8. WRESTLING

8.1. WRESTLING MANEUVERS: When an attacker wishes to attempt a Wrestling maneuver against a target, he must perform an Action or Reaction that provides for a "Strike" attack (e.g., Strike, Charge & Strike, Attack a Moving Character, etc.) The attacker must then use his "Strike" to "Grab" his target. A Grab is a Melee Attack modified only by the "Wrestler" Peculiarity and the target may defend using Passive Defense and/or Active Defense, just as he would against any other melee attack. If the Grab is successful (regardless of Success Margin), the attacker may immediately (and without expending an additional Ready Token) attempt one of the Wrestling maneuvers described below, except for those described as "Restrain Actions."

Wrestling maneuvers are performed as Competing Task Attempts, with both attacker and target using his effective Wrestling attribute. If the target's Attempt Total is equal to or greater than the attacker's Attempt Total, the attempted Wrestling maneuver has no effect and the Grab is immediately broken. Similarly, if the Attacker's Attempt Total is higher than the target's Attempt Total but the attacker's SM is less than the "Minimum SM" shown for the Wrestling maneuver, the maneuver has no effect and the Grab is immediately broken. If the attacker's Attempt Total is higher than the target's Attempt Total *and* the SM is equal to or greater than the "Minimum SM" shown for the Wrestling maneuver, the maneuver will have the described effect. Resisting a Wrestling maneuver is a free Reaction (i.e., the target need not expend a Ready Token).

Note: Even if the special effect of a desired Wrestling maneuver would not ordinarily involve a "grab" (e.g., a spinning leg sweep), the attacker must nonetheless execute a successful Grab before attempting the maneuver. In such cases, the "Grab" may simply represent successfully bypassing the target's defenses.

8.1.1 Seize (Minimum SM 1): The attacker grasps one of the target's limbs (at the attacker's option), limiting the target's mobility but not otherwise disabling the target. While Seized, **the target cannot use the Seized limb, cannot voluntarily Move from his current position, and cannot Dodge ranged attacks**. The target, however, may still Block (against any attack), Dodge melee attacks without penalty, and perform any Action or Reaction that does not require him to move to a new location or use the Seized limb. The target will remain Seized until it is released by the attacker or performs a successful "Escape" (see below). On subsequent activations (and by performing subsequent "Strike" Actions), the attacker may attempt other Wrestling maneuvers (but not "Restrain Actions") against the Seized target without having to perform additional Grab attacks (i.e., a Seized target is already considered "Grabbed"). Moreover, even if such a subsequent Wrestling maneuver is unsuccessful, the Seizure will not be broken. If the attacker *ever* Moves, Dodges, or uses his Seizing hand for anything else, however, the Seizure is automatically broken.

8.1.2. Tackle (Minimum SM 2): The attacker grasps one of the target's limbs and pulls the target to the ground. The attacker and target both become Prone (see Section 6.6.5) and the target either suffers "Trip" damage (see Section 11.1) or a Blunt Damage Total equal to the attacker's Wrestling attribute (at the attacker's option). In either case, a conscious target may

attempt a Break-Fall to reduce the damage (Section 11.1.2). After the tackle, the target is considered "Seized" (see above).

8.1.3. Throw/Sweep (Minimum SM 3): The attacker throws the target to the ground. The target becomes Prone (see Section 6.6.5) and either suffers "Trip" damage (see Section 11.1) or a Blunt Damage Total equal to the attacker's Wrestling attribute (at the attacker's option), but the attacker remains standing. In either case, a conscious target may attempt a Break-Fall to reduce the damage (Section 11.1.2). After the throw, the target is not considered "Seized" and any previous Grab, Seizure, Restrain, or Pin is broken. At SM 3, the target falls in his original location. At SM 4, the attacker may throw the target up to 2 meters in any direction. At SM 5, the attacker may throw the target up to 6 meters in any direction.

8.1.4. Snatch (Minimum SM 4): The attacker removes a single accessible item from the target (which includes held objects and weapons). Thereafter, if the target was not previously Seized, Restrained, or Pinned, the Grab is immediately broken.

8.1.5. Restrain--Standing (Minimum SM 5): The attacker completely restrains two of the target's limbs (at the attacker's option). While Restrained, **the target cannot use the Seized limbs to perform any Action or Reaction, cannot voluntarily Move from his current position, and cannot Dodge ranged attacks**. **The attacker also cannot Block or Dodge (against any attack) or use his hands in any way** until releases the Restrain (which he may automatically do at any time), except to perform subsequent Wrestling maneuvers against the target. The target will remain Restrained until it is released by the attacker or performs a successful "Escape" (see below). On subsequent activations (and by performing subsequent "Strike" Actions), the attacker may attempt other Wrestling maneuvers against the Restrained target without having to perform additional Grab attacks (i.e., a Restrained target is already considered "Grabbed"), which may include any of the "Restrain Actions" described below. Moreover, even if such a subsequent Wrestling maneuver is unsuccessful, the Restrain will not be broken. If the attacker *ever* Moves (except as described below), Dodges, or uses his Seizing hand for anything other than Wrestling maneuvers, however, the Seizure is automatically broken (but see "Human Shield"--Section 8.2.5). By performing a "Double-Time" Action while he has a target Restrained, the attacker may Move (by carrying or dragging his Restrained target) at half his normal Move speed.

