GURPS Fourth Edition

MARTIAL ARTS

TECHNICAL GRAPPLING™

Written by DOUGLAS H. COLE
Edited by JASON "PK" LEVINE

Additional Material by PETER V. DELL'ORTO, DAN HOWARD, STEVE JACKSON, DAVID THOMAS MOORE, and SEAN PUNCH

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition.* Page references that begin with B refer to that book, not this one.

INTRODUCTION

Grappling skills in **GURPS** *Fourth Edition* provide a complementary unarmed alternative to the timeless classic of beating the snot out of someone via kicking and punching. Grabbing, throwing, bending, and breaking people has a long and storied history, readily combined with weapon fighting.

GURPS Martial Arts: Technical Grappling replaces or expands the options presented in *Unarmed Combat* (pp. B370-372) for grappling. It offers the skilled grappler new tactics in the same fashion that **GURPS Thaumatology: Magical Styles** "upgrades" mages or **GURPS Tactical Shooting** treats trained gunmen.

Grappling in the **GURPS Basic Set** is designed to produce results on the same gratifying time scale as a blow with a weapon or fist. As soon as you grapple your opponent, you receive decisive combat bonuses. Achieving a pin brings on 10 seconds of heavily penalized hell for your foe.

With **Technical Grappling,** this becomes a struggle where the degree of restraint is *variable*. You will still be able to achieve dominating positions, mighty takedowns, and crippling locks and throws. But grappling is hard, sweaty, and painful . . . you're going to have to work at it.

RECOMMENDED BOOKS

GURPS Martial Arts: Technical Grappling requires both the **GURPS Basic Set** and **GURPS Martial Arts** to use. Nearly all of the information herein has been adapted and expanded from the unarmed combat rules in those books.

ABOUT THE AUTHOR

Douglas H. Cole has been roleplaying since 1981, and playing **GURPS** since 1988. He has been an active playtester for both Third Edition and Fourth Edition, and acted as lead playtester for **GURPS High Tech** and **GURPS Tactical Shooting**. Douglas trained in *Hwa Rang Do* from 2002-2011, until sidelined by injury.

He enjoys watching movies, target shooting, and postponing woodworking and home improvement projects. Douglas has earned two doctorates: A real one, in materials science and engineering, from Northwestern University, and a cool one, in **GURPS** Ballistics, from Illuminati Online University. He is an R&D manager for a major hard-disc-drive company.

Glossary

Technical Grappling introduces new concepts and terms that are central to the rules.

active control (p. 5): *Control Points* maintained on a location, and the penalties which naturally result. As long as you are grappling your foe and he does not attack to break free, active control is maintained from turn to turn.

Control Points (pp. 5-6): A quantity – akin to damage or an affliction – representing how firmly you have seized a person or object, and the extent to which you are able to restrict your target's actions. Control Points (CP) impart penalties to ST and DX, and may also be *spent* in Contests to lower your foe's chance of winning.

Grip CP (p. 12): The *Control Points* which must be overcome to take a weapon or object away from you.

Grip ST (pp. 6-7): The effective combined ST of a body part or group of parts (e.g., one arm, two arms and a leg, or five tentacles and a toothy maw). The Grip ST of a mouth is also called Bite ST.

referred control (pp. 5-6): *Control Points* which affect the body parts that aren't currently grappled, representing the target's inability to move freely. For example, grappling an arm gives you *active control* over that arm and *referred control* over every other part of the subject's body.

Trained (Attribute) (p. 4): The specified attribute modified by any *training bonus*. The most common is Trained ST (ST plus training bonus).

training bonus (p. 4): A bonus, usually applied to ST or *Grip ST,* based on the relative level of your grappling skill.

Of the single rapier fight between valiant men, having both skill, he that is the best wrestler, or if neither of them can wrestle, the strongest man most commonly kills the other, or leaves him at his mercy.

– George Silver, **Paradoxes of Defence**

CHAPTER ONE
GRAPPLING CONCEPTS

Niwaishi squatted in the middle of the ring, having spent the right amount of time playing with his opponent Kurogawa's mind. Kurogawa crouched as well, confident in his larger mass.

The fighters slammed together, Niwaishi recoiling backward two steps. He advanced aggressively, shoving Kurogawa backward by jabbing at his neck. Kurogawa kept trying to close, but repeatedly found Niwaishi's hand at his throat. Enraged, Kurogawa charged.

Niwaishi nimbly slid around Kurogawa's guard, threatening to take his rear. Panicked, Kurogawa immediately turned to face Niwaishi, grabbing him around the chest. The brief wobble was all Niwaishi needed. He twisted, throwing his much larger opponent to the ground outside the ring.

Victory.

Grappling is about control, focused power, position, and leverage. This chapter contains important concepts used in **Technical Grappling.** These expand and adjust existing **GURPS** rules as necessary.

TRAINING BONUS AND TRAINED ST

Grappling skills blend technique and power. *For grappling purposes only,* replace any conditional ST or damage bonus from having high relative skill (e.g., the +1 ST for knowing

Rounding Conventions

There are three terms used throughout this supplement for the purpose of rounding fractional numbers. For each, note the difference between handling positive and negative numbers!

Round Down: Round to the next-lowest whole number. For example, 3.3 becomes 3, while -3.3 becomes -4.

Round Up: Round to the next-highest whole number. For example, 3.3 becomes 4, while -3.3 becomes -3.

Round Normally: Round to the nearest whole number. A fraction of exactly 0.5 is always rounded *up,* as above. For example, 3.3 becomes 3, 3.6 becomes 4, and 3.5 becomes 4. Negative numbers are similar: -3.3 becomes -3, -3.6 becomes -4, but -3.5 becomes -3 (not -4).

Wrestling at DX+1) with one from the *Training Bonus Table* (p. 48). This bonus is determined by two things:

1. The progression (slow, average, or fast) for the skill being used. Some skills simply offer a better training bonus than others!

2. The relative skill level (p. B171) of the skill *or technique* being used. (For techniques, this is relative to DX, *not* to the skill it defaults from.) Bonuses from combat maneuvers and options, such as the +4 to hit from All-Out Attack (Determined), improve the final roll, *not* relative skill.

When using a technique that doesn't default to any skill – just ST and/or DX – apply the training bonus provided by your grappling skill (the *best* such bonus, if you have several).

For simplicity, any attribute modified by this training bonus is referred to as *Trained (Attribute).* By far, the most common use of a training bonus is to calculate Trained ST (ST plus the training bonus). Trained ST is used for all ST (or Control Points, pp. 5-6) rolls required for grabs, grapples, chokes, throws, locks, wrenches, hugs, pickups, and sweeps – anything involving manhandling your foe. Trained ST climbs rapidly with initial learning, but for grapplers, Lifting ST is more point-efficient.

Trained attributes are used when an attribute-based skill roll isn't appropriate, but a flat attribute roll doesn't capture the impact of study and experience. For example, Judo training helps you resist an arm lock but even a master isn't unbreakable, so a Trained HT roll is more appropriate than a HT-based Judo roll.

In general, this training bonus comes from grappling and weapon skills being used to grapple, but there are exceptions:

● Striking skills provide a training bonus when used to *defend* in a grappling Contest or to clinch (p. 29).

● Most melee weapons use Trained ST to grapple, while others (e.g., entangling weapons that wrap around the foe) look up the user's *skill* to calculate CP (see *Control Points and Weapons*, p. 14). In the latter case, no training bonus applies.

● Either Sumo Wrestling (p. 33) or Shoves and Tackles (p. 30) adds the training bonus to slams and shoves. This is a *flat* bonus, not a per-die one, because the training bonus already scales with high ST.

● Strikes that receive bonuses to damage based on Wrestling – such as Elbow Drop (**Martial Arts,** pp. 70-71) and Knee Drop (**Martial Arts,** p. 76) – still get them, but subject to the normal cap of +2.

CONTROL POINTS

When using **Technical Grappling,** there are various degrees of "grappled." A successful grappling attack inflicts *Control Points* (CP) that hinder your foe's actions. Control Points are analogous to damage or an affliction (rather than a character's store of Hit Points or Fatigue Points). They represent the persistent effects of a grapple and the leverage and position required to cause injury. Determine how many CP you apply by looking up your Trained ST on the *Damage Table* (pp. B16 or 48), using the "Thrust" column.

A successful grappling attack or Grabbing Parry (p. 42) achieves a *grip* on your opponent, even if you roll 0 CP. Techniques that are resolved with a Contest of skill can never obtain a grip on your opponent or increase CP. Slams (p. B371) and shoves (p. B372) do not use the Control Point mechanic.

Grappling is *mutual*. If an enemy grabs you, you may exploit that grab to execute grappling techniques. You will still suffer penalties for CP inflicted by *his* grapple, and you must fulfill any requirements of your chosen technique.

Active Control

Once achieved, Control Points may be maintained until you let go, expend them, or your foe breaks free. While you maintain them, your opponent is less able to resist effectively. These CP and the penalties they inflict are called *active control*. Active control *replaces* the usual -4 to DX from a successful grappling attack (p. B370).

Active control reduces the coordination and power that a grappled subject can bring to bear, lowering his ST and DX while the CP are maintained. Every full 2 CP inflicted give -1 to ST and DX for actions involving that body part. (See *Bigger and Stronger!,* p. 9, for scaling options for strong creatures.) You do not have to spend CP (see below) to inflict these penalties; it is an automatic, free consequence of your grapple. Active control hinders *all* uses of ST and DX involving the body part in question, including skill use, parries, Contests, damage, and Control Point rolls. If an action would involve multiple body parts, use the worst penalty among them.

Spending CP

A fighter who has accumulated CP on an opponent may *spend* them:

● Control Points *may* be spent to reduce your foe's ability to win a *grappling-related* Contest (pp. B348-349) – including Feints (see p. 21). Spending CP can *reduce* a HT-based or Trained HT roll, but *never* to below the HT score itself. Your opponent is at -1 for every 1 CP spent.

● Control Points *must* be spent when attempting to inflict damage or pain using grappling skills and techniques; see below.

● You may spend your own CP when making an attack to break free (p. 35) of a grapple. If your attack is successful, add the CP spent to your Break Free CP roll.

● You may spend CP to reduce a striking hit location penalty (at 1 CP per -1 removed). The modifier can be improved up to the grappling penalty, but not more than that; e.g., when punching the skull, you could spend up to 4 CP to improve the hit location penalty from -7 to -3. If your foe has CP as well, he may spend them to *cancel out* this effect, but not to make it more difficult.

Spending CP increases their effect for one turn, representing directed motion that hinders your opponent's response on offense or defense – or for breaking free, leveraging your own control to escape that of your foe. Point expenditure must be declared *before* the dice are rolled – though the spent CP are not lost until after the roll.

Example: You have amassed 10 CP (-5 to your foe's ST and DX), and decide to spend 4 CP to further lower his roll in the Quick Contest for a takedown. He will roll at -9 (-5 from active control and -4 from spent CP). Successful or not, you lose the 4 CP after your takedown attempt. You retain 6 CP, keeping him at -3 to ST and DX.

Control Points are also spent to set the upper limit on pain or injury that can be inflicted with a technique. For most attacks, damage is limited to the *lesser* of CP spent or the margin of victory in the Contest to determine success – but the CP are gone, even on a failed roll. Locks are more effective; the maximum damage or pain from a lock is *double* the CP spent!

If you roll a critical success, any CP spent count double! Your foe gets no active defenses vs. an attack, and may not roll to defend himself in any Contest to resist a grappling technique. However, he may *always* roll vs. HT, vs. ST to resist pain or injury, or vs. ST-4 when ST is a proxy for mass (p. 20).

Ready to Rumble

Technical Grappling provides enhanced detail for grappling and ground fighting. Here are two cinematic options geared toward faster and more exciting play.

Cranking It Up

Looking up CP based on thrust can result in small changes in control from turn to turn. For more rapid and decisive play, double CP inflicted from any source! This will make a good grappler nearly irresistible, able to inflict dominating restraint and crippling injury in a matter of seconds.

Quick and Dirty CP

For speed and simplicity, apply CP equal to (Trained ST)/2 to your foe after a successful grappling attack. This is fast and cinematic, representing a near-maximum CP roll on every attack.

Referred Control and Whole-Body Actions

Though Control Points are applied to specific hit locations, restricting one body part impacts all others – a concept termed *referred control*. This is still rated in CP, but these "referred CP" cannot be spent.

● If a location is *not* actively grappled, apply penalties as if half of the *total* active CP (round down) had been applied.

● If a location *is* actively grappled, and if the referred CP calculated above exceed CP from active control, apply penalties for referred CP *instead.*

● All locations grappled for *more than* 1/4 of total active CP reinforce one another. Eligible locations receive "bonus" CP equal to 1/4 of the sum (round up) of *active* CP maintained on *such locations only.*

This reinforcement has no impact on referred control to ungrappled or weakly grappled locations – it only boosts locations that qualify for reinforcement.

- For whole-body actions such as resisting takedowns (pp. 18-19), position changes (p. 35), or pickups (p. 24) – or defending using Dodge (p. 22) or *Hands-Free Parries* (pp. 22-23) – sum the effective CP from all sources applied to the torso and head (which includes the neck). Assess penalties based on that total.

Always use the *most severe* penalty from any body part involved in an action. Using both arms or both legs always involves the torso, so apply the harshest penalty from *any* of those locations. For skill use, apply the worst of the whole-body penalty or that of any limb used to perform the skill.

Example: And'Rezik is manhandling Dirk; he has 5 CP on Dirk's left hand and 6 CP on his torso, and has hooked a leg for 2 CP, for 13 active CP in total. The torso and left-hand grabs are both larger than 13/4 = 3.25 (the threshold to qualify for reinforcement), and so get a bonus of 3 CP (1/4 of the active control on the hand and torso: 11/4 = 2.75, rounded *up* to 3). Effective CP for calculating penalties are thus 8 CP for the left hand and 9 CP on the torso. All other locations are treated as having 13/2 = 6 CP from referred control, for -3 to ST and DX to ungrappled body parts and the weakly grappled leg (the leg grapple contributes only by adding to referred CP). Whole-body penalties are based on the torso and head: 9 CP from the torso and 6 referred CP from the head, for 15 CP: -7 to ST and DX.

Maximum Control Points

There's only so much restraint a weaker or less-skilled individual can apply to a stronger and more skilled opponent. In a realistic game, the amount of CP a grappler is maintaining cannot exceed his Trained ST. This *replaces* the injunction against grappling those of more than twice your strength on p. B370.

Weapons act as levers, multiplying power and increasing the maximum CP: Flexible weapons allow up to 1.5×(Trained ST), while rigid melee weapons (see *Characteristics of Grappling Weapons,* pp. 14-16) raise this to 2×(Trained ST).

In cinematic games, the GM might raise or eliminate these limits.

GRAPPLING WITH THE WHOLE BODY

GURPS assumes a two-armed grappling attack, but you may employ any combination of limbs. Effective grapplers often use their *entire body* to restrain an opponent. Using many limbs increases the force you can apply when grappling, called *Grip ST.* Successful attacks inflict CP based on the Grip ST of all limbs used to perform the grapple. Look up the combination of limbs used on the *Grip ST Table* (p. 47), add in any bonuses from the *Training Bonus Table* (p. 48), and then look up the resulting Trained ST on the *Damage Table* to determine how many CP will be inflicted by a successful attack.

