SHANE LACY HENSLEY'S
SAVAGE WORLDS
SHOWDOWN

COMPETITIVE SKIRMISH RULES!

2.0

Showdown!

Welcome to *Showdown!™* The rules found in this booklet are for our upcoming miniature battle games, such as *Dragon Kings* and *Rippers!* We even have a completely free scenario you can download and play *right now* from our *50 Fathoms™* game—*It Came From the Flotsam Sea!*

All the rules you need to play are right here in this booklet. Troop lists, scenarios, and Unit Cards can be found in your Game Book or scenario.

Those of you who have seen or played the *Savage Worlds* roleplaying game book might wonder what's different between these two versions. The difference is that these rules are for purely competitive play. They don't teach you how to make your own characters, gear, or worlds because those things are already created for you in these games. Everything you need—including game statistics for characters, creatures, and vehicles and their Unit Cards—is included in your Game Book.

That's right. We're saying you don't need the *Savage Worlds* book to play *Savage Showdown*, because *everything* you need is right here!

Those of you who have played the *Savage Worlds* roleplaying game should take a close look at any special abilities that appear on the Unit Cards. Some have been changed slightly to get rid of any subjective effects that are great for rpgs but only cause arguments during competitive play. Don't worry about getting confused though—the changes are very few and troops' special abilities are spelled out right on their Unit Card.

Note for Veteran Savages: If it ain't in here, it don't exist when playing *Showdown.* Though this game is about 99% the same as *Savage Worlds,* there are a few differences. Don't go adding in three-round bursts and double-taps, for instance, because those aren't allowed in this version of the game.

Fast! Furious! Fun!

Now let's get you going. The rules in this guide are short and sweet, so don't be intimidated. There are really only about 8 pages of rules—and that's with big pretty pictures, partner. The rest of the booklet contains advanced rules for things like magic and vehicles!

So trust us. We'll have you up and fighting desperate battles for honor and glory or loot and pillage in just a few minutes!

Get ready for a *Showdown!*

What You Need to Play

Here's what you need to play *Showdown*:

• This booklet!
• Your Game Book (such as *Dragon Kings* or *Rippers,* or one of our free mini-games at *www.greatwhitegames.com*)
• Miniatures. You'll need either metal miniatures or printable "Figure Flats." See your Game Book for details. Our free mini-games come with Figure Flats so you can get playing right away!
• 6 Polyhedral Dice. One each of a d4, d6, d8, d10, d12, and rarely, a d20. A few extra dice can help speed things up immensely.
• A playing area. A tabletop or patch of floor large enough for you to fight the battles described in your Game Book.
• A deck of standard playing cards, including both Jokers.
• Scenery. Whether you use a set of children's blocks, full-color printable scenery, or highly-detailed resin models, creating terrain helps deepen your gaming experience.

Your Forces

Units are already created for you, and can be found in your Game Book. If a scenario tells you to purchase your troops out of a certain number of points, simply look on the bottom right of the Unit Cards for each unit's cost.

Unit Cards

Each unit you purchase must have a Unit Card. Place these along your edge of the game table so that you can deal each unit a playing card for initiative. We'll explain this more under **Turn Sequence.**

Cohesion

Figures within a unit must be within 5" of any one other figure in their unit. This is important because it keeps units organized so you know which troops have acted and which haven't. Should a figure ever get separated from its companions for some reason, it must use its full movement each round to get back in cohesion (the character doesn't have to run, however).

Shaken Figures (see below): It often happens that some figures in a unit are Shaken while others aren't. When this occurs, those who aren't Shaken may act normally. Those who are Shaken must try to keep up as best they can (moving half their Pace toward the rest of the unit).

The Rules

Once you've built your force, you need to know how to actually play the game. Don't sweat it—the *Showdown* rules couldn't be simpler.

Turn Sequence

Grab a deck of standard playing cards (make sure to leave both Jokers in!) and place one on every Unit Card on the table. You only need one deck for everyone unless you have more than 54 units on the table (you go, buddy!). Make sure you shuffle the deck after *every* turn.

Now count down from the Joker. When a unit's card comes up, that's when it gets to act.

Joker: A unit with a Joker can go whenever it wants—even automatically interrupting another unit if it wants. Better still, it adds +2 to its trait and damage rolls this turn!

Fortune and Calamity: One more thing. Whenever you draw a Joker, instantly roll on the Fortune & Calamity Table on page 18!

Hold: A unit may choose to wait and see what happens by taking a Hold action. Flip its card face-down to show its status. It may then go later in the round, and can take its action normally. A Held action lasts until it's used. If a unit has a Held card when a new round starts, it's not dealt in.

Units must go on Hold together, by the way. You can't have some of the figures in a unit stay on Hold while the rest take other actions.

Interrupting Actions: If a unit on Hold wants to interrupt an action, it and the opposing unit make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

Unit Actions

So what can units do each turn? The simple answer is move and make one attack of some sort (close combat or ranged). Some might cast spells or use a special ability as well.

We'll cover these in more detail right after we explain to you the basics of making trait tests and damage rolls.

Trait Tests

Every character or creature is made up of traits—attributes and skills that define his particular abilities. Each trait is rated from a d4 to a d12, with a d6 being the human average.

When you want a figure to do something, such as attack, you simply roll that die. If it's equal to or greater than 4 (the standard Target Number, or TN), plus or minus any modifiers, you're successful.

Untrained: If a figure doesn't have a skill for an action it's attempting, roll 1d4 and subtract 2 from the total. Some skills can never be used untrained, such as casting a spell. Use this when a model that doesn't have Riding hops on a horse, tries to drive a hover-sled without the Driving skill, and so on.

Unit Statistics

Name: The unit's name. If the name is followed by a number, there are that many figures in the unit. Otherwise it's a unit of one.

Traits: Every character or creature is made up of traits rated from a d4 to a d12, with a d6 being average. The first line lists the unit's Agility, Smarts, Spirit, Strength, and Vigor. The second line lists the skills relevant to this game. (In the roleplaying version of *Savage Worlds,* characters have many more skills.)

Secondary Statistics: Each unit also has several derived traits. Specifically, these are:

Pace: How many inches the unit may move in a turn without penalty.

Parry: The number needed to hit the unit in hand-to-hand combat (using Fighting).

Toughness: The unit's total Toughness, including Armor.

Gear: This line lists the figure's weapons (including its range, damage, any special notes), armor, and other gear carried.

