



## WILD DIE

Roll this die with the other and take the higher of the two. If snake-eyes are rolled (double 1s) a critical failure has occurred.



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## INITIATIVE CARDS



Counted down from Ace to Deuce in reverse alphabetic order of suit (as shown to the left). Joker allows Wild Card or group to act whenever they want in a round and adds +2 to all Trait and damage rolls.

## MARKERS



**Fatigued:** Each level of Fatigue suffered causes a -1 cumulative penalty to all Trait (attribute and skill) tests until the source of the fatigue is relieved. There are two levels (Fatigued and Exhausted) before Incapacitation.



**Shaken:** May only move up to half Pace and can perform no other actions. If Shaken again by a damaging attack suffer a wound instead. On your turn attempting recovery by making a Spirit roll. Failure means he remains shaken. A success removes the Shaken counter. A raise removes the counter and you can act normally.



**Wounds:** Each wound suffered causes a -1 cumulative penalty to Pace (minimum of 1) and to all further Trait (attribute and skill) tests—up to a maximum of 3 wounds. If a wound occurs and you are not already Shaken, then you are Shaken as well.



**Bennies:** May be spent to reroll any Trait (attribute and skill) tests and to automatically eliminate a Shaken condition. If spent immediately after talking one or more Wounds from a single attack, can also make a Vigour roll; a success and each raise reduces the number of wounds from that attack by 1.

## UNSKILLED ATTEMPTS

If you don't have a skill for an action you're attempting, you roll 1d4 and subtract 2 from the total. You still get your Wild Die for this roll (which is also subject to the -2 penalty).

## ACES

All Trait tests and damage rolls are "open-ended." That means that 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." Any modifiers to the die roll should be tacked on after adding up an Aced roll.

## RAISES

Every 4 points over what you need for success is called a "raise." If your hero needs a 4 to Shoot an opponent and rolls an 11, he hits with one raise (and would have two raises with a roll of 12). Figure raises after adjusting for any modifiers.



## SAMPLE ATTACK OPTIONS

- Aim:** +2 Shooting/Throwing if character does not move
- Defend:** +2 Parry; character may take no other actions
- Disarm:** -2 Attack; defender must make a Str roll vs. the damage or drop his weapon
- Double Tap/Three Round Burst:** +1 attack and damage/+2 attack and damage
- The Drop:** +4 attack and damage
- Finishing Move:** Instant kill to helpless foe with lethal weapon
- Full Defence:** No movement or other actions to replace parry with Fighting roll
- Ganging Up:** +1 per additional attacker; maximum of +4
- Grapple:** Opposed Strength roll to grapple; raise causes Shaken
- Nonlethal Damage:** Wounded characters are knocked out instead
- Suppressive Fire:** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage
- Two Weapons:** -2 attack; additional -2 for off-hand if not Ambidextrous
- Unarmed Defender:** Armed attackers gain +2 Fighting
- Wild Attack:** Player must first describe manoeuvre, then gains +2 Fighting, +2 damage, -2 Parry until next action
- Withdrawing from Close Combat:** Adjacent foes each get one free attack at retreating character

## SAMPLE TRICKS

(all are Agility Tricks unless stated otherwise)

- Appel:** A sudden stamp of the foot to distract your opponent
- Backflip:** Using an obstacle, such as barrels, a cart, or even a wall, to help you flip over an opponent
- Balesta:** A sudden hop forward, either as the prelude to an attack or to catch an opponent off guard
- Beat:** Slapping an opponent's blade out of the way to leave his body exposed
- Bind:** Encircling an opponent's blade with your own. Designed to prevent him from moving his blade while you slide yours forward along his
- Blind:** This can be achieved by throwing sand or grog in a foe's face. Slashing his forehead so he bleeds into his eyes works as well (as a trick this does no damage and therefore doesn't require a called shot to the head)
- Corps a corps:** French for "body to body". This usually involves giving your opponent a shove to unbalance him
- Flash (Smarts):** A lady can distract a foe by flashing her cleavage or thigh. Only tends to work on men
- Flick:** A sudden movement of the blade designed to distract a foe
- Pulling the rug:** Yanking a rug out from under a foe's feet
- Who's that? (Smarts):** The oldest trick in the book, but it still works
- Z:** Carving your initial into a foe's clothing or cutting off his buttons