Example: A ST 13, DX 12, Wrestling-14 fighter has his foe on the ground, and wants to grab his rival's torso with both arms, while pushing his knee into his opponent's belly. This is a grapple with two hands and one leg, all targeting the torso. Consulting the Grip ST Table for ST 13, he will apply Grip ST

14, +2 for the training bonus, for a total Trained ST of 16. He will inflict 1d+1 CP if his attack succeeds.

Using a limb to grapple (whether to attack or preserve active control) means you may not use it for other purposes, including making and parrying strikes, and drawing weapons, for the remainder of your turn.

Recruiting the Legs and Core

When grappling using body parts other than the arms, some special considerations apply:

Grappling With the Legs: While stronger than the arms, the legs are harder to use. Attacks made solely with the legs are at -2 to DX. Using a leg to grapple often means you can't use it to stabilize a posture, and are vulnerable to sweeps and takedowns (see *Stability,* p. 10).

Grappling With the Head and Torso: In real life, a grappler can use the head and core to add extra power to his moves – such as assisting in a takedown, or bridging to perform an arm bar. Actions such as these reduce mobility and defenses, and are treated as Committed or All-Out Attacks rather than as extra body parts that add Grip ST. If you wish to throw off a hand that is grappling your mouth by tossing your head, see *Using Your Head* (p. 23).

Exception: A creature with Double-Jointed and Constriction Attack (like a snake) can attack to grapple with *only* the torso. Treat the torso as having 1×ST. Constriction Attack (p. 27) will then double the dice rolled for CP!

Extra Effort

All of the existing options for *Extra Effort in Combat* (see p. B357 and **Martial Arts,** p. 131) are compatible with **Technical Grappling.** *Mighty Blows* can choose to mimic the effects of All-Out Attack (Strong) *or* All-Out Attack (Contest) (p. 20), and may be combined with All-Out Attack (for grappling purposes only).

NONHUMAN AND SUPERHUMAN GRAPPLERS

Many creatures attack using grapples, sometimes combined with strikes. Lions use claws to snag their victims, and then bite the neck to suffocate them. Crocodiles grapple by biting and dragging a potential meal into a watery grave. Some snakes bite, then use their body to constrict the prey to death. We've all suffered the grappling fury of an angry kitten. When creating animals, aliens, or monsters with nonhumanoid physiology – or characters with exotic or superhuman traits – use the following guidelines.

Arms: Each arm is assumed to have Grip ST equal to 0.5×ST, and be a fully dexterous manipulator. Treat prehensile tails and elephant-like trunks as arms.

Legs: A leg is more powerful and less dexterous than an arm. Base Grip ST is 0.6×ST; grapples are at -2 DX. It lacks a manipulator by default.

Mouths: A mouth can grapple with Grip ST equal to ST, inflicting thrust-1 CP; this makes CP for grapples equal to damage from bites (p. B271). The Teeth advantage (p. B91) controls damage type (e.g., cutting), while Born Biter (**Martial Arts,** p. 115) gives mouth size. Strong biters can buy Bite ST (see *Lifting ST,* p. 28); it is unusual for Bite ST to exceed 2×ST.

Calculating Grip ST

When calculating Grip ST for a limb, start with ST, and then apply all advantages and disadvantages that impact an entire creature, such as Lifting ST or No Fine Manipulators. Then apply modifiers that impact each limb, such as Arm ST or Extra-Flexible. Finally, apply the modifiers to turn overall ST into Grip ST, such as 0.5×ST for an arm or 0.7×ST for a leg with Prehensile Feet.

When grappling with groups of limbs each having different ST or function, combine them as follows:

● Determine which grasping limbs are capable of leveraging the muscles of a central body, if present (e.g., human arms and legs can both leverage the strong muscles of the core). Such limbs combine in pairs, rather than individually.

● Combine limbs by adding the Basic Lift of all limbs or pairs of limbs used, then determine the ST for that Basic Lift. Either use the table on p. B17 or multiply the total BL by 5, then take the square root and round down.

Example 1: The GM is designing a creature with a long grasping arm and eight legs. It grapples its victim around the neck with the arm, and then uses its legs to attach to the face. Very squicky things follow. The creature is SM -2, ST 8, with Constriction Attack. The creature is built with a single SM 0 long arm with *extra* Arm ST 10, as well as eight legs. The legs are treated as four *pairs* of legs, each pair with Grip ST 10 (1.2×ST 8). At BL 20 each, the four pairs combine to BL 80, for an effective Grip ST of 20! The arm has Grip ST 9 (0.5×(ST 8 + Arm ST 10)), which is BL 16. It rarely uses its arm *and* legs together, but when it does their total BL 96 provides Grip ST 21.

GRAPPLING AND HIT LOCATION

Grappling uses the same hit locations found on pp. B398-400 and in *New Hit Locations* (**Martial Arts,** p. 137), with the following notes:

Adjacent Locations: You can influence a Contest by spending CP from a grappled location *or one connected to it.* The arms, legs, and head are all adjacent to the torso on a human, while the hands and feet are adjacent to the arms and legs, respectively.

Combined Locations: One does not grapple the skull or face, but instead grapples the entire head. For grappling purposes *only,* treat the head as a single hit location, targeted at -3.

Forbidden Locations: Without superpowers you may not grapple the spine, vitals, or veins and arteries. Joints can be manipulated using Joint Lock (pp. 38-39), but not attacked directly. You may gouge out the eye, but not grapple it.

Grappling the Neck: The neck is considered part of the head, allowing CP to be spent from both the head and torso. It may only be attacked directly if purposefully grappled. If you are *already* grappling the head or torso, you may attack to *grapple* the neck at only -1 instead of -3. After spending CP to inflict damage, any grappling-related crushing injury to the neck has a ×1.5 wounding modifier.

Sensitive Locations: The *ear* (**Martial Arts,** p. 137) is a pressure point, which can be grappled at -4. Any CP spent from the ear to execute Force Posture Change (p. 37) count double! The *groin* may be grappled using Testicle Grab (p. 40).

Weapons: Objects and weapons gripped by a hand are considered *part of* that hand. Any CP that are applied to the weapon apply fully to the hand, and the weapon and hand are *both* adjacent to the arm.

Sweat, Clothing, and Armor

The rules assume that grapplers wear clothing or armor with some useful handholds. Being naked or in a skintight outfit imparts Control Resistance 1 (p. 27) to the relevant regions. Being sweaty results in Control Resistance 2, while being *oiled* is Control Resistance 4! If Control Resistance turns a CP roll into a negative number, *subtract* this total from existing CP. If the CP on a region are reduced below 0, the grapple is lost. The Control Resistance applies to *both* parties! (Use the worst penalty; don't add them together.)

Example: Two oiled fighters are grappling in a Pankration match. One has seized his rival by the neck and arm, for 2 CP on each location. On his next turn, he attacks to improve his hold on the neck. His Trained ST 13 means he rolls 1d CP. He gets a 1, but the Control Resistance 4 makes this -3, reducing his grip to -1 CP. That's less than 0, so he loses the neck grapple.

The presence of rugged loose sleeves, reinforced collars and stitching, and load-bearing straps on your foe's clothing and armor makes it easier to maintain your grip and apply maximum leverage. You may target these handholds at an extra -2 (-1 if already grappling). If successful, increase CP rolled by 0.1×(Trained ST), rounded normally – but this cannot exceed the maximum CP possible for that roll! This also gives you Control Resistance equal to the same amount, but *only* against his attempts to break free from your grapple.

Example: Dave has Trained ST 15 and is grappling the reinforced jacket of his opponent's judo uniform. When his foe tries to break free, Dave will subtract 2 CP (0.1×15) from successful attempts. When Dave attacks, he rolls 1d+1 for CP, and adds 2 CP to his die rolls, but cannot inflict more than 7 CP – the best roll on 1d+1 – without a critical hit.

When CP are spent while grappling clothing, the GM should make a HT roll for the object (see *How Tough is My Stuff?*, below). Failure results in the CP being applied directly to the *item* as damage (DR applies normally).

Damaging Armor

Rigid armor of TL4 and higher construction protects against locks and wrenches at full DR; earlier period armor (and flexible armor of *any* TL) offers no protection. You may target *armor itself* with a lock or wrench; this is at an *extra* -3 to skill, and CP spent to set the upper limit on damage are not doubled for a lock. If you have Armory/TL (Body Armor) at IQ or better, you may roll at -7 (instead of -3); if successful, you ignore half of the armor's DR. If this lock or wrench gets at least 2 points of damage past armor DR, that piece of armor is damaged (regardless of armor HP); treat the affected body part as crippled until the piece is removed (see ***GURPS Low Tech Companion 2,*** p. 25).

How Tough Is My Stuff?

Yanking on clothing and armor for grappling can cause it to rip or break. Use the following guidelines when estimating the HT of clothing.

HT 8: T-shirts and sweatpants.
HT 10: Wind breakers, Oxford-cloth shirts, and sweaters.
HT 12: Most armor. Jackets and sweatshirts, jeans, judo gi pants, backpacks, fitness clothing such as a wrestling singlet or sports bra.
HT 14: Judo gi tops, military load-bearing equipment (LBE).

WEIGHT AND GRAPPLING

It is possible for a 150-lb. grappler to defeat a 250-lb. foe . . . but he's going to have to be very good, very strong, or both! In *GURPS*, weight that doesn't impart a build-related disadvantage (such as Fat or Skinny) costs no points, and has few game-mechanical effects. The following rules change that drastically; they are realistic, but *very* optional (though see *Bear Hugs and Pickups,* p. 9.)

Grappling Encumbrance

To account for weight, opposing fighters and any carried items are treated as *grappling encumbrance.* This affects your odds of performing any grappling action that requires moving your foe's mass. It is equal to the *sum* of:

Weight of Foes: The total weight, including any carried gear, of all of the opponents currently grappling you.
Carried Weight: The weight of all the gear you're carrying during the fight.
Intrinsic Encumbrance: This comes from any build-related disadvantages: 1/4 of your body weight if you are Overweight, 1/3 if you are Fat, or 1/2 if Very Fat. (Alternatively, treat any body weight in excess of 8×BL as intrinsic encumbrance instead; this is simpler, but penalizes *any* heavy character, even if he hasn't taken a build-related disadvantage.) Either way, note this quantity on your character sheet for easy reference!

Grappling Encumbrance Multiple

Divide the grappling encumbrance by your Basic Lift to get the *grappling encumbrance multiple.* A low number indicates that you are stronger than required to contend with the weight of your foe, while a high number means you will struggle to apply your skill effectively when performing certain moves.

Look up the grappling encumbrance multiple on the *Grappling Encumbrance Table* (below) to find the grappling weight modifier and encumbrance penalty. If it falls between two numbers, use the higher value (e.g., treat 4.3 as 4.5). This provides two values:

Grappling Weight Modifier: This applies to *all* mass-based moves (p. 9). If it is a penalty, your training bonus offsets it, to a maximum of 0 (it cannot give a bonus). For example, with a training bonus of +3, you take no penalties until the grappling encumbrance multiple is worse than 7.8.
Encumbrance Penalty: This applies to your Dodge and to all attacks *and* parries made with Judo, Karate, or fencing skills. It represents a reduction in mobility due to the extreme weight of your foe, and only kicks in when you're defending against someone heavier than you can normally lift with both hands!

Grappling Encumbrance Table

Grappling Encumbrance Multiple	Grappling Weight Modifier	Encumbrance Penalty
0	+9	0
1	+8	0
2	+7	0
3	+6	0
3.5	+5	0
4	+4	0
4.2	+3	0
4.5	+2	0
5	+1	0
6	0	0
7	-1	0
7.5	-2	0
7.8	-3	0
8	-4	0
8.5	-5	-1
9	-6	-1
10	-7	-1
11	-8	-1
12	-9	-1
13	-10	-1
14.5	-11	-1
16	-12	-2
18	-13	-2
21	-14	-2
24	-15	-2
26	-16	-3
31	-17	-3
36	-18	-3
46	-19	-4
over 46	-20	-4

Mass-Based Moves

Apply the grappling weight modifier to any attribute, skill, or technique roll (including Quick Contests!) in which you are pitting your strength or skill against your foe's mass. This includes everything listed under *Strength as a Proxy for Mass* (p. 20) as well as attacks to break free if you are trapped under a heavier opponent! It does not affect locks and holds, which work against his physiology. The modifier will impact your ability – for good or ill – to move your foe around bodily.

Example: Sterick the Red is a 240-lb. nobleman with ST 14, DX 10, Fat, and Wrestling-10; his BL is 39 lbs. and he is wearing 50 lbs. of armor. His rival, Sir Norman Kohn, has ST 12, DX 12, and Wrestling-14, with BL 29 lbs. and a training bonus of +2. Norman weighs 175 lbs. and is wearing 35 lbs. of armor and gear.

Sterick takes Norman's 210-lb. total weight and adds in his own 50 lbs. of armor, plus 1/3 of his body weight (80 lbs.) due to the Fat disadvantage, for a total grappling encumbrance of 340 lbs. Dividing that by his BL produces 8.7. Sterick will thus suffer -6 to his rolls when attempting mass-based moves on Norman, and an extra -1 to his Dodge. (Wrestling parries are not affected by the encumbrance penalty.)

Norman adds Sterick's total weight of 290 lbs. to the 35-lb. weight of his own gear, for a grappling encumbrance of 325 lbs.; dividing that by his BL produces 11.2. He *would* be at -9 to his rolls, but his +2 training bonus cancels out part of this penalty: He will face Sterick at -7 if he tries to throw him around. His Dodge is at an extra -1.

In this example, each fighter is working against over 300 lbs. of encumbrance; they're strong, but not *that* strong, and their skills suffer accordingly. If either tries locks or holds, however, they suffer no special penalties.

> *The Miller was a chap of sixteen stone,*
> *A great stout fellow big in brawn and bone.*
>
> – Geoffrey Chaucer,
> **The Canterbury Tales**

Weight Advantage

When grappling, most fighters will seek to be *on top* of their foe. They can use their limbs for both stability and control, and grapple and strike for maximum impact. They get full benefit from their weight if they are heavier than their opponent, and suffer no penalties if lighter.

A grappler who is *beneath* a foe loses any benefits from weight differential if using these optional rules. He still suffers any penalties! If it's not obvious which fighter is on top,

or neither one is (such as two standing fighters), either can use Change Position (p. 35) at -4 to attempt to bring his full weight to bear.

Bear Hugs and Pickups

Your foe's weight has a *huge* impact on *Bear Hug* (p. 34) and *Pickup* (p. 24). Even in a game that *doesn't* use these optional rules, both of those attacks have penalties that must be calculated on the *Grappling Encumbrance Table* (p. 8).

If these weight rules *are* in use, however, they replace the simplified ones summarized for Bear Hugs and pickups. Instead, when attacking to Bear Hug or pick up a foe, temporarily add 3 to the grappling encumbrance multiple (p. 8) for *all* purposes. This lasts until your next attack.

POSTURE

Technical Grappling uses the same postures as the **Basic Set** (p. B551). Changes in posture can be decisive in some sporting events: A Sumo wrestler loses his match if his posture changes to anything other than standing or crouching!

The height of each posture is listed with the description, in case questions arise as to whether a hit location is within reach. Horizontal postures that are "full height" are stretched out lengthwise on the ground and may occupy multiple hexes on a tactical map.

Postures are described as either two-legged or three-point. A two-legged posture requires that both feet be on the ground and ungrappled, while a three-point posture can use any three body parts (counting the torso and head together as one body part).

Standing: This position allows the full range of punching, kicking, grabbing, weapon use, and movement. Standing is a two-legged, full-height posture.