Abilities: Some units have Edges or powers that allow them to do special things, or Hindrances that cause them problems. These are explained under Abilities. Any Abilities that alter the unit's statistics have already been figured in for you, but are listed for completeness.

Cost: In the bottom right is the unit's cost. If Smiling Jack is there, it means he's a Wild Card as well.

Black Powder Pete
A:d8, Sm:d6, Sp:d8, Str:d6, V:d8
Fighting d8, Shooting d10, Spirit d8
Pace: 6; Parry: 7; Toughness: 6
Gear: Cutlass (Str+2); Pistol (3/6/12; 2d6+1)
Abilities:
• **Combat Reflexes**: +2 to recover from being Shaken.
• **Marksman:** +2 Shooting if the figure does not move.

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Greenskins attempt to take a tower in some far-flung fantasy world.

Multiple Actions

Figures may perform multiple actions such as running and Fighting, attacking with a weapon in each hand, and so on. A weapon can't be fired over its rate of fire in a round, however, and characters may not make more than one Fighting attack with the same weapon. A figure could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, however, and could even issue a Taunt at the same time if he had that ability. He could only make two Fighting attacks if he had a knife in each hand, however.

Each additional action attempted in a round subtracts 2 from all the figure's rolls. If an adventurer wants to fire a gun with one hand and slice at an adjacent foe with a knife in his other hand, for instance, he subtracts 2 from both rolls. If he also wanted to Taunt someone at the same time, he subtracts 4 from all three rolls.

Wild Cards get their Wild Die on each action as usual (see below).

Aces

Trait tests and damage rolls in *Savage Worlds* are "open-ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. If a wizard targets a unit of orcs with a resisted spell, for example, the wizard makes a Spellcasting roll and the targets roll their Spirit.

The acting character gets his trait total first, followed by whoever is opposing him. The highest total wins. The winner of an opposed roll must still get a normal success (4 or better) as well.

Raises

Sometimes it's important to know *how* successful a trait test was. Every 4 points over the TN is called a "raise." For most things, you only need to figure out if there is a single raise or not. Only when figuring damage against Wild Cards (see below) will you need to count multiple raises.

Wild Cards

Heroes (player characters), and unique villains and monsters are collectively called "Wild Cards" (or creatures). These beings have a better chance at trait tests, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys.

Wild Cards are noted with the picture of Smiling Jack by their name, like this:

King Arthur Pendragon

The Wild Die

When making any sort of trait test, Wild Cards roll an extra d6 and take the best of their normal skill die or their "Wild Die." Aces apply to Wild Dice as well.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing full-auto, they roll only one Wild Die. A soldier who fires three bursts from a submachine gun rolls three Shooting dice and one Wild Die. The Wild Die can replace any of the three Shooting Dice if he chooses.

Bennies

Each player starts the game with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. Each Wild Card also gets two bennies you may use only for that hero.

Bennies can be used to reroll any trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot be spent on ranged damage rolls, rolls on tables, or anything besides trait rolls (but see the Soak rules).

Combat

The heart of any good skirmish game is combat!

Movement

Characters, creatures, and vehicles all have a statistic called "Pace." This is how many inches they can move in a single turn. Most humans have a Pace of 6".

Difficult Ground: Count every inch moved as 2" in rough terrain such as shallow water or steep hills.

Running: Figures may also run. This gives them an additional 1d6" of movement (if human) but inflicts a -2 penalty to any trait tests performed that round. Roll a single die for units with multiple figures.

Close Combat Attacks

A figure may make one hand attack per round using his Fighting skill. The TN to hit is equal to the opponent's Parry.

Withdrawing From Close Combat: Whenever an adjacent foe moves away from an opponent, all adjacent opponents get an immediate free attack (but only one— no extra attacks for Frenzy or foes with two weapons).

Ranged Attacks

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons have a set of numbers under "Range." This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll. Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

Cover: Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush or a split rail fence), and -4 if the defender has substantial cover (about 2/3rds cover behind something substantial like a wall or a car).

Damage

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. Hand weapons do the attacker's Strength plus a bonus depending on the weapon. A broad sword, for instance, is Str+3. In the hands of someone with a d12+2 Strength, the weapon would cause d12+5 damage.

Note that melee attacks are actually Strength rolls, so Wild Cards get their Wild Die and may spend bennies on them. Ranged attacks are not trait rolls, however, so bennies may not be spent.

After hitting, your damage is compared to the opponent's Toughness. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no visible game effect. If the damage is equal to or higher than the victim's Toughness, he's Shaken (see below). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight, and may even be dead.

Damage is calculated one strike at a time. If a frenzied octopon with two attacks hits a pirate twice and both hits cause a Shaken result (see below), the pirate is wounded and removed from play.

A battle in the graveyards of Deadlands: Great Rail Wars.

Bonus Damage

Well-placed attacks are more likely to hit vital areas, and so do more damage. An attack that hits with a raise grants the attacker an extra d6 when rolling damage. An orc with a damage value of Str+1 and a Strength of d6, for instance, rolls 2d6+1 if he hit with a raise.

A Wild Card still gets his Wild Die on Strength-based damage rolls. It's easiest if you make the Strength roll first, then roll the extra d6 (which can also Ace).

Shaken

Shaken characters are rattled and temporarily rendered ineffective. Figures can become Shaken by tests of will results, fear, and most commonly, damage.

Shaken characters may only move half their Pace and can perform no other actions (including running).

If a Shaken character is Shaken again by a damaging attack (not by a Test of Wills, fear, suppression, or similar non-damaging effect), he suffers a wound instead.

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. Failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the action but the figure can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

Wild Cards and Wounds

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs a -1 penalty per wound to all further trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all trait tests.

Wild Cards can take 3 wounds before they're removed from play.

The Soak Roll

A player can spend a benny to automatically eliminate a Shaken condition for any of his figures. If the benny is spent immediately after taking one or more wounds from a single attack, you may make a Vigor roll as well. A success and each raise on the roll reduces the number of wounds suffered from that attack by 1. Wild Cards left with any wounds from the attack are still Shaken as usual.

A figure may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a figure can't make another soak roll to eliminate the other two wounds. The character *could* spend a second benny to reroll the Vigor roll as usual, however. This also means that if a figure should suffer multiple hits on the same action card, the player needs to spend bennies and make soak rolls after each result—before the next one is resolved.

Morale

Whenever a unit suffers 25% casualties in one action segment (one initiative card), it must make a Spirit check. This is a "group roll" (roll a single Spirit die plus a Wild Die) as long as there are at least two members of the unit left.

