.

**The Basics:** Participants vie for position using "Chase Cards" to track relative distance.

## MANEUVERING SKILLS

The following rules often call for *maneuvering* skill rolls. Exactly what skill that is depends on whether the character is on foot, mounted, or in a vehicle of some sort:

- **AIRPLANE OR SPACESHIP:** Piloting
- **FOOT OR BIKE:** Athletics
- **MOUNT OR WAGON:** Riding
- **VEHICLE:** Driving
- **WATERCRAFT:** Boating

**Critical Failure:** The standard results for Critically Failing a maneuvering roll are listed below, but the GM can always create her own result appropriate to the situation as well:

- **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 (page 119).
- **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.

## SETUP

To start a chase, 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).

Now break all the participants into each group that will move and act independently. Everyone in the same ship, boat, or vehicle, for example, is one group. In a foot chase, each player character acts independently because they move independently. The horde of Extras chasing them can be broken up into groups as the GM decides.





Red and Gabe pursue a ninja in a foot chase (a 5" Range Increment).  
Gabe is four cards from the ninja so he's 20" (40 yards) away.  
Red is two cards from the ninja so she's 10" (20 yards) away.

The rear-most character or vehicle should be at the rear — on the far left card or “Card 1.” Everyone else should be placed to his right as fits the circumstances. Add more cards to either end of the row if someone falls behind or surges ahead.

The Range is the number of Chase Cards between participants (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

These are *suggested* ranges based on the weapons typically used in that type of chase. The goal is to give most ranged weapons the ability to fire at a few cards distance and give an advantage to those with longer ranged weapons. Increase or decrease the Range Increment as makes sense for the particular scenario. In a tank battle, for instance, you might want to change the Range Increment to 100, even though it’s a “vehicular” fight.

## CHASE ROUNDS

Once all the participants are placed, deal each independent character or group an Action Card at the start of each round as usual. They then act in whatever order they choose as their Action Card comes up. This is important so passengers can Support their driver before he has to make a critical roll, Test a foe to make him Vulnerable, attack *before* their vehicle changes distance (*or after*) to take maximum advantage of their weapons, and so on.

The participants can move along the track using the **Change Position** maneuver (page 115), closing on foes, running from them, or attempting to reach some objective.

The length of each round is up to the GM, but is usually a combat round in a foot or car chase. Battles in space might represent many minutes per round until the action zooms in on a fast-paced dogfight.

**Boarders:** Characters in or on an *enemy* vehicle get their own Action Card (as a group).

**Minimum Speed:** The Game Master must decide who’s allowed to participate in a chase. A kid on a bike might be able to chase bandits in a car if the streets are very congested, but is left behind after a round on the open road.

**Ending the Chase:** A chase ends when one side gets away (disabling all pursuers, the Flee maneuver, etc.) or is forced to stop. Participants can always choose to stop if they want, either dropping out or stopping to engage their enemies.

A chase might also end after a certain number of rounds or as one or more of those involved reach a certain card along the track. In a *Weird War Two* bombing run, for example, the bombers might need to reach the last card on the track to drop their payload. The fighters scrambling after them must try to stop them before they reach their target.

## CHASE ACTIONS

Characters in a chase can do most anything they’d normally do, such as Test, Support, use powers, or make attacks. The GM decides how close a character has to be to try a particular action. A defender must be able to see or hear a Taunt for it to be effective, for example. If the attacker and defender are connected via audio

or video feeds, of course, distance probably won't matter.

Nonplayer character crews of ships, starships, and other large vehicles are assumed to be doing their jobs already and shouldn't roll Support or Tests. Those special actions are the domain of the player characters or named Extras and Wild Cards — including those on the opposing side!

**Held Actions:** A character on Hold may attempt to interrupt enemy actions as usual. In personal combat (including foot chases), the two make opposed Athletics rolls. When mounted, it's opposed Riding rolls. In vehicle chases, the GM must decide which skills are most appropriate (Athletics vs. maneuvering to interrupt the driver, for example).

If trying to act before an entire vehicle, ship, or group with multiple characters takes its action, the opposed roll should be made against the driver or leader.