8.1.6. Pin (Minimum SM 5): An attacker may only attempt a Pin if both he and the target are Prone and the target is already Seized or Restrained. If successful, the attacker *completely* immobilizes the target (arms, legs, head, etc.) and is considered "Helpless" against all attacks other than Wrestling maneuvers. Similarly, **the attacker cannot Move, Block, Dodge, or perform any Action or Reaction that requires his hands or legs (other than subsequent "Restrain Actions")** until the attacker releases the Pin (which he may automatically do at any time). The target will remain Pinned until it is released by the attacker or performs a successful "Escape" (see below) and **each Escape attempt will require the pinned character to make a Will Power attempt at DF 10 to resist Winded** (after the Escape attempt is resolved). A Pin is otherwise identical to a Restrain, except that the attacker may not attempt a "Tackle" or "Throw/Sweep" maneuver.

8.1.7. Choke-Out (Restrain Action): If successful, the target must resist Unconsciousness at a DF equal to TWICE the attacker's SM (not to exceed DF 15).

8.1.8. Mangle (Restrain Action): If successful, the target suffers a WL equal to the attacker's SM (not to exceed 12). The target's DR offers no protection.

8.1.9. Strike (Restrain Action): The attacker strikes the target with a melee weapon or shoots him with a suitable ranged weapon (at the GM's discretion). The attacker attacks using his effective Wrestling attribute with an Attack Penalty equal to the KG weight of the weapon (rounded down). The target defends using Wrestling modified by Relative Mass (see below) and need not perform an Active Defense Reaction or expend a Ready Token.

8.1.10. Escape (Minimum SM 1): A character that is Seized, Restrained, or Pinned may perform a "Strike" action to attempt an Escape. If the character is Pinned, each such attempt with require him to roll WP at DF 10 to resist becoming Winded (after the Escape attempt is resolved). The character and his attacker resolve a "Competing Task" (Section 1.15) using their Wrestling attributes modified by Relative Mass (see below). If the escapee's Wrestling SM is 1 or greater, the Seize, Restrain, or Pin (and any related Grab) is instantly broken. If the escapee's Wrestling SM is 5 or greater, he may perform a "reversal" and immediately place his former attacker in a "Restrain." Otherwise, the Escape attempt has no effect. Note: Resisting an Escape attempt does not require any Ready Tokens.

8.2. SPECIAL WRESTLING RULES:

8.2.1. Relative Mass: Generally speaking, it is not possible to perform any Wrestling maneuver (other than Escape) against a target whose Mass is at least two levels higher than that of the attacker. The GM may make certain exceptions (e.g., seizing a giant's leg to *slow* its movement), but the smaller character will never be able to perform any Wrestling maneuver at full effect. *For example, if a Mass 5 (180 lb.) Human attempts to "Tackle" a Mass 7 (350 lb.) Tater, the Human's attempt will automatically fail.*

If a Wrestling attacker is at least one full Mass level heavier than his target, he may increase his defensive Wrestling attribute (for Escape attempts and resisting Wresting maneuvers) by +2. *For example, if a Mass 7 (350 lb.) Tater is wrestling a Mass 6 (220 lb.) Human, the Tater will increase his defensive Wrestling attribute by +2.*

Similarly, if one wrestler is at least 10 kg (but less than one full Mass level) heavier than his opponent, he may increase his defensive Wrestling attribute (for Escape attempts and resisting Wrestling maneuvers) by +1. *For example, if a Mass 5 (86 kg) man is wrestling a Mass 5 (56 kg) woman, the man will increase his effective Wrestling attribute by +1.*

8.2.2. Knockdown while Seized or Restrained: If a Seized or Restrained target suffers Knockdown, the Seizing or Restraining character cannot elect to follow the target to the ground. The Seizing or Restraining character's only options are to release the target (automatic) or attempt to resist the Knockdown (Strength at Stun DF).

8.2.3. Multiple Wrestlers: If a single target is Seized, Restrained, or Pinned by multiple attackers, each Wrestling maneuver is resolved separately (i.e., the target separately resists Wrestling maneuvers from each attacker). When the target attempts an "Escape," however, he determines a single Escape Total, which may then be resisted by each attacker (with each rolling separately).

8.2.4. Multiple Wrestlers (Alternate): In some circumstances, it is better for multiple Wrestling attackers to coordinate their efforts into a single Action or Reaction. When doing so, each attacker expends a Ready Token, but only the attacker with the highest effective Wrestling attribute will roll (adding a bonus in accordance with standard "Assistant" rules—Section 1.16). Multiple Seizers, Restrainers, or Pinners may even use this rule when resisting Escape attempts and may make the election after seeing the Escape Total.

8.2.5. Human Shield: If a character that is Restraining another character is attacked by a third character, the Restraining character may, without releasing his Restrain, attempt to Block with the character he is Restraining (essentially using the Restrained character as a human shield). The Block is performed using unmodified Defense. If the Block is successful, the Restrained character will suffer damage at a Random SM. "Human Shields" may only be used against attacks originating from the Restraining character's front 180-degree arc. Moreover, if the "Human Shield" is smaller than the Restraining character, the Block will suffer a -1 penalty for each level of Size difference. Note: If a character uses a Pinned victim as a Human Shield, the Pin is immediately transformed into a Restrain.

8.2.6. Stunned Wrestlers: A Stunned target may resist Wrestling maneuvers without penalty (but cannot attempt to Escape). A Stunned attacker will automatically release any Seizure, Restrain, or Pin.

8.2.7. Throwing a Target at Another Target: Upon executing a successful "Throw" maneuver, if there is another target within the permissible range of the throw, the attacker may throw the original target into the space occupied by the second target. This counts as a 2-meter AOE attack and cannot miss. The second target's only options are 1) Dive, or 2) suffer Blunt damage equal to the thrown target's Mass at a Random SM (applying the damage against Armor DR, unless the Random SM ignores armor). If the second target successfully Dives, the original target suffers normal Throw damage. If the second target takes the hit, the original target will suffer damage equal to its Mass at a Random SM (applying the damage against Armor DR, unless the Random SM ignores armor).