Subtract 2 from the total if the group is at half strength, and 4 if they are at one-quarter strength or less. With a success, the unit fights on. If the roll is failed, every member of the unit is Shaken.

This is a great way to stop a "charge" if your unit is on Hold.

Fear: Creatures that cause Fear cause units to make morale checks whenever the feared creature moves into contact. This is a group roll—the whole unit either suffers from Fear or it doesn't. If failed, the troops are Shaken *before* the creature makes its attack, making them much more susceptible to wounding.

If a unit wants to enter melee combat with a creature that causes Fear, they must first make a group Spirit roll. They don't become Shaken should they fail, however, they simply refuse to enter melee and lose their action for the round. Figures may fire ranged weapons at Feared creatures without making Spirit checks.

End Game

Unless the scenario says otherwise, one player rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count. This ensures no one knows exactly when the game will end so they won't throw their troops away in unrealistic ways because they know the game is about to end.

Victory!

Victory Points are counted by kills unless the scenario says otherwise. If a group of 5 figures costs 15 points, each of its members is worth 3 "Bounty Points."

To get the relative level of a victory, first figure the percentage of total Bounty Points lost by each side. Do this by dividing the number of points lost by the number of points you started with.

Multiply this number by 100 to get your percentage. If you start with 100 points and lose 40 points worth of troops, you've suffered 60% casualties.

The side with the larger percentage of casualties loses. Subtract the winner's casualties from the loser's to get the victor's battle result.

Casualty Ratio	Battle Results
Tie	Draw
1-25	Marginal Victory
26-50	Minor Victory
51-75	Major Victory
76-100	Overwhelming Victory

Special Rules

Hiya grognards.
   The rest of this book contains all the extra stuff you might need depending on your game. If you've got big honkin' hovertanks, mousy wizards pretending to be Merlin, or jet planes buzzin' your battlefield, you'll need this stuff.
   There's also a nifty set of maneuvers you can use if your pansy knights can't bring down that dragon, or if some hero with Taunt wants to laugh at some other guy's funny pants his mamma made him wear.

A company of Russians explores the blasted ruins of Stalingrad in Weird Wars.

Combat Options

Below are a number of additional rules for combat in tournament games. Note that many of the maneuvers found in the *Savage Worlds* roleplaying game are not included in this version because they produce subjective effects that aren't appropriate for miniatures games.

Area Effect Attacks

Grenades, spell effects, and other attacks that cover a large area are "area effect attacks." The three most common size attacks have been made into Small, Medium, and Large Burst Templates (found on the GWG website for download in full color).

To attack with an area effect weapon, the player places the template on the table within range of his figure's weapon and makes a Shooting or Throwing roll for the attacker. If the roll is successful, the blast is centered where desired. Everything touched by the template is affected—even if it's just the unit's base.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6" for thrown weapons (such as grenades) and 1d10" for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long. 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 (this keeps the template from going behind the figure).

Targets who are prone or behind cover still get some protection from area-effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A
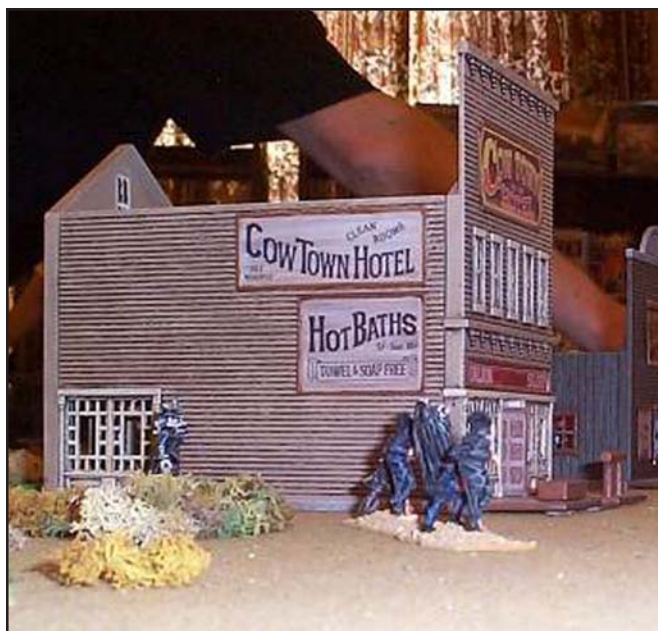
A posse of shady-looking characters walks onto main street in this Deadlands™ game.

character in major cover, like a foxhole for example, negates four points of damage from a blast if he's caught within it.

Automatic Fire

Weapons with a RoF (Rate of Fire) higher than 1 allow you to roll multiple Shooting dice at once. You can even split your dice among multiple targets if you want. These represent several "bursts" of full-auto fire. (Wild Cards roll their Shooting dice plus one Wild Die.)

Fully automatic fire is less accurate than usual, however. The firer subtracts 2 from his Shooting dice when firing more than one shot.

Called Shots

Use the following modifiers and effects when characters wish to target specific locations:

Limb (-2): An attack to a limb causes no additional damage but may ignore armor if none is worn there.

Head or Vitals (-4): The attacker gains +4 damage from a successful attack to these critical areas. The target must actually have vital areas, and the attacker must know where they are to gain this advantage.

Defend

If a character's only regular action is to defend, his Parry is increased by +2 until his next action. The defender may move normally while performing this maneuver, but no running or other actions are allowed.

Firing Into Melee

See the **Innocent Bystander** rules.

Ganging Up

Each additional adjacent attacker in a melee adds +1 to all the attackers' Fighting rolls, up to a maximum of +4 (regardless of the position or size of the defender).

If a group of four orcs attack a brave paladin, for example, each adds +3 to their Fighting rolls. This is a great way for "mooks" to take down more powerful opponents.

Innocent Bystanders

Each miss that comes up a 1 on the Shooting die indicates a random adjacent character (base-to-base contact with the target) was hit. If the attacker was firing on full-auto or a shotgun, a roll of 1 or 2 hits the bystander. Roll damage normally.

Horses and other mounts may be hit in this way as well.

Intimidate

A character with the Intimidation skill may Intimidate a foe within 8" by making an opposed Intimidate vs. Spirit test. Success give the attacker +2 to his next action against that target. A raise means the foe is Shaken.

Who dares disturb the restless dead in this shot from Rippers!™

Prone

Figures can go prone for free. Standing up again costs 2" of movement. Prone targets gain -2 Cover, though attackers within 3" ignore the modifier.