Crouching: This is a deep crouch, bringing the eyes down to armpit level or lower. Crouching is a two-legged, half-height posture.

Kneeling: Kneeling involves putting one or more knees on the ground, as well as at least one foot. Kneeling is a two-legged, half-height posture.

Sitting: If the torso is on the ground or the opponent, but the knees aren't touching the ground, you are in a sitting posture. Sitting is a three-point, half-height posture. Sitting on an opponent while grappling with both hands is considered *unstable,* as only the two legs are touching the ground.

Crawling: At the grappler's option, *crawling* may be either a half- *or* full-height horizontal posture. Changing between the two *unopposed* is a free action, but if grappled, that requires Change Position (p. 35). Crawling is a three-point posture.

Lying Face Down (Prone): The front of the torso must be on the ground or pressing into an opponent to be considered prone. Being prone is a three-point, full-height posture. On a tactical map, the legs are in a different hex from the torso. The most likely outcome of being unstable when prone (not having two limbs to provide stability) is to be rolled or spun; obviously, *falling* isn't an option.

Lying Face Up (Supine): If the back of the torso is pressed into a firm surface *or* an opponent lying underneath you on the ground, the fighter is supine. On a tactical map, the legs are in a different hex from the torso when in full-height posture. Lying face-up has a three-point stability requirement, and like crawling, may be a half- or full-height posture at the grappler's option. Changing between the two *unopposed* is a free action, but if grappled, requires Change Position.

. . . Odysseus caught him with a stroke behind the hollow of the knee, and unnerved the tendons, and threw him over backward, so that Odysseus fell on his chest as the people gazed upon them and wondered.

– Homer, **The Iliad**

Stability

A posture is *stable* if enough body parts are braced against a supportive surface (a resisting opponent does not qualify) to maintain balance. A limb may not provide stability if it is maintaining active control *or* being actively grappled for more than -1 to DX.

Exception: If you are on top of your opponent, the limbs may provide stability *and* grapple, provided that they can reach the targeted location. This is commonly done by leaning on an arm wrapped around the foe's neck, or grappling a grounded opponent's torso with both arms and both legs (called *side mount*).

If you are *beneath* your opponent (see *Weight Advantage,* p. 9), a limb used for stability may not be used to perform any action that counts as an attack. If you are performing a Constriction Attack, the body parts involved may not be used for *any* other purpose.

If you are missing one stability point, you are *unstable;* if you are missing two, you *also* fall down. In Contests to resolve balance-upsetting moves such as sweeps, takedowns, and throws, any CP spent against an unstable person count *double*.

Changing Posture

While making an All-Out Attack, Attack, Committed Attack, or Move and Attack, you may change to a lower posture as part of your movement if you are not being grappled or grappling (see **Martial Arts,** pp. 98-99). While grappling, changing posture (yours *or* your foe's) requires the Force Posture Change (p. 37) technique.

Postures follow a natural progression from upright to lying down. They can be broken into distinct *levels*. From highest to lowest, these levels are:

- Standing or crouching.
- Kneeling.
- Sitting or crawling.
- Lying down.

There are a few special cases for transitioning between certain postures:

Crouching: Moving between crouching and standing is *always* a free action (p. B368). Moving from a crouch to kneeling is *not* a free action, and counts as a one-level transition when considering posture changes.

Sitting and Crawling: Horizontal creatures can move between sitting and crawling easily by lifting off of their haunches. Transitions between them should use the guidelines that bipedal creatures use to move from standing to crouching.

Rolling: You may roll sideways from lying face-up to face-down or vice-versa. You may also roll from sitting to crawling. Either one is considered moving "sideways" when executing Force Posture Change.

POSITION

Grappling in **GURPS** takes place in close combat (pp. B391-392), where body parts are at Reach C. A *lot* of things can go on within that space. All opposed position changes are effected with the Change Position technique (p. 35), which can be executed as part of any maneuver that includes a step.

In **Technical Grappling,** *positioning* is defined by changes to a grappler's posture (pp. 9-10), facing (below), orientation (p. 11), and relative facing (p. 11).

Facing

Facing (p. B385) defines the space into which you can easily see, move, and attack. When *entering* close combat, facing will be clear from the diagram on p. B385 (use p. B392 for multi-yard creatures, including a human lying down).

Once grappling has begun, both fighters will have some parts of their bodies in close combat. The relative positions of both fighters are important considerations for both offense and defense.

Orientation

A special effect of facing for horizontal postures is that there are cases where only part of a grappler is in close combat, while other locations (often the legs) are not. This is referred to as *orientation*. Any maneuver that allows a step while standing allows you to rotate your body around your torso while in a horizontal posture . . . assuming that you are unopposed (see *Change Position,* p. 35).

Relative Facing

Facing in **GURPS** answers the question "which hex-side am I facing on the battle-map?" *Relative facing* answers *two* questions:

- Am I in my opponent's front, side, or rear arc?
- Is my foe in my front, side, or rear arc?

Grapplers use Change Position to alter relative facing, and will do so frequently. Being in your foe's side or rear arcs can give you a decisive advantage!

Front Arc

The front arc covers the hemisphere in front of the grappler. Everything there within reach of a grappler's limbs may be targeted or defended against at no special penalty. Limbs that are currently grappling the fighter from other arcs, such as the limbs of an opponent trying a choke hold, are likely presenting themselves in the front arc.

Rear Arc

When grappled, you know where your foe is! You defend against his attacks from your rear arc at -2 (as if from the side) if standing, crouching, or kneeling, or at -4 otherwise. You cannot *initiate* grapples into your rear arc if sitting, crawling, or lying down, but you may try a Wild Swing (p. B388) if standing, crouching, or kneeling. Attacks to improve control of an *existing* grapple or to *break free* are allowed at -4 in all postures.

Side Arc

The side arc is at a grappler's flank. You may initiate a melee attack (including a grapple) into your side arc as a Wild Swing (p. B388): -5 to hit, maximum effective skill 9. If limbs are wrapped around you, they are in your *front* arc, however, and you may grapple them at no additional penalty.

If a foe you have already grappled shifts to your side arc, you may continue to grapple normally (no Wild Swings required!), but at an *extra* -2 on attacks, defenses, and Contests. Offensive grapples and one-handed parries may normally only utilize the limbs on that side. The natural response is to Change Position and rotate to face your foe, avoiding these issues.

Impossible Positions

If you perform any action that changes your or your opponent's posture or position such that a grapple is no longer physically possible – due to reach, facing, relative facing, or orientation – then you and your foe must release your grip(s); see p. 24.

CONTESTS

Many grappling moves in **GURPS** are resolved using a Quick Contest or Regular Contest (see pp. B348-349). Contests may involve rolls against skills, techniques, or attributes:

- Contests of attribute are based on the *raw* attribute.
- Contests of *trained* attribute are based on the attribute modified by the training bonus (p. 4).
- Contests of trained attribute *based on a technique* determine the training bonus based on the skill level of the technique itself relative to DX (not to the skill).
- Contests of skill roll against the level of skill (or technique) directly.

Example: A ST 10, DX 11 grappler has Judo-13 (DX+2), Arm Lock-16 (DX+5), and Choke Hold-12 (DX+1). In a Contest of DX, he will roll vs. a flat 11. He will roll Contests of Trained ST against a 10 in *most* cases (Judo at DX+2 gives no bonuses, nor does Choke Hold at DX+1), but his Trained ST is 11 in a Contest based on *Arm Lock* (DX+5 on the slow progression gives a +1 training bonus). In a Contest of skill, he'd simply roll against Judo, Arm Lock, or Choke Hold directly. If he had Wrestling-13 *instead of* Judo-13, he would have Trained ST 12 using Wrestling, Trained ST 11 with Choke Hold, and Trained ST 13 with Arm Lock.

Quick Contests and Technical Grappling

Quick Contests come in two flavors. One type requires only that one combatant succeed by more, or fail by less, than his adversary. If a fighter fails a Neck Snap roll by 3, but his opponent fails his HT roll by 6, the neck is damaged.

The second flavor requires that you make your skill roll, while *also* succeeding by more than your foe.

In **Technical Grappling,** techniques that default to ST or HT use the first type: Backbreaker (p. 41), Bear Hug (p. 34), Choke or Strangle (p. 36), Force Posture Change (p. 37), Neck Snap (p. 39), Piledriver (p. 42), Snap Weapon (p. 42), Wrench (Limb) (p. 41), and Wrench Spine (p. 41). All other Quick Contests require success (you applied the move correctly) *as well as* winning the Contest (ties go to the defender). Use the *entire* margin of victory to determine the result!

Grapplers alter relative facing using Change Position, and will use this option frequently: Being in your foe's side or rear arcs can be decisive.

CHAPTER TWO
ARMED GRAPPLING

The noise of the battle drew closer . . . too close. Sterick the Red, Baron of Felltower, heaved his bulk off of a rickety stool, strapped on his shield, picked up his axe, and lumbered out of his tent.

Yes, there they were, playing games behind the lines. One saw Sterick, and left his companions to engage what looked to be a large, soft target.

The man approached, spear at the ready; Sterick read his inexperience and waited. A tentative thrust . . . more than enough. Sterick trapped the spear haft under his arm. Pivoting, Sterick applied his massive bulk to his foe's spear, flinging him to the ground. The mercenary desperately raised his shield.

Sterick reached out with his axe, hooking the fallen man's shield out of line. Circling the weapon overhead and spinning it in his hand, he brought the backspike down hard, punching through metal and bone.

Grappling and weapons go together like peanut butter and jelly: They work well on their own, but together they're even better. Melee Weapon skills include training in grappling applications.

An armed grapple uses an attack roll, and CP are inflicted upon a successful attack. Some weapons enable grappling actions and techniques to be performed through them; others only inflict penalties for active control.

> *The moment you go into a match worried about your opponent, you are at a disadvantage and are better off going home.*
> – Jean Jacques Machado

GRABBING WEAPONS, SHIELDS, AND OBJECTS

You may grab your opponent's weapon or shield – or anything else – using grappling skills. Out of combat, resolve this with a Ready maneuver; see *Lifting and Moving Things* (p. B353). Where there is disagreement as to who is the proper owner, however, Control Points can make things more interesting. Grabbing a weapon or shield can make it unusable. The Disarming technique (p. 36) is used to take things away, while Retain Weapon (pp. 39-40) helps you hang on to stuff.

Seizing a Weapon or Object

Control Points applied to a weapon affect the weapon *and* the limbs grasping it. A weapon grabbed in two hands is treated as part of *both* hands; a shield strapped to an arm is integral to the arm.

Grip CP

A weapon's wielder automatically has *Grip CP* to resist it being taken away. Grip CP is equal to 0.5×ST for one-handed weapons or 1×ST for two-handed ones (or one-handed weapons supported with both hands, like a braced pistol), plus a training bonus based on Retain Weapon (pp. 39-40). Retain Weapon uses the average training-bonus progression (p. 48) *regardless* of weapon. (Remember that Retain Weapon defaults to weapon skill, or to DX for ranged weapons.)

The minimum Grip CP needed to keep a weapon *ready* is half of the weapon's ST stat (round *down*) if it's one-handed, or its full ST stat if two-handed. Wielding a weapon when you are barely strong enough to do so risks a fast disarm. If CP fall below this minimum, the weapon is *unready* but still grasped. If Grip CP fall below *0*, the weapon has been taken away!

If unopposed, you may reestablish full Grip CP with a Ready maneuver. If someone has grappled your weapon, you must "attack" it to boost your Grip CP (see *Retain Weapon*, pp. 39-40). Gripping a one-handed weapon with both hands while that weapon is grappled by a foe requires an attack – but, if successful, increases Grip CP based on *both* hands' Grip ST if successful.

Example: A bastard sword (pp. B271 and B274) requires ST 11 to use one-handed or ST 10 to use two-handed. The Grip CP threshold before the weapon becomes unready is thus 5 CP for one-handed use, and 10 CP for two-handed. A ST 12 warrior with both Broadsword and Two-Handed Sword at DX+4 (+2 training bonus from Retain Weapon) would have Trained ST 8 one-handed, and Trained ST 14 with two hands.

If you succeed in taking a weapon or object away from a foe (see *Gimme That!,* p. 13), you will need to take a Ready maneuver before you can wield it.

Special Cases

Some weapons require a more cautious hostile takeover.

Cutting Weapons: If someone grabs your blade, you may try to cut him. Make a Telegraphic Attack (**Martial Arts,** p. 113), penalized by active control from your foe's grip. The opponent may let go, avoiding all damage but releasing the weapon, or parry, suffering active control penalties based on your Grip CP. If the attack is successful, roll thrust-based cutting damage (for your effective ST after active control is applied). Divide the damage equally between all locations the foe is using to grapple the weapon (round down) – this can include the torso if the opponent has passed a limb (pp. 24-25) to tuck a weapon under an arm! DR applies normally.

Example: Sir Oliver has ST 12, DX 12, Broadsword-14, and Retain Weapon-14 (unimproved from Broadsword, but still gives a +1 training bonus); he has 7 Grip CP on his one-handed blade. He is fighting Grog the troll, who has ST 18, DX 10, Parry 8, and DR 1. Grog grapples Sir Oliver's sword with both hands for 5 CP. On his turn, Sir Oliver twists his blade. He rolls at +4 for Telegraphic Attack, but -2 to DX and ST due to Grog's grapple. His roll succeeds; Grog is at a net -1 to Parry (+2 for the Telegraphic Attack but -3 due to Oliver's 7 Grip CP) and fails. Sir Oliver rolls damage based on his modified ST 10 (from Grog's grapple): 4 points. This is divided between Grog's hands, for 2 points each; his DR reduces the penetrating damage to 1 point per hand, which is also the injury. Grog takes a net 2 HP of injury and is at -2 from shock.

Firearms: Bracing a handgun effectively grapples it with two hands. Bracing a long arm adds 20% to Grip CP (round *up*).

Drop That Weapon!

Technical Grappling replaces the Regular Contest to yank a weapon out of a foe's grasp with a struggle to reduce Grip CP below 0, at which point the weapon is released. You may also attempt an all-or-nothing disarm based on a Quick Contest.

Disarms require first grappling (or parrying, with certain skills and weapons) either the opponent or his weapon.

Grabbing the Foe: To move *past* a weapon and grab the wielder, you may step into close combat and attack the user's hand at -4 (see *Grabbing,* p. B370), or his arm at -2. If you attack the arm or the hand, he will suffer the whole-body skill penalty (pp. 5-6) when he employs his weapon.

Grabbing the Object: Make a normal grappling attack, targeting the weapon. Use the penalties given in *Striking at Weapons* (p. B400) *instead* of the generic -4 to hit the hand on p. B370: -5 for a Reach C melee weapon or Bulk -3 or better firearm, -4 for Reach 1 or Bulk from -4 to -7, and -3 for Reach 2+ or Bulk of -8 or worse. You must be able to step into close combat with the *weapon* itself to grab it. If you are grabbing a weapon that has already grappled *you,* such as grabbing a whip entangling your torso, attack at only -2. To add a hand to your *own* weapon, attack at full skill.

Gimme That!

Replace the Regular Contest described in the **Basic Set** (p. B370) with an attack to break your foe's grip. Use the rules for breaking free of a grapple (*Break Free,* p. 35) – including spending your own CP to loosen your foe's grip on his weapon! You may attack to increase the CP of your own grapple, increasing penalties on your foe's use of his weapon. Or you may attack to reduce his Grip CP, first unreadying the weapon, then eventually disarming him if you can reduce his Grip CP *below* 0.

