

Savage Worlds Combat Survival Guide

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

Recover from being Shaken = Spirit roll

Soaking Wounds = Vigor roll

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