A prone defender who is attacked in melee may automatically rise to defend himself if he desires. If he chooses to remain prone (or can't rise for some reason), his Parry is reduced by 2, and he must subtract 2 from his Fighting rolls.

Ranged Weapons in Close Combat

No ranged weapon larger than a pistol may be fired in close combat (though larger weapons may be used as clubs). Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the Shooting roll is his Parry rather than the standard ranged TN of 4.

Suppressive Fire

Fully automatic weapons can "spray" an area with lead in hopes of killing or suppressing a larger number of victims.

The attacker places the Medium Burst Template on the battlefield and makes a single Shooting roll (regardless of the weapon's rate of fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover). If the attack misses, the spray is off-target and has no effect.

If the attack is successful, all targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

Taunt

A character may Taunt a foe within 8" by making an opposed Taunt vs. Smarts test. Success give the taunter +2 to his next action against that target. A raise means the foe is Shaken.

Touch 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

Figures may attack with weapons in both hands if desired. This inflicts a -2 penalty to each attack. Unless the figure is Ambidextrous, subtract another 2 points from the off-handed attack.

Unstable Platform

A character attempting to fire a ranged attack from the back of a horse, moving vehicle, or other "unstable platform" suffers -2 to his Shooting roll.

Wild Attack

Figures may perform wild attacks that add +2 to their Fighting attack and resulting damage rolls, but their Parry is reduced by 2 until his next action (mark this with a white gaming stone or other marker).

Magic

In the *Savage Worlds* system, all spell-like effects, whether they be spells, psychic powers, miracles, or the products of weird science, are referred to as Powers.

Character with the ability to cast spells, call for miracles, or other arcane powers have an "arcane skill," such as Faith, Spellcasting, or Mad Science (defined in their description). This is the trait rolled to use their power. These characters also have "Power Points," which is the reserve of arcane energy they have to use their magic or miracles. Power Points should be marked on the figure's Unit Card with beads or other tokens to show their remaining pool for all to see.

Each power has the following statistics:

Cost: This is the number of Power Points it costs to use the power. Some powers allow the character to pay additional points for additional effects. This is always determined—and paid for—before the dice are rolled.

Range: The maximum distance the target of the power can be from the user, in inches. A Range of Smarts, for example, means 10" for a character with a Smarts of d10. If a power lists three ranges, such as 12/24/48, these are read just like missile weapon ranges, and subtract the standard penalties for each range bracket (0/-2/-4). The arcane skill roll acts as both his "casting" and attack total for these type powers. A range "Touch" means the character must touch the target of the Spell with a successful Fighting roll. Touch attacks are made at +2 as they are easier than striking a "damaging" blow.

Duration: How long the power lasts in rounds. A power with a Duration of 1 lasts until the end of the current round. A duration of 2 means the end of the next round, and so on.

If the Duration of a power has a second entry, such as 3/1r, it means the power has a duration of 3 rounds and may then be maintained for one additional Power Point per round. Each power maintained subtracts 1 from future uses of the arcane skill.

Using Powers

As an action, a spellcaster may use a single power by declaring the power he's using, spending the desired number of Power Points, and making an arcane skill roll. If the roll is failed, there's no effect (but the Power Points are still lost). If successful, consult the particular power to determine the results.

Disruption: A character who is actively maintaining a power may be disrupted if he suffers damage. To maintain concentration for all of his powers, the hero makes an opposed arcane skill roll versus the damage he suffered. If he wins, he maintains all of his spells. If he fails, he instantly drops all of his powers after the attack that caused the disruption is resolved. A character who is Shaken by non-damaging means (such as a Test of Wills) must make a simple Smarts roll to maintain his powers.

Basic Powers

Armor

Cost: 2; **Range:** Touch; **Duration:** 3/1r

Armor creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target Armor. Success grants the recipient 2 points of Armor that adds directly to Toughness. A raise grants 4 points of Armor.

Barrier

Cost: 1/ 3" section; **Range:** Smarts; **Duration:** 3 (1/3" section/round

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10.

Every Power Point spent creates a 1" wide section of wall. The wall varies in thickness depending on what it's made from, but is usually as thin as a brick wall. The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust and is removed.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

Opponents may climb the barrier by sacrificing 4" of movement. Harmful versions of the *barrier* (such as fire) do not block movement but cause 2d4 damage to figures that move through it.

Blast

Cost: 2; **Range:** 24/48/96; **Duration:** 1

Blast is an area effect power the size of a Medium Burst Template. The character first picks where he wants to center the *blast,* then makes an arcane skill roll. Normal ranged attack modifiers apply.

If the roll is failed, the *blast* deviates as a launched projectile (see Area Effect attacks). Targets within the *blast* suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage.

Additional Effects: For double the Power Points, the blast does 3d6 damage *or* is the size of a Large Burst Template. For triple the points, it does both.

Bolt

Cost: 1-6; **Range:** 12/24/48; **Dur:** 1

Bolt is the standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

Additional Bolts: The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be

spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt.* This may be combined with the additional bolts, so firing 3 *bolts* of 3d6 damage costs 6 Power Points.

Boost/Lower Trait

Cost: 2; **Range:** Smarts; **Dur:** 3/1r

This power allows a character to increase any of a target's traits by one die type for a standard success, and two with a raise. Each step over d12 adds +1 to his trait total.

The power can also be used to lower an opponent's trait. This is an opposed roll against the victim's Spirit. Success lowers any trait of the caster's choice one step, a raise lowers it two steps. A trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

If Fighting or Vigor are raised, the figure's Parry or Toughness must be refigured. Round down if figuring stats like d12+3 (which is a result of 7).

Deflection

Cost: 2; **Range:** Touch; **Dur:** 3/1r

Deflection misdirects incoming melee and missile attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as Armor against area effect weapons as well.

Dispel

Cost: 3; **Range:** Smarts; **Dur:** 1

Dispel negates other powers already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual. In either case, *dispelling* the opponent's power is an opposed roll of arcane skills. The *dispelling* character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc.)

Fear

Cost: 2; **Range:** Smarts x 2; **Duration:** 1

Fear causes overwhelming dread and horror in an area the size of a Large Burst Template. Every creature beneath the template must make a Spirit check, or a Spirit check at -2 if the caster got a raise on his casting roll. Failure means those beneath the template are Shaken and immediately run away from the caster 1d6".