Active control and the shock from pain or injury both count as reducing Grip CP, though shock is momentary. If you *injure* your foe's hand, his Grip CP is reduced by the HP lost until the injury is healed; this *does* stack with the one-second shock penalty! Locks and holds that inflict pain reduce Grip CP as long as they are applied, and may force a Fright Check (see *Inflicting More Pain With Locks,* p. 38) resulting in a disarm even if CP have not been brought below 0. *Agony* instantly causes the grip to be released regardless of current CP; likewise, anything held in the hand of a *crippled* limb is dropped.

Once you break your foe's grip, he drops the weapon. If you have it grappled, however, *you* retain control; you can drop it as a free action or take a Ready maneuver to wield it yourself *or* toss it elsewhere. (Using it as a *thrown weapon* requires readying it first, and then attacking!)

> # Straps and Slings
>
> Some weapons have modifications allowing them to be more easily retained. Straps on a shield, the thumb-rings of some rapiers, the exaggerated hilts of rondel daggers, rifle slings, and the weapon-to-breastplate chain occasionally used by medieval knights are all examples of weapon-retention aids.
>
> Shield straps and rifle slings add 10 Grip CP for the purpose of resisting disarms; they may *not* be spent, nor may they be replenished in combat. Weapon chains act to prevent the weapon from being completely taken from you (see *Gimme That!,* above): The weapon is bound to you by a cord with both DR and HP (see p. B557), and this must be broken to truly separate you from your weapon. They count as handholds if gripped by an opponent (see *Sweat, Clothing, and Armor,* pp. 7-8) and permit viable ST-based techniques to be applied to the location where the chain is connected.

Instant Disarms

You may instead disarm a foe or unready his weapon by attacking the weapon directly, as described in *Knocking a Weapon Away* (p. B401). You are at an *extra* -2 unless you use a *trapping* weapon (p. 16) immediately following a successful parry. If you hit and your foe fails to defend, roll a Quick Contest of combat skills, based on the *better* of ST or DX for each of you. If you win, you knock the weapon away; if he ties or wins by two or less, the weapon is *unready;* otherwise, nothing happens. If you had CP from a previous grapple (including an offensive or defensive use of Bind Weapon, p. 35), you may spend them.

You can also attempt to force an object or weapon out of your foe's grasp by first grappling him or his weapon, and then rolling a Quick Contest of Arm or Hand Lock or Disarming (p. 36) vs. his Retain Weapon. Either party may make the roll *ST*-based if using Disarming or Retain Weapon.

Each fighter has a skill penalty equal to the full amount of CP his rival has on the weapon – your CP never make *you* better! Both fighters may also *spend* CP.

If you make your roll *and* win, your opponent is forced to let go of the weapon. If you lose or tie, he keeps it (possibly with reduced Grip CP if he spent CP). The original possessor of the weapon does *not* need to succeed with *his* roll to keep his own weapon!

If you grabbed your *opponent*, victory puts the weapon on the ground. If you grabbed the *weapon*, you may retain possession if you retain half (round *down*) the minimum Grip CP required to use the weapon (e.g., if 5 CP are required to use a one-handed sword, you may retain the sword after winning the Quick Contest if you have 2 CP or more on the weapon). Otherwise, the weapon is dropped.

An instant disarm is great . . . if you can pull it off. Success after an initial grab will require either a large amount of CP on the initial grapple, or an outstanding roll in the Quick Contest, making this method more suitable for a cinematic campaign (see *Ready to Rumble,* p. 5) or by an expert who is both strong and skilled.

Don't Shoot Yourself!

Some self-defense techniques use leverage and joint manipulation to threaten an attacker with his own weapon.

First grab the weapon, weapon arm, or weapon hand. On your next turn, you may roll a Quick Contest of your Trained ST, DX, or best grappling skill vs. the defender's Trained ST (based on Retain Weapon), DX, or Retain Weapon. If you win, you have reoriented the arm holding the weapon. Both combatants may spend CP, including CP from gripping the weapon! A reoriented weapon is considered *unready,* but the only way to ready it is for the wielder to win the Quick Contest above.

If you are grappling a foe's weapon, you can attack him with it! Roll vs. the highest of weapon skill or your best grappling skill, taking control penalties for your *foe's* Grip CP. (Remember, grapples work both ways.) His Grip CP are unaffected by active and referred control; the only way to reduce them is to attack as described in *Gimme That!* (p. 13). The foe may dodge or parry, penalized as well for control inflicted by your grapple . . . but if his strength is higher than his weapon skill or DX, he may base his parry off of Trained ST instead (see *Muscling It,* p. 26).

> *Having had his sword seized, the swordsman . . . throws both his sword and opponent away from himself and means to finish him off by grappling him.*
>
> *– Hans Talhoffer,* **Fechtbuch aus dem Jahre 1467**

WEAPONS

Every weapon that can be used to grapple (and that's most of them!) may be described with some combination of characteristics, each invoking certain rules. If a weapon has multiple characteristics (and that's most of them!), use the rules that best apply to the method in which the weapon is being *used*. Remember that a grapple is automatically mutual; the victim can attempt to perform techniques on the attacker through the weapon.

Control Points and Weapons

Most *melee* weapons inflict CP based on Trained ST. They act as levers, magnifying the user's strength when grappling. When rolling for CP, add +1 *per die* for flexible weapons and Reach C rigid weapons, and +2 *per die* for rigid weapons with Reach 1 or higher. Weapons held in a Defensive Grip are usually gripped in two hands, and thus *both* arms are used to tally Grip ST.

Entangling and *enveloping* weapons inflict CP based on the user's *skill* (not ST) on the initial hit. Look up the effective weapon skill on the *Damage Table* (p. B16). Some weapons are more effective than others, and may have CP adjustments – see the weapon skill descriptions for details.

Example: A police officer (ST 10, DX 10, Shortsword-10, Wrestling-10, Arm Lock-12) has a baton held in a Defensive Grip. After parrying a criminal, he moves to trap his arm. He rolls Arm Lock-12 and succeeds; the perp fails to parry and the arm is locked. The policeman's two-handed grip gives him a base Grip ST of 10. A stick (such as a baton) uses the *average* progression on the *Training Bonus Table* – so his Arm Lock at DX+2 gives a +1 training bonus (Trained ST 11, 1d-1 CP). The baton is a Reach 1, rigid weapon, which increases CP by +2 per die. The cop rolls 1d+1 CP, for 6 CP.

CHARACTERISTICS OF GRAPPLING WEAPONS

The following descriptors can be combined to provide details on how a weapon is treated when grappling.

Bladed

If grappling with a cutting weapon, successfully applying CP *also* inflicts basic cutting damage equal to half the CP inflicted. DR protects as usual.

Control Resistance

Some weapons have *Control Resistance* (p. 27), making them more difficult to escape or break free from. Subtract Control Resistance from any rolls to remove CP from the grapple.

Entangling

Entangling weapons inflict CP by wrapping around their target. Pure melee weapons (cloaks, kusaris, whips, etc.) suffer -4 to skill when entangling; ranged ones, like lariats and nets, do not. All use the *striking* hit location penalties, and inflict CP based on your *modified* skill (improvable with the Entangle technique, p. 36), not ST. After a successful entangle, you may perform any grappling technique that defaults to ST. For example, you may use *Shoving People Around* (p. 25), Wrench Arm, or Neck Snap, but not Choke Hold or Arm Lock.

Attacks to break free from an entangling weapon are made using DX, any unarmed grappling skill, or Escape; the weapon gets no active defense. If successful, base CP removed on Trained ST (with the training bonus based on the weapon attacking you) or Escape.

Example: A gladiator with ST 12, DX 12, Escape-14 and Net-16 who is entangled by a net for 5 CP (-2 to ST and DX) would choose between effective DX 10 and Escape-12 to attack to break free. If successful, he may remove CP using either Trained ST 11 (-2 from active control, but +1 training bonus from Net at DX+4) or Escape-12. Escape is his best option in both cases.

After a weapon is used to entangle, it must be freed before it can grapple again. To free the weapon, make an attack; the victim may choose to parry, preventing his attacker from freeing his own weapon! If successful, *remove CP* based on the user's *skill*, rather than ST; if CP drop below 0, the weapon is freed. Long entangling weapons require Ready maneuvers before they can attack again: one Ready for a two-yard weapon, and two for weapons three yards or longer!

Enveloping

An enveloping weapon is *big* . . . relative to the target; the weapon is rated with a Size Modifier, and is treated as an area attack (p. B413). If the weapon is of lower SM than the target, treat it as entangling (above) instead. Thrown enveloping weapons offset the -4 for Entangle with the +4 for attacking an area (p. B414), and thus roll to hit at full skill. You *cannot* improve the Entangle technique for *thrown* weapons!

These weapons have +1 to grapple for every SM the weapon is larger than the target (see *Bigger and Stronger!,* p. 9). Like entangling weapons, enveloping weapons inflict initial CP based on the user's effective skill, not ST. The CP inflicted by an enveloping weapon apply to the entire target, as one big hit location, but may *not* be spent!

Example: A hunter casts a SM 0 net at an animal of SM -1 (+1 to hit), for 1d+1 CP. He rolls 6 CP, so the target suffers -3 to ST and DX for all actions. These CP may not be spent in Contests.

The weapon requires space to use. Look up its SM on the *Size and Speed/Range Table* (p. B550) and read across to the "Linear Measurement" column to find the radius of the circular area needed. For example, that SM 0 net requires two yards of clearance in *all* directions around the wielder.

Flail

These weapons are very difficult to parry when used for grappling attacks: -4 to Parry and -2 to Block (see *Flails,* p. B405).

Flexible

A flexible weapon is made of leather, chain, rope, or some other pliable material. A flexible one-handed melee weapon has Parry -2U. If used with a two-handed *Defensive Grip* (see **Martial Arts,** pp. 109-111) it becomes Reach C and gets an extra +1 to parry attacks from the front (Parry -1U), but -1 to parry attacks from the side (Parry -3U).

When used as a grappling *aid* (such as a whip or belt used to apply a Choke or Strangle) it requires both hands to attack and improve your hold, but adds +1 *per die* to CP, and increases maximum Control Points (p. 6) to 1.5×(Trained ST).

Hooking

The weapon can grapple at range, pulling a foe off balance, or a weapon or shield out of alignment. Attack at -5 (improvable with the Hook technique, p. 38), using *striking* penalties for hit location. A shield's hit location penalty is -4 *plus* DB. Using a hook gives +2 *per die* to CP – useful for Beats (p. 21) and disarming (pp. 13-14) attempts!

Bladed hooks do the damage listed for their hook in *addition* to the CP effects, and both the shock penalty *and* CP will impair the foe next turn!

Impact

A weapon with this quality strikes for damage in addition to control. The damage type is crushing unless noted in the weapon details.

Impaling

Weapons capable of impaling damage can also be used to control an opponent. If an impaling object is left inside a foe (either voluntarily or by getting stuck; see *Picks,* p. B405), it is considered to have inflicted CP equal to basic damage. These CP may not be spent, but impart active and referred control, and *definitely* allow actions such as *Shoving People Around* (p. 25) and *Force Posture Change* (p. 37)! You may also use *Inflicting More Pain With Locks* (p. 38): Roll a Quick Contest of Trained ST vs. HT, adding half the original *injury* as a bonus to your Trained ST. Apply pain using the *full* margin of victory!

In everything there is rhythm; however, the rhythm in martial arts, in particular, is something you can't master without hard training.
– Miyamoto Musashi

Incrementing

Incrementing weapons allow attacks to increase CP after the initial hit – as opposed to entangling weapons, which inflict only the initial CP. You must still make an attack roll, and your foe may use any legal active defense. Thrown incrementing weapons do *not* suffer range or location penalties after the original grapple hits! Incrementing weapons use *Trained ST* to increase CP after the initial successful attack – use the slow progression unless the weapon description says otherwise.

This characteristic is *assumed* on handheld melee weapons like sticks. It is only called out on an item like a lariat – a thrown entangling weapon that can be *tightened* by pulling on it, unlike a whip or net.

Melee

A melee weapon must be held in one or both hands for grappling combat. A melee weapon that has achieved at least 1 CP may aid any reasonable grappling technique. For example, a *rigid* (below) weapon may be used to apply pain using Pressure Points, a *flexible* (p. 15) weapon that has grappled the neck can be used for a Choke or Strangle, and an *enveloping* (p. 15) or *entangling* (p. 15) melee weapon can be used to execute a takedown.

Perform an Armed Grapple (p. 34) to grapple at Reach C. Apply CP using Trained ST based on Armed Grapple level (Melee Weapon skill-2 if unimproved). Many grappling techniques may be performed armed; consult the technique descriptions for details.

Posture has a significant effect on armed grapples; for the purpose of grappling only, multiply the current attack penalty for posture (p. B551) by the weapon's Reach (minimum 1)! Treat a weapon in a Defensive Grip as one yard shorter. Use Ground Fighting (**Martial Arts,** p. 73) and Low Fighting (**Martial Arts,** p. 77) to reduce these penalties. See *Stick* (below) for important exceptions.

Examples: No weapon takes any penalties when grappling while *standing* (as per **Martial Arts,** p. 117). A Reach 2 weapon is at -4 (not -2) when kneeling, unless in a Defensive Grip. A Reach 3 weapon employed lying down is at -12 (not -4); if the attacker had raised Ground Fighting to skill-1, his armed grapple would be at only -3.

Rigid

Weapons are considered rigid by default unless specified otherwise. Rigid weapons allow maximum Control Points (p. 6) up to 2×(Trained ST), and increase CP by +1 *per die* at Reach C or +2 per die for Reach 1 or longer.

Stick

Stick weapons use the *average* progression for trained attribute bonuses. Stick weapons whose primary skill is Jitte/Sai, Knife, Shortsword, Smallsword, or Tonfa may be used for grappling without additional posture penalty due to Reach (see *Melee,* above).

Thrown

This weapon is hurled at the target; the attacker makes a skill roll penalized only by range and target size/location, using *striking* hit location penalties. Most such weapons take no penalties when thrown to entangle (check the weapon description); because they are weighted, it's actually *easier* to use them this way than as an entangling melee weapon!

Trapping

Rigid sword-breakers and fencing weapons are purpose-built to parry and trap weapons (more) safely. They use the *slow* progression for Trained ST for most grappling, but the *fast* progression when used with Bind Weapon! After a successful grapple with a trapping weapon, apply CP using your one-handed Trained ST based on Bind Weapon, adding +2 *per die* to CP regardless of Reach. You may spend CP to attack the weapon itself using Snap Weapon (p. 42) or to disarm (*Drop that Weapon!,* pp. 13-14). Trapping weapons can be used without penalty to attempt an instant disarm (pp. 13-14) on the turn following a successful parry.

Two-Handed

The weapon requires two hands, both to initiate a grapple and when making further attacks to improve control. The attacker may pass a limb (pp. 24-25) to release a hand while maintaining (but not increasing) CP; failure causes CP loss as per *Disengaging a Limb* (pp. 23-24). Flexible (p. 15) two-handed weapons do not automatically gain the benefits of Defensive Grip unless you actually change your grip.

Cum un bastoncello Io collo t'o ligato
Se non temeto in terra ayne bon merchato.
[With a baton I have tied around your neck
If I don't take you to the ground then you will have the better deal.]

— *Fiore dei Liberi,*
"Flos Duellatorum"

Grappling Weapons

The list below is not exhaustive, and involves weapons found in the **Basic Set** and **Martial Arts.** The applicable weapon characteristics are given in parenthesis after the weapon, while special usage rules are noted in the text.