## MANEUVERS

Below are a number of special maneuvers characters can attempt during a chase. Maneuvers may also be part of a Multi-Action. A driver can Change Position and fire his weapon, for example, or say he attempts a Force if he gets close enough.

■ **BOARD (Action):** Sailing ships use grappling hooks and planks to pull their prey close and board. Starships might use breaching tubes or assault pods.

To board, the attacker and defender must be on the same Chase Card. The two then make opposed maneuvering rolls. If the attacker is successful, the two vessels are joined and his crew may board the enemy craft.

If defenders have been designated to repel boarders and weren't being used for other purposes (such as sailing or crewing stations on a starship), they start on Hold unless the attacker won the boarding roll with a raise.

Once a boarding action begins, the commander of the boarded vessel can only attempt to Change Position, which is made at -4 if grappling lines, tractor beams, or other restraints are involved. If she's successful, her vessel is no longer grappled (though some of the boarders may still be on her ship!). With a raise, she breaks free

## GROUPS

Make Group rolls for Extras who move and act together. If they have a Wild Card leader, use his skill to make maneuvering rolls and assume his leadership keeps the group together.

This means Shaken members of a group are dragged along with the rest, and individual Wounds or other conditions are ignored unless that specific member is targeted, or *all* the members of the group share the same condition.

and may move one Chase Card in either direction.

■ **CHANGE POSITION (Limited Free Action/Limited Action):** A character or driver may change his position by making a maneuvering roll as a limited free action. Success allows him to move up or down one Chase Card, and up to two with a raise. The character may instead Change Position as a limited action, adding +2 to his roll.

**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** (see below) his foe. A raise is treated as if the defender rolled a Critical Failure on a maneuvering roll (see **Maneuvering Skills**, page 113).

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

Several circumstances result in a character or group being "Bumped." The foe who caused the Bump may move the defender one Chase Card in any direction. She may do this at any time during her turn as she chooses (to resolve other attacks first, for example).

When a target is Bumped by an indirect action (such as a Complication), the opposing side chooses the direction.

An attacker can't Bump a particular target more than one space each turn regardless of the source (multiple attacks, the Force maneuver, etc.). Other attackers, even those sharing the same Action Card, may Bump the target separately, however.

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.

Bumps are only used in chases. Ignore them on the tabletop.

- **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 each being or vehicle causes is based on its 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

If a character or group's Action Card is a Club, something has gone wrong. An obstacle may block the path, the engine might stall, or a hero might have to run through mud, ice, uphill, or some other impediment.

The character, driver, or pilot must make a maneuvering roll as a free action to deal with the Complication. The suit on his current Chase Card determines any modifier to the maneuvering roll and the results of failure.

**Note:** The *Action Card* triggers the Complication; the *Chase Card* defines any modifier (Mod) and the result of failure.

### COMPLICATIONS

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.

**Special Conditions:** GMs can also use Complications to trigger special conditions or hazards of the encounter. For example, triggering reinforcements anytime a Diamond Complication occurs, or the first character to fail a Club Complication is hit by lightning during a battle in a fierce storm.

## ATTACKS

Characters may make ranged and melee attacks normally, using all their usual Edges and Hindrances as usual as long as the GM agrees they make sense in the particular situation.

- **MELEE ATTACKS:** In foot, mounted, or car chases, characters can make hand-to-hand attacks only if they're on the same Chase Card. The usual rules, such as the Gang-Up bonus, Withdrawing from Melee, Innocent Bystanders, etc., apply as the GM sees fit. Should anyone want to attack a moving vehicle, its Parry is 2+ half the driver's maneuvering skill, plus its Handling. Attacks aren't usually possible between very fast vehicles, airplanes, starships, and the like.
- **RANGED ATTACKS:** Drivers and characters can fire ranged weapons as usual. The Range is the number of Chase Cards between participants (not counting the attacker's card) times the Range Increment. Attacks may also target crew if they're visible (don't forget any Cover they might have).

## DAMAGE

- **CHARACTERS/MOUNTS:** Damage is resolved normally, but if the character (or his mount) is Shaken, Stunned, or Wounded in a chase, he's Bumped as well.
- **VEHICLES:** 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** (see page 119).