Healing

Cost: 3; **Range:** Touch; **Duration:** Permanent

Healing brings a non-Wild Card back to action if rendered within one round of suffering a wound. For Wild Cards, each use of the *heal* spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

Puppet

Cost: 3; **Range:** Smarts; **Dur:** 3/1r

Puppet allows a spellcaster to take complete control of a target figure. The figure must be a living creature of normal intelligence (not animal). This is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. After each attack against a friendly target, the victim gets a new opposed Spirit roll to break free and end the spell.

Quickness

Cost: 4; **Range:** Touch; **Duration:** 3/2r

With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

Smite

Cost: 2; **Range:** Touch; **Duration:** 3/1r

This power increases the damage of any one weapon by +2, or +4 with a raise.

Stun

Cost: 2; **Range:** 12/24/48; **Dur:** Special

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like. If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

Zombie

Cost: 3/corpse; **Range:** Smarts; **Duration:** Special

Zombie raises a number of undead specified by the character when he spends his Power Points. Statistics and Unit Cards for the newly risen undead can be found in your Game Book.

A kraken mage from 50 Fathoms!

Vehicle Rules

There's nothing more exciting than a good smash-em-up. The rules in this section show you how vehicles move and attack in the game.

Vehicles have four statistics. Crew statistics are listed on separate Crew cards.

Acc/Top Speed is the vehicle's Acceleration and Top Speed in inches per round.

Toughness for a vehicle is the same as Toughness for a human. The number in parentheses is the vehicle's Armor, which is already figured into its Toughness. It's listed separately to calculate how much Toughness is negated by Armor Piercing rounds.

Passengers lists the number of crew needed to operate the vehicle, plus any additional passengers it can transport. A notation of 1+6, for example, means it requires 1 crew person, and can carry 6 more human-sized passengers.

Notes: Some vehicles have special abilities due to their construction or optional equipment.

Movement

Vehicles move on their driver's action card. Driving consumes the driver's action, though he may take other actions as well at a standard multi-action penalty. Passengers act on their own initiative as usual.

Speed

Acceleration is how many inches per turn the vehicle may increase its current speed. An SUV with an Acceleration of 20, for instance, means it can increase its movement by up to 20" every action, up to its Top Speed, which is also listed.

A vehicle can decrease its speed by twice its Acceleration (or more in a Hard Brake—see Maneuvers, below).

The player controlling the vehicle decides his speed at the beginning of his action, and moves it that many inches. The vehicle remains at that speed until the driver's next action, so record the current speed on its unit card for the current round in case it hits something.

Speed Kills

It's harder to maneuver a vehicle at high speed. A vehicle moving over 15" a round on the tabletop inflicts a -2 handling penalty on its driver. A vehicle moving over 30" inflicts a -4 penalty.

Reverse

A vehicle can move up to half its Top Speed in reverse. Driving rolls made while in reverse suffer a -2 modifier.

Difficult Ground

Slippery gravel, uneven ground, or mud are all difficult ground and work just as for characters on foot. Count each inch moved through such rough terrain as two, and apply a -2 penalty to all Driving rolls made while in rough terrain. Driving through rough terrain at over half of Top Speed requires a Driving roll every round.

Animals and Conveyances

Animals don't have to worry about Acceleration or Top Speed—they simply move their Pace (plus any running roll) each round. Animal-drawn transportation has an Acceleration equal to half the animal's basic Pace. Carts and wagons don't have a Top Speed because the animal simply moves its Pace as usual (plus a running die if it runs).

Turning

To perform turns, use the Turning Template provided at the end of this booklet. Simply line your vehicle up with the template and move it along the outside to turn.

Vehicles can perform tighter turns as a Maneuver (see Maneuvers, below).

Home Guard Fast Attack Vehicle

The men and women of the Home Guard have converted some civilian vehicles for use in their battles with marauders. These SUVs and light trucks are fitted with a Drake Autocannon, a deadly .50 cal with a high rate of fire.

This unit consists of a driver, gunner and their vehicle.

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 2
Weapons: Drake Autocannons (50/100/200, Dam: 2d10; RoF: 5)
Notes: Four Wheel Drive: Ignores Difficult Ground.

Collisions

Collisions are very deadly in *Showdown.* The damage to the vehicle and its passengers is 1d6 for every 5" of its current speed (round normally). If a motorcycle moving at 16" per turn hits a tree, for instance, it suffers 3d6 damage, as does its rider and anything it rams into.

Relative Speeds: Increase the damage if a vehicle hits another object moving toward it. This is called "relative speed." If two bikes ram into each other at a speed of 12, for instance, their relative speed is actually 24 and each bike (and rider!) suffers 4d6 damage. Similarly, a vehicle moving away from an attacker subtracts its speed from the ramming vehicle's.

Vehicular Armor: Vehicles with Heavy Armor add their Armor rating as an AP value to their damage.

Soft Obstacles: The collision rules assume the vehicle has hit something hard, like another vehicle, rock, wall, and so on. If the obstacle was soft, like a person, the damage is halved for the vehicle. The person takes damage normally, of course.

Falling or Jumping From Vehicles

Characters who fall from a moving vehicle suffer damage just as if they were in a collision. Characters who jump and make an Agility roll suffer half the usual damage dice (round down).

Losing Control

Failing a Driving roll causes a vehicle to go "out of control." When this happens, roll 2d6 on the Out of Control Table. Resolve any additional movement (such as slips or flips) immediately. Anything in the way gets smashed—check out the collision rules above if that happens.

Maneuvers

The following are some common maneuvers that may be performed by ground craft. The penalty to the Driving roll is listed in parentheses. If the maneuver is failed, move the vehicle to the point of the maneuver, then roll on the **Out of Control Table** to see where it actually ends up.

Bootlegger Reverse (-4): The vehicle moves forward at half its current speed and then turns between 90 and 180 degrees (player's choice). The vehicle instantly decelerates to a complete stop and cannot move further this round.

Hard Brake (0): The driver decelerates up to three times the vehicle's Acceleration.

Jump (0): Ground vehicles can jump a distance equal to one-quarter of their current speed, plus 1d10" with a raise on the Driving roll. They descend one inch for every two inches jumped forward, so a vehicle jumping 20" falls 10" by the end of its jump.

Ram (Opposed): Though we have to move vehicles in turns on the table-top, they're actually moving simultaneously in the "real world." For that reason, when one car rams another, we give the defender a chance to get out of the way—even if it's not his turn. When this happens, the two drivers make opposed Driving rolls. If the attacker wins, he's managed to ram his foe and damage is calculated normally. If the defender wins, he must move his vehicle just out of the way, whether backwards, forwards, or sideways (owner's choice).