Baton (Melee, Stick): A common melee weapon used to grapple and strike. A baton has Shortsword as the primary skill, so it does not suffer additional posture penalties to attack and defend when grappling.

Bill (Hooking, Melee): Allows a grapple at long Reach. Both the bill and its shorter cousin, the dueling bill, can be used at -5 to perform a damaging Hook to unbalance and injure a foe.

Bolas (Entangling, Flexible, Impact, Thrown): A bolas is thrown to entangle, taking penalties only for range and hit location. A bolas strikes for thr-1 crushing damage to the location it hits. Control Points are also inflicted based on the user's Bolas skill – a *gaucho* with ST 11 and Bolas-14 would roll vs. Bolas-9 to entangle the legs (-2) of a SM 0 creature at 7 yards (-3), doing 1d-2 cr *and* 1d CP on a hit. Most bolas are used for trapping small game animals or binding the legs of fleeing herd animals. The dropped weapon results described in the **Basic Set** (p. B410) only occur with the appropriate critical hit roll (p. B556).

Cloak (Entangling, Flexible, Melee): Roll at -4 to entangle with a cloak used in one hand. It is not a terribly effective weapon; use *half* the fighter's skill to determine CP. Alternatively, roll at -2 for an Armed Grapple (p. 34) or at no penalty to snap it in your opponent's face as a Feint. A cloak permits grappling a bladed weapon without risking damage to your hand, allowing a disarm as a follow-up (see *Drop That Weapon!*, pp. 13-14).

Handcuffs (Control Resistance 10; Entangling): Handcuffs require a melee attack to apply (see **Martial Arts,** p. 73). They inflict CP based on the skill of the attacker, plus CP equal to *twice* the cuffs' TL. A police officer with Handcuffing-12 and TL7 cuffs does 1d+13 CP! Once on, subtract 10 CP from any escape attempt; a successful Slip Handcuffs (p. B233) roll *halves* the Control Resistance (to 5), but still uses *full* Escape skill to calculate removed CP. See *Escaping Cuffs* (below) for more.

Jitte, Jutte, or Sai (Melee, Trapping): These one-handed trapping weapons may attempt an instant disarm (pp. 13-14) on the turn after parrying a weapon. They may also grapple a weapon, either defensively or offensively (see *Bind Weapon*, p. 35). These pronged weapons are subtly different in shape: The jitte is a blade, the jutte is a truncheon, while the sai is an impaling spike.

*Jo (Melee, Stick):*The jo is used with Broadsword, Staff, or Two-Handed Sword, and suffers additional posture penalties in close combat (see *Melee*, p. 16).

Kusari (Entangling, Flail, Flexible, Impact, Melee, Two-Handed): This weighted chain may be used to entangle a foe by rolling Kusari-4. As a flail weapon, it is -4 to Parry and -2 to Block. When used to entangle, much of the force is spent wrapping around the target; shift damage from *swing* to *thrust*, giving thr+2. The kusari inflicts CP based on skill (not ST). After the initial entangle, it may be used to perform any grappling technique (on the entangled body part) that defaults to ST.

Lariat (Entangling, Incrementing, Flexible, Thrown): The lariat is thrown to entangle, taking penalties only for the target's range and the location targeted. CP are scored based on the user's skill (not ST). On subsequent turns, a fighter may attack to tighten the noose and increase CP, using Trained ST (based on Lasso skill). The lariat-wielder may use one hand or two hands to pull the rope; the target may attempt to pull the weapon away. If the lasso is affixed to a mount (usually a horse), use the mount's ST instead, but the user's effective Lasso skill cannot exceed his Riding skill.

Net (Entangling, Enveloping, Flexible, Melee, Thrown): A net may be used as a melee weapon or a thrown weapon, but not both at once. A melee net is wielded as an entangling weapon, similar to a cloak – but it is usually weighted, so it inflicts CP based on *full* skill instead of half skill. Even if the user lets go, treat a net entangling a target as having good handholds (see *Sweat, Clothing, and Armor,* pp. 7-8). A thrown net is an enveloping weapon that attacks an area; such nets can be quite large. On a miss, a net occupies a circular area with a diameter found by looking up its SM on p. B550; e.g., a SM +2 net can envelop a *single* SM +2 creature, and fills a five-yard-diameter area on a miss. A net on the ground is considered bad footing (-2 to attack, -1 to defend).

Short Baton (Melee, Stick): Usually less than a foot long, and used to gain additional leverage. A Reach C, rigid stick, it uses the average progression for Trained ST, never suffers extra posture-based penalties, and gains +1 CP *per die*, making locks, holds, inflicting pain, and motivating a victim in a throw much more effective. Includes the *dan bong* (Korea) and *yawara* (Japan).

Whip (Entangling, Flexible, Melee): A whip can be used to entangle *or* strike for damage, but not both at once. Roll at Whip-4 to entangle, and apply CP based on the user's *adjusted* skill. Once CP are scored, they may not be increased without freeing the weapon and attacking again.

The combatant . . . completes the throw and dispatches his opponent with a blow of his mace.

– Hans Talhoffer, **Fechtbuch aus dem Jahre 1467**

COMBAT

She glided down the hall, rubber-soled feet making no noise on the polished metal of Dr. Nefarious' underwater lair.

"Why are they always Doctors with stupid names?" No matter, she was here to end his notional reign of terror before it even began. Sometimes the intel was right, and sometimes it arrived on time. The next room was the place.

Naturally. Four armed guards, looking bored. As they became aware of the opening door, she was already grabbing the nearest guard, slamming her knee into his groin. She rolled over him as he fell, grabbing the next guard's death ray – really? death ray? – as she forced the first to the floor. He tried to redirect the weapon at her; she moved with it, locking his arm and throwing him over backward with a crunching sound as his shoulder and wrist both dislocated.

Two fast bolts left the remaining guards as expanding vapor. Time to pay the Doctor a visit.

This supplement delivers an array of new options for grappling. Here is a "how-to" guide for putting the hurt on your enemies.

KNOW YOURSELF

The first element to grappling is to know how to achieve a desired outcome.

Understand Your Skills

Choose grappling skills that provide maximum benefit to your fighting style:

Judo is best against multiple opponents, foes with weapons, and when you must pit skill vs. strength. Benefits to retreating parries – and the ability to throw (and injure) a foe without needing CP – make it ideal for skilled-but-weaker characters (within limits). A Judo Throw can stun your opponent; if you have an impaling weapon, follow a throw with a Telegraphic All-Out Attack to the vitals for a fast fight-ender! The optional *Weight and Grappling* (pp. 8-9) rules significantly impact the utility of Judo Throw; know if your GM intends to use them!

Wrestling uses the fast training-bonus progression, and has good defaults with most grappling techniques. It is useful standing, but powerful on the ground – especially if you buy up Ground Fighting! Wrestling and Ground Fighting are ideal for one-on-one unarmed combat, but require great caution or great skill against weapons.

Sumo Wrestling is a good addition to any weapon build. It uses the fast training-bonus progression to make and resist grapples – enabling takedowns and a credible defense in Contests. It also adds to unarmed slams and shoves, good for dominating the local battlefield and keeping a foe at weapon range. Consider Shoves and Tackles (p. 30) to give your armed shoves and slams a similar edge.

Exploit Relative Facing and Orientation

Whenever possible, get in your foe's side or rear arc. Change Position (p. 35) can be combined with any maneuver that contains a step. Arm Lock and Change Position can be combined (and often are, in real life) to both lock your foe and move to an arc into which he cannot easily strike.

When crawling and lying down, you may occupy two hexes on a tactical map, which means half your body will *not* be in close combat. Your foe cannot attack those regions with a Reach C weapon.

Know the Value of Strength

Sheer power is a huge asset. Lifting ST (p. 28) is an inexpensive route to more CP, which lets you dominate a more-skilled foe in Contests via CP expenditure. A strong grappler can leverage Neck Snap and the various wrenching attacks, all of which default to ST, with no required investment in skill at all!

Understand Relative Size Modifier and Weight Advantage

The rules listed under *Weight and Grappling* (pp. 8-9) are optional, but realistic when battling large, strong foes. Larger creatures receive a DX bonus once a grapple has occurred (see *Bigger and Stronger!*, p. 9). The DX penalties caused by a heavy foe make it necessary to use locks and holds rather than throws and takedowns. If *you* are heavier than your foe, exploit Change Position (p. 35) to crush him to the ground through sheer weight. If you are very strong, and your opponent light, you can execute techniques you might not otherwise be able to; see *Pickup* (p. 24) and *Bear Hug* (p. 34) for examples.

You will want to stay on top of your foe in lethal combat. If you are heavier than your foe, you can use your weight to sit on him and "ground and pound," especially if you pass a limb (pp. 24-25) to free up both your arms. If you are lighter, avoid being sat on at all costs!

KNOW YOUR GOALS

Know how to maximize your advantages and achieve your objectives. The goal of grappling will usually be immobilization, pain, or the injury or death of the opponent.

How to Take Him Down

If you have purchased Ground Fighting (p. B231) and Ground Guard (***Martial Arts,*** p. 50), your first goal in a one-on-one fight should be to take your opponent to a lower posture, where he suffers -2 to -4 to his actions. You don't have to take him *all* the way down; crawling, kneeling, and sitting are all disadvantageous.

Takedown Table

Takedown	Default(s)	Requires	Roll	Spend CP	Retain CP	Success	Page
Force Posture Change	ST, DX, any grappling skill	Grapple	Quick Contest	Yes	Yes	Posture change	37
Sweep	Judo-3, Sumo Wrestling-3, Wrestling-4	–	Attack, then Quick Contest	Yes	No	Posture change	40
Judo Throw (Offensive)	Judo	Grapple	Quick Contest	Yes	Yes	Posture change, stunned, thr-1 cr	39
Judo Throw (Defensive)	Judo	Judo Parry	Attack	No	No	Posture change, stunned, thr-1 cr	39
Throws from Locks	Judo, lock technique	Successful lock	Quick Contest	Yes	Yes	Posture change, swing crushing	25

There are many types of takedowns. See the *Takedown Table* (above) for details! If an option lists "No" under "Retain CP," using it relinquishes any grapple and associated CP.

How to Immobilize

Technical Grappling removes the concept of the pinned state, but you can still immobilize a foe by reducing his effective ST and DX. Leverage your posture, position, and weight advantage: Take the foe to the ground, roll him face-down, and grapple him from behind. The maximum Control Point (p. 6) limit of Trained ST means that if you are weaker than your foe, you may need to utilize pain compliance via a joint lock (pp. 38-39).

How to Cripple and Kill

All attempts to injure through grapples require the expenditure of Control Points, to set an upper limit on injury. Wrenching a limb requires only a grapple, and is resolved with a Quick Contest (see p. 41 for rules). Locks require more finesse, but the upper margin of injury is set at twice the CP expenditure – delayed gratification, but more efficient. Throws from locks (p. 25) are even more brutal; they inflict *swing* damage based on Trained ST!

Grappling can also be a force multiplier on striking. Containing a limb lowers the ability of the defender to attack and parry, and allows crippling strikes to be employed more easily. *Grab and Smash* (p. 24) is devastating when applied to an arm.

KNOW YOUR FOE

Tactics depend on the environment, and you must adjust your fighting style to match your foe's tactics.

Fighting Unarmed Strikers

Most strikers won't have Ground Fighting; take them down quickly. Exploit Judo parries for Judo Throw, and Grabbing Parry (p. 42) to move to grapples and locks. All grapples should attempt to exploit *Relative Facing* (p. 11) to move to the side and rear of a foe, forcing him to use Wild Swing. Any fighter can use *Grab and Smash* (p. 24) after a successful Grabbing Parry to cripple limbs in a high-threat environment.

Fighting Other Grapplers

Grapples are mutual, but CP aren't; attack back to even out active control penalties. Attack from the side or rear if possible.

Make aggressive use of pressure points to cause shock and pain. Be patient when grappling, and remember that while you usually *can* attempt to finish a foe right away, you may be better off building up CP over several turns. Don't necessarily attempt to force a bad grapple. If your initial grab isn't terribly firm, you may be better off releasing your grip as a free action, allowing unpenalized defenses.

> *Don't attempt to force a bad grapple: If your initial grab isn't terribly firm, you may be better off releasing your grip as a free action, allowing unpenalized defenses.*

Fighting Armed Opponents

Parrying a weapon can injure you; buy and wear armor for your limbs, including gloves and bracers! Your primary goal is to remove the weapon from the equation, using an Arm or Hand lock, or a disarm (see *Drop That Weapon!*, pp. 13-14) – or by containing and crippling a limb. If you can seize the weapon, you can exploit *Don't Shoot Yourself* (p. 14) to point it back at your opponent.

If your foe's weapon is Reach 1 or longer, you will want to use Slip (**Martial Arts,** p. 124) to get inside his guard. If you can't take the weapon away, get into his side or rear arc. Failing all that, strongly consider running away!

Fighting Groups

Mobility is key. Keep them out of *your* side and rear arcs, and never linger long enough in one spot to get surrounded. Judo is best here, since you can use a defensive Judo Throw to try to drop and stun every foe you parry.

Avoid going to the ground. Wrestlers who depend on Ground Fighting to provide an advantage will need to make extensive use of Grabbing Parry, followed by a lock and a throw from a lock to cause crippling injury.

And unless your last name is Bourne, Lee, or Wayne . . . you might want to seriously contemplate that "run away" option.

MANEUVERS

Some maneuvers require clarification when using CP. Modifiers to attack rolls apply normally, but do not alter Trained ST. Modifiers to thrust damage affect rolled CP.

All-Out Attack

Attempt to inflict CP on your target with no thought to defense. You must choose one of the following options. If combining grappling and striking in an All-Out Attack, you must select the same All-Out Attack option for both.

● *Contest:* Any technique or maneuver that counts as an attack and is resolved with a Contest gets +2 ST or DX. (This is similar to the Determined and Strong options, but those only apply to standard attack and damage/CP rolls.)

● *Determined:* +4 to all attacks, but does not increase CP or Trained ST.

● *Double:* Make two regular attacks, including techniques that count as attacks. One of these attacks may be combined with Rapid Strike, allowing (e.g.) a grapple, takedown, and attack to improve position – all in one second!

● *Feint:* A feint followed by an immediate attack or *vice versa*. If your next move is a Contest that counts as an attack, the feint penalizes the foe's underlying *attribute*.

● *Long:* Allows an unpenalized grapple at Reach 1 . . . making it useful for mounted combat! In classic wrestling, this is often a forward-leaning attempt to grab a foe as you close the gap. Many "shoots" use this option as well.

● *Strong:* +2, or +1 *per die* if better, to damage and/or Control Point rolls. If combined with Rapid Strike, it adds to all attacks that turn.

Movement: Up to half Move to initiate a grapple, but you may only move forward.

Active Defense: You may take *no active defenses at all.* This includes rolling to resist using ST, DX, or skill in any grappling Contest that counts as an attack (*Martial Arts,* p. 114)! *Exceptions:* See *One Foe* (p. 22), and you never lose your ability to roll vs. HT in a Contest, to roll vs. ST to resist injury (only), or to make a ST-4 roll any time ST is a direct proxy for mass (see below).

Strength as a Proxy for Mass

There is an implicit link between ST and mass in *GURPS:* Stronger beings tend to be heavier, HP (a reflection of mass) are based off ST, and so on. Thus, even after an All-Out Attack, you may roll against ST-4 to resist the following attacks. This doesn't represent active struggling, but passive resistance provided by your mass.

