Savage Worlds Adventure Edition – Unofficial Combat Survival Guide v.5

Problem:		And…	Then Try To…	P.	Game Effect	Helps:
You can't **hit** the foe	High Parry	Your team outnumbers the foe	**GANG UP**	101	+1 Fighting for each additional non-Stunned ally in melee with the target (max +4). Lower this bonus by 1 point for every enemy adjacent to the target (min 0).	Team
		You are pretty strong (high Strength), you can move before acting and/or you have a shield	**PUSH** to knock them **PRONE**	104	Opposed Strength or Athletic (each one chooses) roll (+2 if moved 2" before pushing, +Shield Parry Bonus): push 1", 2" with a raise. The foe also rolls Athletics (-2 if the pusher raised) to avoid falling **PRONE**.	Team
		You are OK with lowering your defense	Do a **WILD ATTACK**	109	+2 Fighting, +2 melee damage, but you are now **VULNERABLE**	You
	Great Penalties for a Ranged Attack	You are using a melee weapon	Switch to **RANGED ATTACKS**	93, 105	An enemy without **COVER** or similar has a target number of 4 to be hit by a ranged attack. Change up to 2 weapons as a free action once per turn.	You
		You can miss a turn and you can stand still in your position	**AIM**	97	Spend the entire turn (movement included) to lower by up to 4 points of penalties (from **COVER**, **CALLED SHOT**, Range…) *OR* add +2 to the first ranged attack of the next round.	You
		You are using a ranged weapon, and you can shorten the distance to engage in melee	Switch to **MELEE ATTACKS**	93, 105	An enemy with **COVER** or **PRONE** can still be hit without penalties with Fighting. Change up to 2 weapons as a free action once per turn.	You
	One of the motives above, or both	You can help an ally (*"he has a weak spot there!", trip the foe, "JUST DO IT!"*)	**SUPPORT** an ally's combat skill	106	Describe how you help your ally's Trait and roll your relevant Skill to give them +1 with a success, +2 with a raise (max +4).	Ally
		You can hinder your foe through a clever tactic (*throw sand in their eyes, a feint, "look behind you", provocations, war cries*)	**TEST** your foe to make them **VULNERABLE**	100, 108	Describe a **TEST** and roll a relevant Skill against the foe's linked Attribute. **Success**: the foe is **DISTRACTED** or **VULNERABLE**, your choice. **Raise**: the foe is also **SHAKEN**.	Team
		You are OK with sacrificing your movement	**GRAPPLE** your foe	98, 101	Athletics (or Strength -2) vs Athletics (or Strength -2) to **ENTANGLE** the target, or to **BOUND** (the grappler is also **VULNERABLE**) with a raise .	Team
You can't **damage** the foe enough (High Toughness*)		You aren't having problems hitting the foe	Do a **CALLED SHOT** against a weak point	98-99	**Limb**: -2 (may **DISARM**, see pag. 100); **Hand**: -4 (may **DISARM**), **Head/Vitals**: -4 (+4 damage), **Unarmored Area**: -? (damage ignores Armor).	You
		You are OK with lowering your defense	Do a **WILD ATTACK**	109	+2 Fighting, +2 melee damage, but you are now **VULNERABLE**	You
You are going to die soon if you keep standing there!		You are engaged in melee and you don't want to risk rolling your dice	**WITHDRAW** to fight another day!	100, 109	Each non-Shaken and non-Stunned adjacent enemy receives a free attack against the hero that flees from melee. You may use your turn to **DEFEND** (see pag. 100) in order to gain +4 Parry and move your normal Pace (but not run).	You
	You are engaged by a single enemy…	…but you are pretty Strong (high Strength) and/or you have a shield	**PUSH** to make your foe non adjacent, then move	104	Opposed Strength or Athletic (each one chooses) roll (+Shield Parry Bonus): push 1", 2" with a raise. The foe also rolls Athletics (-2 if the pusher raised) to avoid falling **PRONE**.	You, Team
		…but you can hinder your foe through a clever tactic	**TEST** to make your foe **DISTRACTED** or even **SHAKEN**, then move	100, 108	Describe a **TEST** and roll a relevant Skill against the foe's linked Attribute. **Success**: the foe is **DISTRACTED** or **VULNERABLE**, your choice. **Raise**: the foe is also **SHAKEN**.	You, Team
		The foes target you from afar	Find **COVER** or move then drop **PRONE**	99, 104	Attackers subtract from -2 to -8 to their ranged attacks against you, depending on the **COVER** you found, **PRONE** is a -4 COVER against ranged attacks from 3"+.	You

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

RECOVER from being **SHAKEN**: Roll Spirit at the start of your turn, or spend a Benny at any time (pag. 94).
SOAK incoming Wounds: Spend a Benny and roll Vigor to negate one wound for every success and raise (pag. 96).

BOUND: Cannot move, cannot do other physical actions except trying to break free, DISTRACTED and VULNERABLE as long as they remain Bound. Use an action to roll Athletics (or Strength -2) and become ENTANGLED with a success, or break free with a raise (p. 98).
DISTRACTED: -2 to the character's roll until the end of their next turn (p. 100).
ENTANGLED: Cannot move and is DISTRACTED as long as they remain Entangled. Use an action to roll Athletics (or Strength -2) and break free (p. 98).
PRONE: -2 Parry, -2 Fighting, -4 to be hit from range 3"+ (doesn't stack with COVER), -4 damage from attack with Area of Effects, use 2" of Pace to crawl 1" or to stand up (p. 104).
SHAKEN: Can only perform free actions (including normal movement, plus eventually running). Recover from being SHAKEN as free action with a Spirit roll at the start of the character's turn (p. 94).
STUNNED: Can't move nor take actions, is PRONE, attacks against him get THE DROP (p. 100). Each turn make a Vigor roll to recover: success recovers but is DISTRACTED and VULNERABLE, raise no ill effects.
VULNERABLE: +2 to every roll against them until the end of their next turn (pag. 100).

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