Sometimes cars run into people as well. In this case, the driver makes an opposed roll against the target's Agility instead.

Tight Turn (0): The vehicle can turn up to 90 degrees, ignoring the Turn Template.

Turning

The steam tank below is performing a turn to the left. This is the most the tank can turn without performing a maneuver.

1

2
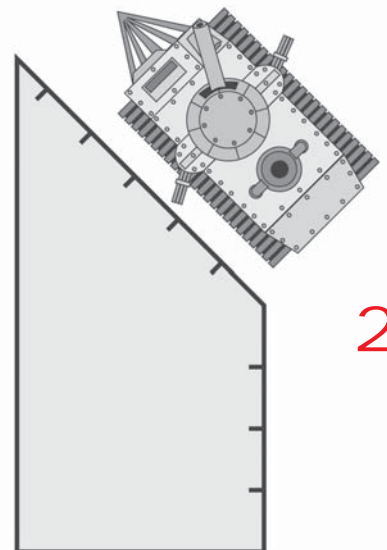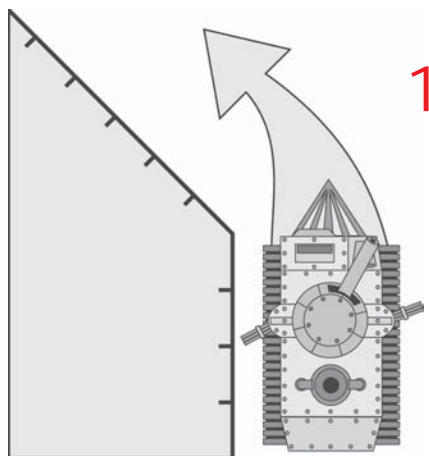
The tank has moved 4". This is its position at the end of its move.

Vehicular Attacks

Combat between vehicles and their crews works much like regular combat, with only a few exceptions. Below are a few modifiers to remember during ranged combat.

Situation	Bonus/Penalty
Unstable Platform	-2
Fast Targets	-1 per 10" of current Speed

Unstable Platform: Any character on an unstable platform, including a moving vehicle, suffers a -2 penalty to any "fine" physical skills such as Fighting and Shooting. This applies to characters who are firing vehicular weapons as well.

Fast Target: A fast-moving vehicle is more difficult to hit, and subtracts 1 from any attacks directed at it for every full 10" of its speed. This is relative, so a vehicle heading directly toward a character doesn't get the modifier, nor does the modifier apply if the hero is shooting at a vehicle driving parallel to his own.

Damage

Damage that equals or exceeds the vehicle's Toughness forces the driver to make a Driving roll or go Out of Control (roll on the Out of Control Table).

Each raise on the damage roll also inflicts a "wound." Each wound caused to the vehicle inflicts a -1 penalty to the driver's Driving skill rolls until someone repairs the damage. The attacker also scores a critical hit for each wound inflicted, and rolls on the Critical Hit Table (see the table) to find out exactly what happened.

When a vehicle takes its 4th wound, it is automatically wrecked and the driver must make a Driving roll or go out of control.

A wrecked vehicle won't run anymore, though its weapons may still fire if they are not powered by the vehicle's propulsion system.

Aircraft

Aircraft are handled as easily as ground vehicles with one exception—altitude. Aircraft have a Climb score in addition to their Acceleration and Top Speed statistics. This is how many inches high they can climb each round. Aircraft may descend up to two times their Climb score without a maneuver. Steeper dives are covered below.

Out of Control at Altitude

When an aircraft goes out of control, it must worry about losing altitude as well. Roll on the table below to see if it changes its height.

2d6	Altitude Change
2	Down 2d10"
3-4	Down 1d10"
5-9	No change
10-12	Up 1d10"

Movement and Stalling

Aircraft move just like ground vehicles, but fixed-wing aircraft (airplanes and jets but not helicopters or craft capable of Vertical Take-Off and Landing) can never go below one quarter of their Top Speed while flying or they stall and automatically lose 1d10" of altitude at the end of their movement.

Hitting the Ground

Should an aircraft hit the ground while moving forward, it suffers damage normally for its current speed (1d6 per 5" of movement, rounded down). Add in half the number of inches descended that turn when figuring speed as well.

A wrecked aircraft plummets 20" toward the ground immediately on being wrecked, then 40" per round afterward. Damage for anyone on board the aircraft when it hits is figured as usual.

Crash Landings

A pilot can try to save his aircraft—even if it is wrecked—by making a crash landing. This is a Piloting roll at -4. If he makes it, roll on the Out of Control Table to see where the aircraft ends up and halve the damage dice for the landing. If the roll is failed, the craft takes damage as usual.

Should an aircraft hit the ground and not be wrecked (due to a sudden drop in altitude and a low damage roll), complete any movement from the Out of Control Table, then reduce the aircraft's speed to 0.

Aerial Maneuvers

Aircraft can perform all of the standard ground maneuvers. Even some that don't make literal sense (a bootlegger reverse, for example), can be adapted to fit an aerial model if you think of it in terms of Immelmanns, scissors, and the like. Aircraft can also perform the following aerial maneuvers:

Stunt (-2): A plane on the table-top that needs to perform a barrel roll, fly through a narrow canyon, storm through a barn, or perform some other fantastic stunt may appear to move in a straight line, but must actually make important but minute adjustments. All of these efforts require a Piloting roll. Failure means the aircraft goes Out of Control.

Power Dive (0): A pilot can enter a controlled power dive by making a Piloting roll. If failed, he must roll on the Out of Control Table. If successful, he may descend up to 40" per round.

2d6 Roll Effect

2 Roll Over: The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Exterior-mounted weapons/accessories are ruined.

3-4 Spin: Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Roll a d12, read it like a clock facing, and point the vehicle in that direction.

5-9 Skid: Move the vehicle 2" left or right (in the direction of a failed maneuver, or away from a damaging attack).

10-11 Slip: Move the vehicle 4" left or right (in the direction of a failed maneuver, or away from a damaging attack).

12 Flip: The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle or dragon, its passengers, and anything it hits. Slow and heavy vehicles such as tanks don't flip but suffer a Slip or Skid instead.

Critical Hits

2d6   Effect

2 Scratch and Dent: The attack merely scratches the paint. There's no permanent damage.

3 Engine: The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however.

4 Locomotion: The wheels, tracks, or whatever have been hit. Halve the vehicle's Top Speed immediately. If the vehicle is pulled by animals, the shot hits one of them instead.