Each raise on a vehicular damage roll causes a Wound and one roll on the **Vehicle Critical Hits** table (not one roll per Wound). Most vehicles can take three Wounds before they're **Wrecked** (page 118). Each Wound reduces a vehicle's Handling by 1 (to a maximum of -4).

If this is a chase, damage that equals or exceeds a vehicle's Toughness also **Bumps** it (page 116), but only once per attacker.

**Called Shots on Vehicles:** To target a particular part of a vehicle, the GM assigns a modifier based on the dimensions of the target. See **Size & Scale** on page 106 and **Cover** on page 99 for specifics. If the attack is successful and causes a Wound, it also causes the effects for that area (see the **Vehicle Critical Hit** table).

## FIXED WEAPONS

Front-mounted weapons may only fire at targets ahead of them, side weapons to their respective sides, and rear weapons behind. Top or bottom mounted turreted weapons may fire in any direction unless the situation or particular vehicle says otherwise (assume ships, planes, or starships rise and fall during the turn to accommodate their top or bottom weapons).

**Fixed Side-Mounted Weapons (Cannons):** Firing fixed side-mounted weapons — those that must be aimed by turning the entire vessel — must be positioned. The captain or pilot chooses his target and makes an opposed maneuvering roll as an action. Failure means he can't line up a shot this turn. Success means the attacker may fire up to half his guns on one side at the target, and a raise means he may fire all of them at that target (a "broadside").

Treat each set of up to four cannons as "linked" (see page 82), rolling attacks and damage separately for each set.

**Crossing the T:** If a Large target (or greater) is hit by a broadside at Short Range, it's "raked" along its length. Add an additional d6 to each damage roll resulting from the rake.

## REACTION FIRE

Weapons with this quality spray massive amounts of matter or energy, making them quick to fire against enemies who dart in and out of range to attack. Once per round when their craft is attacked, Reaction Fire weapons may return fire at -2. The attack is resolved *after* the enemy's who triggered it (if the gunner survives).

## WRECKED

Vehicles take three Wounds before they're "Wrecked" as their base. Large vehicles can take four Wounds, Huge can take five, and Gargantuans can take six.

A wrecked land vehicle can't move, but its weapons may still be fired if they aren't powered by the vehicle's propulsion system.

Watercraft sink. Small vessels sink in a few rounds. Medium boats might take up to an hour to slip beneath the surface, and large ships might take several hours.

Aircraft plummet to the ground and are destroyed.

**Occupants:** Those inside a vehicle (and whatever it hits, if it matters) take damage depending on what caused the Wreck:

- **COLLISIONS:** If the vehicle is Wrecked from a Collision on the **Out of Control** table, the passengers suffer  $Xd6$  damage, where  $X$  is equal to the Wounds the vehicle suffered from the collision (don't forget any **Air Bags & Safety Harnesses**, page 82).
- **DAMAGE:** If the vehicle is Wrecked from Wounds caused by enemy attacks, occupants in a land vehicle, speed boat, starship, or similar vessel take  $3d6$  damage, or  $5d6$  if the GM feels the vehicle was traveling at a high speed (usually in excess of 60 MPH) or some other precarious circumstance. Those

on large boats or ships don't take Wounds but must contend with Swimming rolls and survival afterward.

Occupants of an aircraft make an Athletics roll if they have parachutes to land safely. Failure means they take **Bumps & Bruises**, page 125, from a hard landing. Those who roll a Critical Failure on Athletics or are without parachutes plummet to their death, unless the GM feels they have a chance to survive. In that case they suffer **Falling** damage (see page 127) instead.

## REPAIRS

Characters may repair vehicles given sufficient time and at least some basic tools. The attempt takes two hours per Wound and a Repair roll. If the roll fails, the mechanic must start over.

Field work requires at least a toolbox and basic supplies, and subtracts 2 from the Repair roll. An average garage negates this penalty, and an excellent or dedicated facility adds +2.

Each success and raise on the Repair roll fixes one of the vehicle's Wounds. With an additional raise above and beyond what's required to fix all Wounds, the repair time is halved.

**Wrecks:** Wrecked vehicles can be repaired if the mechanic has access to a full body shop and spare parts (GM's call). This takes a full day before other repairs can be made.