● *Bear Hug* (p. 34), though here ST is a proxy for *bulk* more than mass.
● *Change Position* (p. 35).
● *Force Posture Change* (p. 37).
● *Judo Throw* (p. 39).
● *Pickup* (p. 24), including those that lead off a Backbreaker (p. 41) or Piledriver (p. 42).
● *Shoving People Around* (p. 25).
● *Sweep* (p. 40).
● *Throws from Locks* (p. 25).

All-Out Defense

Improved active defenses are useful to avoid being grappled in the first place, but *after* a grapple has occurred, the most common "defense" is actually an attack to break free!

● *Double Defense:* You *can* attempt two Judo parries, as each uses a different hand. Sumo Wrestling and Wrestling parries are two-handed, however! As an exception to the "different defense" clause, you may attempt two Sumo Wrestling or Wrestling parries (or two hands-free parries, pp. 22-23) against one attack, but the second is at -2.

● *Increased Defense:* The +2 to one active defense is useful if attempting an Escaping Parry (p. 36), Grabbing Parry (p. 42), or Sprawling Parry (p. 40).

Changes to All-Out and Committed Attacks When Grappling

Technical Grappling makes some *deliberate* changes to how All-Out and Committed attacks are treated (*Martial Arts,* p. 114).

● You may combine All-Out Attack with the One Foe option (p. 22) to partially mitigate the loss of all defensive Contests.

● After an All-Out Attack, you automatically lose *most* Contests, but there are three exceptions: You may *always* roll against HT; you may roll against ST for the sole purpose of resisting injury; and you may make a ST-4 resistance roll when ST is a proxy for mass (see above).

● After an All-Out Attack, you lose your ability to counter a foe's attempt to break free. Break Free is now an attack, and All-Out Attack costs you all active defenses!

● The Determined option for All-Out and Committed Attacks only applies to rolls to hit; the Strong option only applies to CP (as an analog to damage). Use the new *Contest* option to influence takedowns, throws, or other techniques resolved as such.

Attack

see p. B365 and *Martial Arts,* p. 98

An Attack is used to initiate and improve a grapple, or to free yourself from one! Roll and apply CP after a successful attack. The attack may be directed in one of three ways:

● Initiate a grapple on a person or object. Apply CP to the targeted location.
● Improve your control for an existing grapple. *Add* CP rolled to the targeted location.
● Break a grapple on a person (*Break Free,* p. 35) or object (*Grip CP,* p. 12) by attacking the grip itself. Subtract rolled CP from a location currently grappled by your foe.

The above applies to all attack maneuvers – including Attack, All-Out Attack, Committed Attack, and Defensive Attack – and all attack options, such as Deceptive and Telegraphic Attack.

Hit location penalties are halved when grappling a foe (p. B370), while objects are grabbed at a penalty (see *Drop That Weapon!,* pp. 13-14). Attacks to improve position, break free, or apply joint locks do *not* suffer penalties for hit location, as you've already secured the targeted location!

If your attack hits, roll CP and immediately apply penalties for active control to your foe – or *subtract* CP from your foe's grapple if breaking free.

You may always attack to improve your grapple, subject to the limits found in *Maximum Control Points* (p. 6). This strategy requires patience, but can be very effective.

Change Posture

see p. B364 and *Martial Arts,* p. 98

You may change posture as per the **Basic Set** if you are not grappling or being grappled, or if your foe allows it. You may retain CP inflicted on your opponent if you can change posture and he is still in reach. While grappling or being grappled, use the Force Posture Change technique (p. 37) instead.

Committed Attack

see *Martial Arts,* p. 99

Aggressively attempt to inflict CP on your target while retaining some defense. You must choose one of these options:

● *Contest:* Any technique or maneuver resolved as a Contest that counts as an attack gets +1 ST or DX.
● *Determined:* +2 to all attacks, but does not increase CP or Trained ST.
● *Long:* This full-extension reach allows a grapple from Reach 1. Defenses are as if you took an extra step (see below), and Grip ST is halved; this *stacks* with being unable to leverage the muscles of your legs and core in freefall or while swimming!
● *Strong:* Receive +1, or +1 *per two full dice* if better, to damage and/or Control Point rolls. If combined with Rapid Strike, it adds to all attacks that turn.

Movement: Step *or* two steps; a second step gives -2 to hit. This combines with any bonuses from the options above.
Active Defense: The attacker cannot parry or block with any region or weapon used to attack. Of course, he also cannot parry with a limb after a successful grapple without abandoning contact. He may use any other defense – including a ST, DX, or skill roll in Contest – but at -2. He cannot retreat.

Defensive Attack

see *Martial Arts,* p. 100

A cautious attempt to grapple, minding your own balance and defenses. You are at -2 to damage and/or CP rolled, or -1 *per die,* whichever is worse. You have -2 to ST and DX in Contests in which you are the attacker.

Active Defense: Any. You have +1 to Parry and +2 to DX or ST rolls to *resist* grappling Contests, as well as to DX rolls to avoid falling.

Feint

see p. B365 and *Martial Arts,* pp. 100-101

Combatants resist feints using their best Melee Weapon or unarmed combat skill, penalized for active control *and* posture. As Feint is a Quick Contest, you may spend CP.

Beats

A Beat pits a ST-based skill roll against a Trained ST *or* DX-based skill roll in a Quick Contest. The impact of active control and the ability to spend CP on a Beat replace the third bullet in *Beats* (**Martial Arts,** pp. 100-101) – spending CP *is* directed motion! The attacker must choose between the ST-based Feint that is a Beat and the ST-based Contest that is an instant disarm; the effects do not stack. Beats are a good way for a very strong grappler to pit high ST against a nimble or skilled foe.

Ruses

The DX penalties for control can be applied to Perception-based resistance against a Ruse if the defender's ability to see the Ruse has been compromised; e.g., he has an arm across his face.

Defensive Feints

Defensive Feints work as described, and allow you to spend CP on your turn to interfere with your foe's attack on *his* next turn. This is another path for a strong character, who can inflict many CP, to outfight a skilled-but-weaker foe.

Move

see p. B364 and *Martial Arts,* p. 105

Movement is impacted by being grappled by a foe or an entangling weapon. Treat your opponent and his gear as additional encumbrance based on your current ST (as reduced by CP) and modify your Move accordingly. Past 10×BL, you *cannot* move! Each turn you try to move, make a DX roll with penalties for active control and encumbrance; if you fail, you instead fall down and lose any grip you were maintaining on your opponent.

Move and Attack

see pp. B365-366 and *Martial Arts,* p. 107

If you want to slam or shove someone and then keep moving, you may do so! For a slam that continues through the target, subtract the damage rolled *by the target* from any remaining Move. For a shove, you may continue if you push your opponent out of your path.

Wait

You may attempt a Stop Hit with a grappling attack, either before a grapple has occurred or while trying to improve position.

ATTACK OPTIONS

The variations that may be applied to attacks require little change when using Control Points.

Combinations

Combinations trade predictability for speed. Anything that is described as an attack may be part of a Combination. Grappling requires that a grip be achieved and maintained but doesn't *require* CP . . . though a Combination will certainly be *easier* with them.

Combinations do *not* allow combining moves that specify that they occur on a fighter's *next turn,* including causing damage from an Arm Lock, a throw from a lock, or a Judo Throw. See *Locks, Throws, Damage, and Multiple Attacks* (p. 25) for further discussion.

*Combinations do not **require** CP.*

Deceptive Attack

With grappling as with striking, each -2 to attack results in -1 to your opponent's defense roll, with a lower limit of 10 on your effective skill.

One Foe

By focusing exclusively on one opponent and ignoring your surroundings, all of your active defenses and resistance rolls in Contests involving *that foe* are at +1. However, you have to make a Per-4 roll even to *notice* the actions of a friend or another foe – and if anyone else attacks you, all of your defenses and resistance rolls are at -2 . . . if you even notice!

You may combine One Foe with All-Out Attack. If so, you still lose your active defenses, but you may make resistance rolls in Quick Contests against that foe at -4 (instead of an automatic failure). This *replaces* the +1 bonus above.

In many-on-one situations, this option precludes effective coordination or communication with your teammates. You may not be the direct recipient of "rerolls" if using the *Abstract Tactics* option from p. 60 of *Martial Arts.*

Competitive sport grapplers may *always* use this option, as they will never face multiple foes. This pattern is worth either a quirk or -5-point Compulsive Behavior in campaigns with lots of *real* life-or-death combat!

Rapid Strike

Rapid Strike may be used normally with these rules: -6 per additional attack. Rapid Strike may incorporate any action that counts as an attack; Contests suffer full penalties as well!

Telegraphic Attack

Combining All-Out Attack (Double) and Telegraphic Attack nets two attacks at +4, at the cost of all your defenses and your opponent getting +2 to his own active defense. This is frequently seen in competitive sports matches.

DEFENDING

You may dodge, parry, or block a grapple, though most unarmed fights will primarily use Parry and Dodge. See also *Defense While Grappling* (**Martial Arts,** pp. 121-122).

Dodge

A successful dodge means the attack failed to connect at all. Dodging is the only way to create a "clean" miss without contact, important if you want to avoid effects transmitted by touch, such as some spells, electrical attacks, or cooties.

If you are already grappled, your Dodge is penalized based on the CP maintained on your head (including the neck) and torso. Reduce Dodge by 1/4 of the DX penalty (round *up*).

Parry

You may parry a grapple using any Melee Weapon or unarmed skill. A successful parry allows the defender to avoid the effects of the attack, but involves some contact. Parry denies an attack; to grapple the attacker *back* when attacked with a strike or a grapple on a new location, use Grabbing Parry (p. 42). Escaping Parry (p. 36) reduces the CP inflicted on you while parrying a foe attempting to improve his control by attacking an already-grappled location. See also *Parries with Legs or Feet* (**Martial Arts,** p. 123).

Hands-Free Parries

Not all parries use the hands; see *What Is . . . a Parry?* (**Martial Arts,** p. 122). If an opponent attacks you with a grappling move (not a strike) against which you would be permitted a parry, you may parry using any *unarmed* combat skill and specify that this defense is a "technical parry" or a "counter": an attempt to thwart the attack by shifting position rather than interposing hands.

This is considered a two-handed parry where number of hands matters – notably, when counting multiple parries – regardless of skill used or number of hands free. Your rival automatically achieves body contact, should that matter (e.g., for attacks with the Aura enhancement). And even if it succeeds, it never counts as a "setup" for Arm Lock, Judo Throw, or other grappling moves.

On the other hand, this requires *no free hands.* And while you must be aware of your foe (as with any active defense), you need not see him – if either of you has any CP against the other, you may defend! Finally, since you *are* acutely aware of your opponent, your defense is immune to the -2 that would normally apply if he's beside or behind you (see pp. B390-391), including the -2 on a "chin tuck" vs. a Choke Hold.

All other Parry modifiers apply. If you can retreat, you may, gaining the usual bonus. Conversely, while this defense is "hands free," having one or both arms grappled inflicts the standard active control penalty to DX, and hence lowers your defense.

Using Your Head: If grappled on the head and your other limbs are unavailable, you may make a hands-free *attack* to break free, using trained DX based on any unarmed combat skill. If successful, roll CP based on 0.8×ST (not Trained ST).

Block

see p. B375

Imposing a solid object between you and your attacker works well . . . *before* you are grappled. You may block the initial grapple attempt, but if the margin of success on your roll is equal to or less than the Defense Bonus of your shield, your attacker may elect to grapple your shield instead (see *Grabbing Weapons, Shields, and Objects,* pp. 12-14). Once you've been grappled, your opponent is typically inside your guard: You suffer -1 to Block for each CP the attacker inflicts on your shield *or* the arm and hand controlling it. He can spend these CP to reduce your Grip CP on the shield, perhaps unreadying it (see *Drop That Weapon!,* pp. 13-14).

Retreat

see p. B377 and *Martial Arts,* pp. 123-124

A successful retreat usually moves you out of close combat – use a slip to "retreat" by moving closer to your foe. Grappling offensively from Reach 1 requires All-Out Attack (Long) (p. 20) or Committed Attack (Long) (p. 21).

You may only retreat on a defense if, accounting for the effects of posture (see the *Posture Table,* p. B551) and treating your foe's weight as encumbrance, you don't fall below Move 1. In any case you only gain +1 for retreating *while grappled* – even with Judo, Karate, or fencing weapons.

One new retreat option is the Sprawling Parry (p. 40) – a retreat with the lower body which keeps the upper body in close combat. This is different from *Sprawling* (*Martial Arts,* p. 119), which is a response to an attempted takedown.

Riposte

see *Martial Arts,* pp. 124-125

A riposte is similar in kind to Deceptive Attack, but for parries. It's used to set up your next attack, while Escaping Parry (p. 36) is used to break free of a foe's grapple as he tries to improve his position. You *may* combine the two if you can absorb the penalties!

EVEN MORE ACTIONS AFTER A GRAPPLE

The addition of Control Points and expanded rules that address posture, relative facing, and orientation while grappling drive changes in the actions you may employ after you have grappled your foe. These build on *Actions After a Grapple* (p. B370) and *More Actions After a Grapple* (*Martial Arts,* pp. 117-119).

Bear Hug

see *Martial Arts,* p. 117

A bear hug is now treated as a technique. See p. 34.

Disallowed Maneuvers

see p. B371

The **Basic Set** forbids Aim, Feint, Concentrate, Wait, and ranged attacks after a grapple unless you have pinned your foe. Since "pinned" is not a formal state in **Technical Grappling,** new guidelines are appropriate.

Aim, Concentrate, and Ranged Attacks: Aim or Concentrate requires a Will roll at a penalty equal to your foe's Trained ST, modified for CP, maximum 0 – your CP may eliminate the penalty but will never provide a bonus. If your ST is 20+, divide this penalty by (your ST)/10; drop fractions. Failure means a Do Nothing maneuver this turn; on a critical failure, roll on the *Unarmed Critical Miss Table* (p. B557)! Ranged attacks do not require a Will roll, but suffer the same penalty to skill.

Feint: A fighter may *definitely* use Feint to outfox the person he's grappling, but he may not use it on other foes (see *Feint,* p. 21).

Ready: Some ranged attacks, like drawing a bow, require the use of both arms and one or more Ready maneuvers before attacking. If you can't physically ready the weapon, you can't shoot! If the appropriate limbs are free, Ready requires a successful DX roll, while Fast-Draw takes the same penalty as the Will roll for Aim or Concentrate (above) and suffers the same results on a failure.

Wait: A fighter may use a Wait to anticipate his opponent's actions. For example, he may declare that he will Wait until his foe releases a limb, and then attack to grapple it. A fighter may also use a Wait triggered by a successful Per roll to attack another fighter; this may require releasing limbs on the current foe. Fighters leveraging *One Foe* (p. 22) may *not* employ Wait in the latter fashion.

Disengaging a Limb

If you release the *only* region restraining an opponent, he's not grappled anymore and contact is lost. If you must let go with some – but not all – limbs grappling a location, consult the *Grip ST Table* (p. 47), and *immediately* subtract CP equal to half the difference in Grip ST (round *up*). Disengaging limbs is a free action any time during your turn or as part of an active defense.

Example: A ST 13 fighter with no training bonus has his foe in a side-mount position, grappling his torso with both arms and legs. He wants to Change Position (p. 35) as part of an attack and must release both legs. His Grip ST with all his limbs is ST 20. When he releases his legs, he drops to Grip ST 13. This 7-point drop in Grip ST causes an immediate loss of 4 CP. He can then execute his position shift, but his foe is less constrained!