5 Controls: The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1-3 left, 4-6 right). This may preclude certain maneuvers as well.

6-8 Chassis: The vehicle suffers a hit in the body

9-10 Crew: A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle.

11 Weapon: A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a chassis hit instead.

12 Wrecked: The vehicle is Wrecked.

Mounted Combat

Here's how to handle horses, camels, weird alien creatures, and so on.

Movement

Mounts move on their rider's action card. If the animal moves, the unit may not be on Hold.

A horse moves at half Pace the round it is mounted. Characters may move half their Pace the round they dismount.

Falling

Anytime a character is Shaken or suffers a wound while on horseback he must make a Riding roll to stay horsed or suffer 2d6 damage. Mounts stay by their rider and do not act independently.

Firing on Mounted Targets

Shots directed at mounted characters use the **Innocent Bystander** rules to see if the horse was hit. Of course, an attacker can always aim for the horse instead.

Fighting

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

Characters who shoot from an animal suffer a -2 penalty to their Shooting rolls.

Charging

A rider on a charging animal adds +4 to his damage if he moved over 6" toward his foe.

Trained Horses

Animals with the Fighting skill (such as warhorses) may attack any threat to their front during their riders' action.

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 when he is attacked by a charging mount (see above).

If so, he rolls to interrupt as usual, but the character with Reach adds +2 to his Agility roll for each point of his weapon's reach. The winner attacks first, and adds the +4 charge bonus to his damage; the loser gains no bonus.

Wounded Mounts

When an animal is Shaken or wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or suffer the consequences of falling (2d6 damage).

TEMPLATES
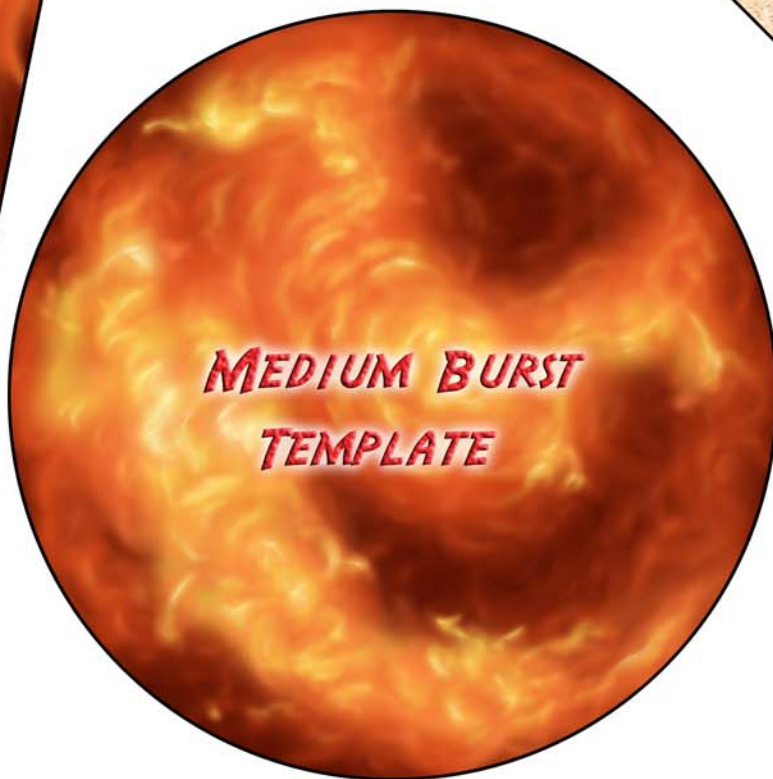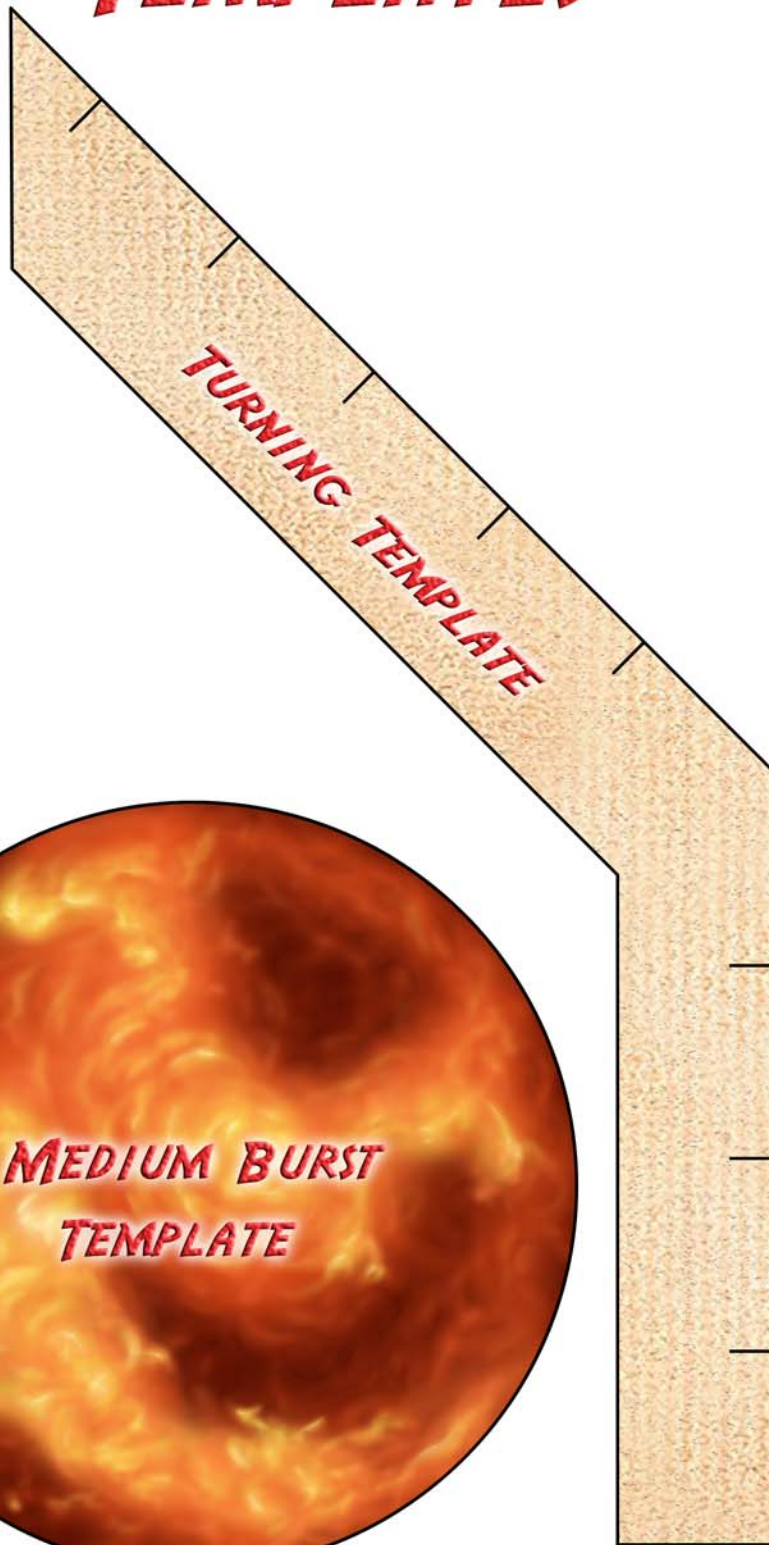
Cone Template

