

## Making the BBEG/Boss last longer

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If a single opponent is going to last in SW he has to

1. Recover from Shaken quickly
2. Be able to act more than once per round to offset *every* PC acting per round
3. Deal with gang-ups
4. Not drop from a single Aced damage roll

So, how do you do all that (besides starting by making him a Wild Card)?

1. Recover from Shaken : give him [Combat Reflexes](#), and [more Bennies](#).

2. Dealing more attacks to keep up with the PC's : he gets [one extra initiative card \(each as a separate action in the round\) for every 3 PC's](#). He can only move on the first card, and must take different actions on each card (claw/bite/tail/breath, left/right hand weapon, etc.), but at no penalties for the multiple cards. Normal MAP's apply for actions taken on *each* card. And give him [Improved Nerves of Steel](#) to be effective during those multiple attacks. Or he just ignores all Wound penalties, because he's the boss.

3. Deal with being surrounded by melee fighters (pick one) :

Give him [Sweep](#) or [Flight](#) (as a Power or monstrous ability).

Make people dive for cover. Give him an [area effect attack](#) (Power, grenades, automatic weapon and Suppressive Fire, long poisonous tongue, etc.) that forces people to get under cover.

Give him a [devastating melee attack](#) that only works on adjacent foes, so they'll stay away.

Give him a special ability that [negates Gang Up bonuses](#). Why? Because he's the Boss!

4. Reduce one-shotting : [implement the Wound Cap option](#), then the target only needs one Success on a Soak roll to avoid Incapacitation (at the start). And give the bad guy [Elan and more Bennies](#) (*I know taking away the player's achievements with Bennies is considered bad form by some, but this is the Big Bad Boss, and you want him to last, right?*). Also give him [access to Healing](#) (Power, potions, Weird Science device, etc.), and the [Hardy monstrous ability](#).

Consider making him a "spellcaster" that has cast all of his defensive Powers before combat, and for easy bookkeeping figure he still has some PP left and the spells will last as long as he does. Or he had a bunch of one-shot items (potions, scrolls) that buffed him beforehand, instead of permanent items so the party can't get them all (leave a few potions or scrolls for last-ditch uses and/or as treasure for the party).

Yeah, that's 5-6 Edges and monstrous abilities every Boss should have (before you add stuff to make him **dangerous!**), and he has access to multiple Powers, either from items or because he's Arcane. This is not for every bad-guy Wild Card NPC, only for the really big-bads, but you can also mix-and-match the options as you please. I would probably use #1 and #4 even for a minor Boss going up against Novice PC's, because they don't make him a more effective fighter, they just make him last longer.

Finally, consider adding the following [monstrous abilities](#) : [Construct](#) (ignore 1 point of Wound penalties) or [Undead](#) (+2 Toughness, ignore 1 point of Wound penalties, immune to called shots), and for either, along with [Combat Reflexes](#) from #1 he now has a +4 to recover from Shaken (guaranteeing success).

*Pieced together from comments by (in no order) : Timon, connorsrpg, Merlin\_Sylver, LordLance, ValhallaGH, Clint, TheLoremaster.*