> *Westley: Give us the gate key.*
> *Yellin: I have no gate key.*
> *Inigo: Fezzik, tear his arms off.*
> *Yellin: Oh, you mean this gate key.*
> **– The Princess Bride**

Grab and Smash

This rule outlines several situations where a grapple is initiated and then followed immediately by a strike. Using **Technical Grappling,** make a normal grappling attack and inflict CP. If you immediately make a follow-up strike, you may spend these *on the same turn,* adding them directly to damage if you hit. You need not spend all the CP you inflict, and may *choose* to relinquish your grip afterward.

Pickup

A pickup is an application of *Shoving People Around* (p. 25) intended to get an unwilling opponent off the ground – in combat – and *keep him there.* You must first grapple your target; having done so, you may attempt the lift. Roll a Quick Contest: Your Trained *HT* (based on your best grappling skill *or* Lifting) against the highest of the defender's Trained ST, DX, or best grappling skill.

Modifiers: -4 if you're lifting him by a limb (instead of his torso); a penalty based on his weight including gear (see below).

Divide the subject's weight (including carried equipment) by your BL and add 3. Look up the result on the *Grappling Encumbrance Table* (p. 8) and apply the grappling weight modifier to your roll. For example, when lifting someone who weighs 6×BL, you look up 9 (6+3) on the table, for -6 to Trained HT! You *cannot* lift someone who weighs more than 10×BL. You may spend 1 FP for extra effort, which *doubles* your BL for this roll only.

Victory gets your opponent off of his feet and lifted to crouching height. Afterward, the struggle is to keep him there. You may make grappling attacks to increase and maintain CP, while your victim may use any typical option, such as attempting to break free, grappling you back, or striking a target within reach. His attacks to break free are at +4, but his Grip ST is halved due to lack of leverage! Moving with a struggling foe is difficult; your DX is at -2 for every yard you move on a given turn.

If you fail the roll vs. Trained HT, you have strained yourself! On a regular failure, take thrust crushing damage based on *half* your ST (*not* Trained ST!) to a random location involved in the lift. On a critical failure, take damage based on your full ST, and fall down.

Pin

A pin is no longer an action after a grapple. If a fighter's ST is reduced to 0, he may not perform *any* actions without using extra effort (see p. 6). If DX penalties reduce a skill below 3, that skill is unusable – though modifiers like All-Out Attack and Telegraphic Attack may be able to raise it to 3 or higher, temporarily making it usable.

Release Your Grip

You may release your foe completely as a free action at any time. This does not, of course, remove any CP your opponent has accumulated on *you.* See *Disengaging a Limb* (pp. 23-24) to free up some, but not all, of your limbs.

Shifting Grapples and Freeing Hands

Each of these options is now an attack that permits an active defense. The influence of CP makes it more difficult for your opponent to resist your shifting grapples and adding limbs.

Add a Hand, Shift Grip, or Switch Arms for Legs

Make an attack roll using a grappling skill – using *grappling* hit location penalties – to add a limb or shift your grip. Your foe's defenses are penalized as usual by active control. If you are adding a hand to a foe's weapon that you have already grappled, you may do so at -2. If the attack is successful, consult the *Grip ST Table* (p. 47) and roll CP based on *all* limbs that are grappling the location.

To switch arms for legs, it is best to make an attack to add the legs to your grapple, and then to disengage the arms (see *Disengaging a Limb,* pp. 23-24).

Pass Limb

Passing a limb is used to trap parts of your foe's body with your torso or head, or against a surface. You must have already grappled the targeted location. Attack at -2, applying standard posture penalties plus an *additional* -4 if standing or crouching, or -2 if kneeling, sitting, or crawling. Your opponent may parry. If you succeed, you reposition his limb to retain strong active control using fewer limbs of your own.

You may *maintain* control this way, but not *increase* CP without attacking. You may use position shifts to parry your trapped foe's attacks to break free (see *Hands-Free Parries,* pp. 22-23). If you maintain control with *at least one* limb, your resistance rolls in Contests initiated by that foe use your full Trained ST; if you free *all* your limbs, your Trained ST is halved.

If *your* limbs are trapped this way, you may attack to break free. Apply standard posture penalties, but add *another* +4 if standing or crouching; +2 if kneeling, sitting, or crawling; or no bonus if lying down. If lying face-down, you will probably face other penalties due to *Relative Facing* (p. 11).

Passing a limb could represent trapping a foe's arm between you, or kneeling on his neck or leg to immobilize it. It is very common in competition, self-defense, and law enforcement.

Sit on Him

Sitting on your opponent is one of the many possible cases under *Posture* (pp. 9-10) and *Position* (pp. 10-11), and is a special case of *Pass Limb* (above). To sit on your foe, first attack his torso with a two-legged grapple. On your next attack, make an *unpenalized* attack roll to free one or more legs. If you free one leg, you resist attempts to break free and engage in Contests with your full Trained ST for both legs; if you release both, your Trained ST is halved. Your foe may employ any legal active defense against both grapples.

Release a Hand

See *Disengaging a Limb* (pp. 23-24).

Shoving People Around

see *Martial Arts,* p. 118

Some of these effects have been turned into techniques themselves – for example, changing relative facing is one of the possible uses of Change Position (p. 35). Each counts as an attack.

To make your foe take a step in a chosen direction, win a Quick Contest using the highest of Trained ST, DX, or the best grappling skill for each fighter. If you have your rival in a lock or hold, you may calculate Trained ST based on that technique (see *Contests,* p. 11). Each combatant suffers penalties for active control. In order to use *pain* to force compliance, however, you must actually *apply* pain (see *Inflicting More Pain With Locks,* p. 38); the pain penalties apply in the Quick Contest.

Takedown

see p. B370

Technical Grappling replaces the generic takedown with Force Posture Change (p. 37). See *How to Take Him Down* (pp. 18-19) for a comparison of options for getting your opponent on the ground.

Techniques

see *Techniques*, pp. 34-42

Certain actions after a grapple are techniques – or treated that way – in **Technical Grappling.** Arm Lock, Choke or Strangle, Choke Hold, Head Lock, Leg Lock, Neck Snap, and Wrench Limb are all slightly altered due to the influence of CP. See each technique's description for details.

Throws from Locks

see *Martial Arts,* pp. 118-119

Anyone who can perform a lock can attempt to cause serious injury by throwing his opponent and exploiting the momentum. The turn after a successful lock, spend CP to set the maximum damage and roll a Quick Contest of your lock technique vs. the highest of your victim's Trained ST (based on Wrestling, Judo, or the specific lock technique), DX, Breakfall, or the lock technique. You may influence the Contest by spending CP above and beyond those allocated to damage.

If you win, your victim is thrown, the lock causes injury, and he lands lying down as you choose (see *Judo Throw,* p. 39). Roll *swing* damage for your Trained ST instead of thrust. The actual damage inflicted is the lesser of *double* the CP spent and the damage rolled.

If the defender ties or wins, he doesn't go anywhere. The exception is if he resisted using Breakfall, in which case he is thrown and lands lying down, but suffers no damage.

Locks, Throws, Damage, and Multiple Attacks

GURPS is very specific about applying damage using grappling maneuvers: It can only be done once per turn, and most locks and throws cannot be attempted until the turn *after* a grapple is applied. This is basically realistic for throws, but it's a grey area for locks – there isn't much distance between the right positioning for a lock, inflicting pain, and a break or dislocation. To represent this, the GM may wish to use any of these optional rules.

Altered Time Rate: Any action that must wait until your next *turn* may instead be performed on your next *maneuver.* With Altered Time Rate 1, you can perform your first *maneuver* to grapple and lock your foe, and the second to apply more CP and then inflict pain or injury (as a free action) – all in one *turn.* You could also inflict pain or injury *twice* – once per maneuver.

Rapid Strike for Damage: You may use Rapid Strike to combine a lock with a throw or the free action to inflict damage, suffering the usual -6 penalty to both rolls. You may still only cause damage once per *maneuver.*

Treat Damage as an Attack: Treat attempts to inflict damage as attacks instead of free actions. You can still only do damage once per maneuver, but you can perform a lock and apply damage on the same turn if you have Extra Attack, select All-Out Attack (Double), or combine a technique with damage using a Rapid Strike or Combination. Cinematic games may allow any number of moves to be combined in a Combination; more realistic ones might allow a lock/damage or lock/throw Combination, but only allow grapple/lock/damage with an All-Out Attack (Double).

CHARACTER TRAITS

Rodrigo found his opening. Shooting in under Anderson's reach, he seized the leg and drove his shoulder into his foe's upper thigh, sending him to the ground. Keeping his grip, he moved his own lower body out of reach.

His foe reacted predictably, trying to capture him between his legs in a too-classic attempt to obtain the guard position. Rookie mistake. Passing the already-grappled leg to the ground and trapping it beneath him, he grabbed Anderson's other foot, and twisted. It was either yield or roll, so Anderson rolled.

To no avail. Placing one of Anderson's ankles behind his own trapped knee, Rodrigo grabbed him with both hands and put Anderson into a knee compression with his torso. There . . . one inch more pressure, and the knee would separate. Anderson acknowledged this with a grunt of pain and by pounding the mat in frustration, tapping out.

Many traits found in the **GURPS Basic Set** and **GURPS Martial Arts** require some alteration or clarification when used with concepts in **GURPS Martial Arts: Technical Grappling,** which sometimes overwrite existing rules.

ATTRIBUTES

Everyone can strike and grapple, even without formal training. Take care when choosing attributes for grappling creatures, especially monsters and animals.

ST

There's no doubting the utility of ST in grappling. Control Points are based on Trained ST, and many techniques are resolved with Contests of ST or Trained ST. While one needs enough DX or skill to hit, high ST can neutralize a foe's skill via Beats or CP. Your ST also sets your maximum CP (p. 6). If using the optional *Weight and Grappling* (pp. 8-9) rules, ST is vital to contend with heavier fighters. Point for point, the best way to increase grappling effectiveness is through the purchase of as much Lifting ST (p. 28) as the GM allows.

DX

Offensively, raw DX may be used to initiate a grapple, and to execute Force Posture Change (takedowns) and Change Position. DX can also be used to resist some grappling effects, though ST and HT are more common for this purpose.

The foundation for nearly all combat skills is DX. *Unarmed* combat skills do not have defaults, though; without training, you may not use them or their techniques. Most *armed* combat skills *do* have DX-based defaults, and include the ability to grapple (see Chapter 2). You may not attempt any *technique* armed that you cannot attempt unarmed unless you have spent points in the Melee Weapon skill.

Example: Gordon is a DX 13 gymnast who has not studied any martial skills. If he picks up a baton (a melee stick weapon), he may use his default Shortsword of 8 to strike with it. He may initiate an Armed Grapple (because he could do that unarmed) at effective skill 6, and attempt a Force Posture Change afterward using his DX 13.

Muscling It

It can be very difficult to grapple with strong opponents – even more so than the **GURPS** rules make it seem! The GM may optionally permit one or both of these ST-based defenses against grappling attacks.

Brute Parry: Anywhere you can make a skill-based parry, you may substitute effective ST for skill. A killer robot with ST 27 would have a two-handed Brute Parry of 16 (3 + 27/2) and a one-handed one of 9 (3 + 13/2). Control Points do impact Trained ST, and lower Brute Parry, but it will be very difficult to fully contain a foe much stronger than you are!

Bucking Bronco: You can attempt to fling *all* foes grappling you off by bridging, flailing your arms, and generally acting like a mad stallion in a rodeo. You *must* select All-Out Attack (Strong); this boosts CP as usual. Your "attack" succeeds *automatically* – just roll the CP removed, looking up *half* (round down) the difference in current ST between you and each foe on the thrust column of the *Damage Table* (p. 48).

Example: A ST 25 horse is trying to buck off a ST 12 cowboy riding it in a rodeo; the cowboy is grappling the horse for 6 CP (-3 ST and DX). The difference in current ST is 10; half that is 5, for 1d-4 CP. With the +2 for All-Out Attack, the horse can automatically remove 1d-2 CP per attempt. But given the cowboy's ability to grapple back at ST 16 (using one hand and two legs), the stallion is better off making normal attacks to break free to utilize its full ST.

He may not attempt an Arm Lock or Choke Hold unless he has spent points on a grappling skill or Shortsword, but he may Choke or Strangle, which defaults to ST; if he does, he benefits from the +2 *per die* to CP provided by the rigid melee weapon.

IQ

Much as in armed combat or unarmed striking, the primary uses of IQ are to make Ruses and to improve situational awareness. Competitive grapplers usually contend with only one opponent, and often use the *One Foe* (p. 22) option – but many foes may be present in a swirling melee. A successful Per roll may give a fighter an important clue that it's time to get off the ground and deal with an attacking zombie horde!

HT

The attribute of last resort, HT represents the body's natural injury resistance. Many locks and throws, and all chokes and strangles, allow a HT roll to avoid the effects. Most damaging moves resolved by Contests permit a roll vs. HT or Trained HT even when enemy CP lower ST or DX to relatively useless levels. Health does have some "active" uses, though – it provides the Fatigue Points that fuel extra effort, and rates the ability to safely lift a foe using Backbreaker (p. 41) or Piledriver (p. 42).

ADVANTAGES

Many advantages require clarification when used with the rules for Grip ST and Control Points.

Arm ST

see p. B40

The Grip ST gained with this advantage may be utilized in any situation in which the arms have been used to grapple a foe. Arm ST is added to *raw* ST, and *then* halved when calculating the ST of a single arm; e.g., a monster with ST 13 and Arm ST 9 (Two Arms) would have Grip ST 11 with each arm. See *Calculating Grip ST* (p. 7) for more.

Claws

see pp. B42-43 and *Martial Arts,* p. 42

If you have Sharp Claws or Talons on your limbs, those limbs may grapple at full Grip ST whether they are arms or legs, even if you can't manipulate objects with the Claws. If you penetrate your foe's DR, he loses any Control Resistance (below) that he may have had from being sweaty or oiled up (p. 7), Slippery (p. 29), etc. – you're not gripping him anymore, you have your claws buried in his flesh!

Blunt Claws and Hooves receive no special benefits while grappling.

Constriction Attack

see p. B43

Constriction attacks inflict CP by looking up the Trained ST of the attack and *doubling* the dice rolled! Constriction Attack is purchased once, representing a core physiology and musculature optimized for exerting strength laterally. This is the most common way constrictor snakes kill their prey, suffocating them through FP loss. Animals will typically use this to make

a Choke or Strangle (p. 36) or a Bear Hug (p. 34); sapient creatures can do anything they want with the CP!

To effectively wrap around the target's torso, you must either be of his SM or larger, or have body parts proportional to such a SM due to Stretching, the Long enhancement on limbs, etc. Treat the victim's limbs or neck as two SM smaller.

If you have two opposed arms that also have the Extra Flexible enhancement (a total extra cost of 10 points), you may spend 5 points to purchase Constriction Attack.

Control Resistance

3 points/level

Control Resistance is similar to Damage Resistance, just for Control Points. Subtract Control Resistance from any CP inflicted by a grappling attack or defense. This can be a property of a weapon (such as handcuffs), or the result of being difficult to grip (see *Sweat, Clothing, and Armor,* pp. 7-8, and *Slippery,* p. 29).

> *Either learn to endure or hire a bodyguard.*
> – *Bruce Lee*

Extra (Region)

Extra body regions provide additional body parts, some of which may grapple – and be grappled by – your opponents. Most regions are proportional to the overall creature, but the Long enhancement can change that. See *Calculating Grip ST* (p. 7) for oddball combinations of regions.