Turning Template

Medium Burst Template

Large Burst Template

Small Burst Template

Small Burst Template

Fortune

Fortune represents minor but important events that happen to your forces in the field. They cause something good to happen to your side, or something bad to happen to your foe.

2   **Freak Event!** Roll on the Freak Event Table.

3   **Twist of Fate:** Take a benny from your opponent. If he does not have one, he must immediately remove any one Extra from play.

4   **The Quick and the Dead:** Swap one of your opponent's cards for any one of yours.

5   **Rally:** Pick any one unit on the board with Shaken figures. All those figures recover automatically.

6-8 Hand of Fate: Gain one extra benny.

9   **Close Call:** Any one of your opponent's units stumbles, becomes confused, or is otherwise disrupted. All its members suffer -2 to their trait rolls this round.

10   **Teamwork:** Pick any one other unit within 12" of this one. Discard its Action Card. It acts on the Joker along with this unit, and gains the usual bonuses as well.

11   **Out of Ammo:** Pick any one enemy unit. It's out of ammo or Power Points (your choice). If this result cannot be applied, you gain a benny instead.

12   **Freak Event!** Roll on the Freak Event Table.

Cut this page in half for easy reference for both sides.

Freak Events

Freak events are bizarre occurrences that can never be planned on. The events below are fairly mundane so that they can be used for most any kind of battle. Specific battle-sets might contain their own Freak Events as well.

Roll 1d10 on the table below. If your Game Book includes a new Freak Event Table, make sure to use that one instead.

1) Storm: A sudden storm rolls in. Rain begins to pour and visibility is limited to 12". All attack rolls are at -1, and black powder weapons don't work at all. The round after this event, all streams become impassable, even at fords. Only bridges remain.

2) Fire! Fire breaks out on the board! Roll randomly among each occupied building, patch of trees, or other flammable terrain type. If none of these are occupied, roll randomly among all flammable terrain pieces. The entire building or forest catches fire this round and causes 2d6 damage to everything within. The fire continues for the rest of the game— unless a storm comes, which quenches it immediately.

At the beginning of each turn thereafter, roll 1d6 for each flammable structure within 4" (adjacent buildings, another patch of forest, etc.). On a 4-6, that structure catches fire as well. Check to see if these new fires spread in the following rounds.

3) Blood Ties: One of the Wild Cards on the other side is related or has some other special bond with one of your heroes (a Wild Card of your choice). For the rest of the battle, these two won't attack each other directly unless there are no other targets on the board.

4) Death of a Hero: The next time one of your Wild Cards dies, his noble sacrifice triggers new resolve in his companions— or bone-chilling dread. When your next Wild Card is Incapacitated, roll a die. Odd, the rest of your force is inspired by his legacy and adds +1 to all their rolls until another of your Wild Cards is killed. If the result is even, your force is filled with dread. They subtract -1 from all their rolls for the rest of the game until an *enemy* Wild Card is slain.

5) Fickle Fate: Fate favors the underdog. The side with the fewest bennies draws until it has the same number as their foe. Place these in the common pool.

6) Back from the Dead: One of your dead was just knocked unconscious. He returns in the spot where he fell. If this is a Wild Card, he returns with but a single wound.

7) Bitter Cold/Heat: The weather heats up or cools down, depending on your environment. All troops become tired or bogged down and reduce their running rolls by half for the rest of the game.

8) Battle Tested: Any one of your units improves any one skill or attribute a die type immediately.

9) The Fog: Dense fog, mist, or smoke rolls drifts over the battlefield. Place two connected Large Burst Templates at the center of one randomly determined board edge. The fog drifts 2d6" each round in a random direction (roll a d12 and read it like a clock facing). The fog "bounces if it hits an edge in a random direction (so that it never leaves the field.).

10) Reinforcements: A group of your most common currently-fielded troop type arrives on the field of battle! Place these troops in your deployment area. They act on the Joker this round and are dealt in normally hereafter.

It Came From the Flotsam Sea!

You've read the rules, now try out *Showdown* with an absolutely free scenario from our new hit game *50 Fathoms!*

Black Powder Pete and his band of scurvy pirates are searching for treasure along the Whip Islands of Caribdus when they're discovered by something dark and sinister from the ocean depths.

Will the pirates earn their grog this day? Or will the sinister minions of the Sea Hags enjoy a feast of salty sea dog?

Only you can decide!

(Download *It Came From the Flotsam Sea* at www.greatwhitegames.com. Look for it and other goodies in the Downloads section!)

What's Next?

Great White Games has several new miniature games on the way, all designed to be relatively small and compact so you don't have to invest in hundreds of figures. We're keeping our lines small and designing games around a "warband" mentality. You can create a band of heroes and watch them grow from game to game in mini-campaigns that you'll actually be able to play and finish.

We're also making games that revolve around specific scenarios—Savage Tales with objectives, twists, and surprises so you can do more than just battle.

Our first game up is *Rippers™,* Victorian monster-hunting steampunk. The twist? Your heroes can use the "trophies" they bag to gain the monster's abilities!

After that is *Dragon Kings!™* Morgan Le Fay has returned as a great dragon and devastated the world in fire and radiation. Fortunately, Arthur and his knights have risen as well! Now they've traded in their horses for Harleys and are leading what's left of the human resistance in battle against Morgan, Mordred, and the Dragon Kin in the blasted ruins of London!