Extra Arms

see p. B53 and *Martial Arts,* p. 114

Extra humanoid arms possess Grip ST equal to 0.5×ST if they have a grasping hand or equivalent (suction cups, gecko hairs, etc.). Extra arms allow active control and stability to be maintained while simultaneously attempting chokes, locks, or strikes.

Extra Head

see p. B54

Extra heads render you effectively immune to chokes and strangles unless your opponent grapples them all! All have the same Bite ST (see *Mouths,* p. 6) and Grip ST (see *Using Your Head,* p. 23) as your primary head.

Extra Legs

see pp. B54-55 and *Martial Arts*, pp. 114-115

Legs are powerful grappling weapons, inherently stronger than arms, at 0.6×ST per leg but at -2 to skill for most uses. Even if you grapple with your arms, legs let you perform nasty close-range kicks, stomps, and knee strikes.

Special Enhancements

Extra Flexible: Your limbs can be grabbed but not placed in locks (see *Joint Locks,* p. 38). They can be *wrenched* at no penalty. You may parry one-handed on the opposite side of your body at no additional penalty (the usual -2 to parry attacks from the side still applies); two-handed parries receive no special benefits.

If you have two Extra Flexible limbs in opposition (such as two tentacle arms), you may buy Constriction Attack (p. 27) for an *additional* 5 points. +50%.

Long: Your limbs are proportional to a larger SM than your own. When grappling, they get the DX and CP bonuses for relative SM listed in *Bigger and Stronger!* (p. 9). +100% per +1 to SM.

Prehensile Feet: Extra Legs only. Adding manipulators to an already-powerful leg adds 0.1×ST, for a total of 0.7×ST. Apply this modifier after all other considerations. This is *different* from Extra Arms with Foot Manipulators (p. B53), since you gain strength and still take -2 to DX using your less-agile legs. +20%.

Special Limitation

No Grasping Hand: Extra Arms only. Arms that do not have a hand, suction cups, gecko-hairs, or hooking claws – but enough of a grip to not qualify for No Manipulators – have only 0.3×ST per arm instead of 0.5×ST. Apply this multiplier after all other considerations (Lifting ST, Arm ST, Flexibility, etc.). -40%.

Funky Powers and CP

GURPS contains several ways to grapple an opponent from a distance using exotic abilities. In *Technical Grappling,* the ability to grapple at range should be bought as *Telekinesis* (p. B92). See below for conversion suggestions for existing characters.

Telekinesis

see p. B92

You may use your Telekinesis to grapple, rolling against DX or an unarmed combat skill. Look up your TK level as your ST to figure CP; you may claim training bonuses based on the skill used. Telekinesis is invisible by default and has a normal range of 10 yards; add Reduced Range (p. B115) for something more up close and personal. Take Blockable (see *GURPS Powers,* p. 110) if the ability can be blocked or parried. If you want to grapple using your physical body and your TK at the same time, you need Compartmentalized Mind (p. B43).

Special Enhancement

Enveloping: This enhancement may be added to any power that inflicts CP. It boosts CP for that attack by +2 *per die.* These CP apply to the entire target equally, but may not be spent to facilitate Contests. +60%.

Special Limitations

Grappling Only: Your Telekinesis may only be used to employ grappling skills on *foes.* You may not lift or manipulate *objects.* -30%.

Restraint Only: Your TK may only be used to apply CP to restrain a foe. You may not use skills or execute techniques using your power. -45%.

Binding

see p. B40

If converting a character who already has the Binding advantage, treat the Binding as a grapple of the target's legs (rooting him in place) with Grip ST equal to the Binding level. It's possible to attack to improve the grapple as usual. If the Engulfing enhancement was purchased, double the CP inflicted.

A Binding attack possesses both DR and Control Resistance (p. 27) equal to 1/3 its level (round *down*).

Extra Attack

see p. B53 and *Martial Arts*, p. 44

Extra Attack works with any variant of the Attack maneuver (p. 21) and any Contest that counts as an attack (e.g., Feints, throws from locks, and Force Posture Change), though you may not immediately execute moves that stipulate that they occur on your next maneuver or next turn. See *Locks, Throws, Damage, and Multiple Attacks* (p. 25) for alternate rules.

Flexibility

see p. B56 and *Martial Arts,* p. 44

Flexibility: When grappling, this gives +3 to DX as the defender in Quick Contests that allow a resistance roll against *a grappling skill,* as well as when using Escape or attacking to break free. There is no effect on *Regular* Contests.

Double-Jointed: As above, but +5 DX instead of +3! Double-Jointed creatures are susceptible to wrenches, but immune to locks.

Example: Beth has ST 10, DX 10, Wrestling-15, and Flexibility, which gives her +3 DX when defending in grappling Contests. She could base a defensive Quick Contest roll on Wrestling-18, DX 13, ST-based Wrestling-15, or Trained ST 13. She would attack to break free using Wrestling-18, and remove CP based on her Trained ST 13. If she were Double-Jointed instead, she would get +5 to DX!

Lifting ST

see. pp. B65-66

Whole-body Lifting ST applies for all uses of grappling. Lifting ST is the most point-efficient method of increasing your CP roll, as well as your effectiveness in any grappling Contest based on ST. In a cinematic campaign, the GM might allow unrestricted levels of Lifting ST. Special Exercises (Lifting ST 1) replaces the Power Grappling perk (see *Martial Arts,* p. 51) in *Technical Grappling* if the GM decides Power Grappling is redundant with Trained ST.

Special Limitation

(Limb) Grip ST/Bite ST: Similar to Lifting ST, but applying to only one set or type of limbs, or the teeth (called Bite ST). If more than one set of limbs are impacted, buy Lifting ST instead. -70%.

Metabolism Control

see p. B68

Each level of Metabolism Control gives +1 HT rolls to resist chokes inflicting fatigue damage. It does *not* help resist crushing damage, but does provide its bonus to suffocation rolls after the throat is crushed!

Perfect Balance

see p. B74

The +4 to keep your feet in combat applies directly to DX. This boosts the skill level you use to defend against unbalancing attacks (such as Force Posture Change and Sweep) involving Contests of DX, *and* gives +2 to Parry vs. Judo Throw.

Slippery

see p. B85

Every *two* levels of Slippery add one point of Control Resistance (see p. 27), in addition to the effects in the *Basic Set*. This affects both you *and* your opponent, as if you were sweaty or oiled (see *Sweat, Clothing, and Armor,* pp. 7-8). When attacking to break free or attempting to use the Escape skill, every two levels give +1 to CP rolled.

See *Claws* (p. 27) and *Teeth* (below) for interaction with those traits.

Special Enhancement

Affects Others Only: The Control Resistance imparted by this trait does not affect your own grappling, only that of your foe! +100%.

Stretching

see p. B88

Any technique where the biomechanics of the move can be countered by lengthwise extension is rendered less effective. Each level of Stretching adds Control Resistance 1 against wrenches and locks. The GM must use his judgment to decide what will work at full effectiveness.

Talent

see pp. B89-91

Bonuses from Talent (and similar advantages) *do* raise relative skill level. A fighter with DX 12 and Wrestling-16 adds the training bonus for knowing Wrestling at DX+4, whether he paid the full 16 points for the skill or acquired some of it via a Talent.

Teeth

see p. B91 and *Martial Arts,* p. 115

Grappling with teeth does bite damage (p. B271) *and* counts as a grapple with CP based on Bite ST (p. 6). Like Sharp Claws (p. 27), cutting, piercing, or impaling teeth ignore some Control Resistance. You may spend CP from bites only on techniques defaulting to ST, and must spend *2* CP for each -1 to your foe's roll!

Trained by a Master

see p. B93 and *Martial Arts,* p. 48

In addition to all the nifty stuff listed in the *Basic Set* and *Martial Arts,* this is a common way to turn off campaign switches in place for realistic campaigns. With this advantage, you might double inflicted CP, enjoy an increased maximum CP limit, or grapple as well in freefall or underwater as with your body planted on *terra firma*. As always, the GM has final say as to what rules are in effect.

Weapon Master

see p. B99 and *Martial Arts,* p. 48

The main benefit of Weapon Master in the *Basic Set* is the damage bonus for striking with weapons. The concepts in *Technical Grappling* allow Weapon Master to have the following benefits *for grappling only:*

● Improve to a training bonus progression one level faster than usual. Ranged weapons use the slow progression (rather than providing no bonus), most weapons become average, and sticks use the fast progression.

● If you're using a weapon that derives its CP from skill, apply the training bonus to skill when looking up CP (but not to hit). The improved bonus gained by moving to a faster progression applies as usual.

The GM may permit Weapon Master (All Entangling Weapons) as a 30-point option.

PERKS

The addition of Control Points and Trained ST to the game requires some perks to be clarified or redefined. As in *Martial Arts,* a * indicates a cinematic perk, while a † means it requires specialization.

Clinch†

see *Martial Arts,* p. 51

This Skill Adaptation perk allows you to use your Boxing, Brawling, or Karate skill when grappling the head or torso of a standing opponent. Roll to hit using the striking skill. A clinch is a grapple, and you may follow a successful attack with any technique based on an attribute (raw ST or DX) or defaulting to a skill on which you have spent points. While grappling in the clinch, Karate and Boxing use the slow progression for CP; Brawling uses the average progression.

Cotton Stomach*

see *Martial Arts,* p. 50

Cotton Stomach adds the equivalent of a grasping hand to your torso; it possesses Grip ST equal to 0.5×ST. You can use Cotton Stomach to perform techniques that require parrying with a limb when your torso is attacked. Sumo Wrestling and Wrestling, which require "two hands" to parry, can parry with one limb and Cotton Stomach!

Ground Guard

see *Martial Arts,* p. 50

This perk adds +1 to DX and ST in grappling Contests when you *and* your opponent are on the ground (sitting, crawling, or lying down).

Iron Body Parts*†

see *Martial Arts,* p. 50

Adds +3 to HT rolls to resist injury from wrenches and locks. (*Exception:* Iron Hands' DR only helps against strikes.) This perk does *not* add to ST rolls, even for resistance – you are more robust to damage, not stronger.

Neck Control†

When grappling the head or neck, Neck Control grants +1 CP instead of +1 to hit when striking that foe. You may, of course, spend that CP to lower the hit location penalty on your foe!

Pack Tactics†

You've practiced coordinating your attacks with a team. This is a modified, animal-oriented version of Teamwork (**Martial Arts,** p. 52), for *surrounding* an opponent. Everyone in the pack must take a Concentrate maneuver to "call in," which communicates their location and intentions. Most packs develop unique calls to hide their intentions; if a target can hear and understand the calls, he gains a +1 to all active defenses against the pack for the duration of the fight. The entire pack then acts at the same point in the combat sequence as its *slowest* member.

Fighters may transfer the benefits of Feints or Ruses to teammates, and ignore the -2 to attack enemies in close combat with them; however, they cannot brace, parry or block for them.

You must specialize by pack; only those in that pack enjoy the benefits.

Power Grappling

In **Technical Grappling,** this perk is assumed to be overwritten by the blend of ST and skill inherent in the Trained ST concept. In styles containing this perk, or when converting existing characters, replace it with Special Exercises (Lifting ST 1).

Thus they struggled, the one to crush out his opponent's life with those awful teeth, the other to close forever the windpipe beneath his strong grasp . . .

– Edgar Rice Burroughs,
Tarzan of the Apes

Rapid Retraction†

You get +1 on all rolls to avoid techniques enabled by a successful enemy parry, including Grabbing Parry, Judo Throw, and Leg Grapple. The GM may allow Rapid Retraction as a leveled perk, with up to three levels permitted even in a realistic game.

You must specialize in Rapid Retraction (Punches) or Rapid Retraction (Kicks), but the GM might permit other specialties, such as Rapid Retraction (Bites), Rapid Retraction (Grapples), or Rapid Retraction (*specific* entangling Melee Weapon skill).

Shoves and Tackles†

Whenever you make an *armed* shove or slam – whether a shield rush (p. B372) or one of the long-weapon options in **Martial Arts** – add your training bonus for that weapon (using the *fast* progression) directly to damage. You must specialize by Melee Weapon or Shield skill.

Skill Adaptation†

You can learn a technique that doesn't default to a skill as if it did, with the usual default penalties (if the technique's penalties vary by controlling skill, use the easiest). Alternatively, you can add a specific skill application – like getting a parry based on the skill – which techniques don't cover. Either must be borrowed from another, related skill. Judo Throw defaulting to a weapon or shield skill would be realistic; cinematic versions could be nearly anything!

DISADVANTAGES

A few disadvantages require clarification when used with Control Points and the expanded rules for posture, relative facing, and orientation.

Bad Back

In addition to the effects detailed in the **Basic Set**, with Bad Back (Mild) you suffer -4 to HT when resisting attacks directed against your spine. Severe increases this to -8! Any use of grappling skills – including engaging in any type of Contest of ST – triggers a HT roll to avoid the effects of your bad back.

Bloodlust

When using a choke or lock in combat, you will always attempt to cause injury rather than mere pain or fatigue damage (*Chokes,* p. 36). This does *not* apply in competition or practice, unless the competition allows potentially lethal force!

Build Disadvantages

Skinny, Overweight, Fat, and Very Fat can have significant effects when using the alternate treatment in *Weight and Grappling* (pp. 8-9). Excess fat gives *intrinsic encumbrance* when using those optional rules. Realistic campaigns should stick within the weight guidelines listed on the *Build Table* (p. B18) to prevent unbelievable results.

Decreased Time Rate

Control Points inflicted by a fighter with Decreased Time Rate are still persistent and last through the skipped turn required by the disadvantage, although the foe gets an extra turn to grapple back or break free. When someone with this disadvantage is defending against grappling attacks, treat the "inactive" turn as an extension of the first: The -4 per parry after the first in a turn (p. B376) is cumulative across *both* turns.

Example: Preston is wrestling with Kroagnok of Rigel-9, a sapient being with Decreased Time Rate. Preston attempts to grapple Kroagnok during his turn, and Kroagnok successfully parries with Wrestling. On his next turn, when Preston attempts to grapple again, Kroagnok will parry at -4, as this is the second two-handed parry of his (extended) turn.

Gigantism

see p. B20

Being larger than your opponent gives +1 to DX and +15% to Trained ST per +1 relative SM (see *Bigger and Stronger!*, p. 9). A *very* optional method to consider weight explicitly (and harshly) can be found in *Weight and Grappling* (pp. 8-9).

Horizontal

see p. B139 and *Martial Arts,* p. 115

Your default posture is considered crawling: a three-point, full-height posture. See *Posture* (pp. 9-10) for more details.

No Fine Manipulators

see p. B145 and *Martial Arts,* p. 116

Those who suffer from this disadvantage have a Grip ST of 0.3×ST per arm instead of the standard 0.5×ST per arm, as they lack grasping hands.

No Manipulators: In close combat, you may only attack with a bite, slam (but not a flying tackle), Head Butt, or a blow with a Striker. If you manage to get your opponent on the ground, you may apply CP if you manage to lay on top of him. The Grip ST of your bite is all that can be brought to bear unless you have Constriction Attack (p. 27). No Manipulators is incompatible with Cotton Stomach (p. 29).

Sadism

see p. B152

You will always attempt to apply some amount of injury or pain when using a choke or lock. In most formal competition, you will eventually wind up disqualified. Even if you lose the Contest to torment or damage your opponent, a judge may notice the attempt by making a Per-based Games roll at a bonus equal to your margin of loss!

> *Judo Throw and Sweep can put a foe on the ground without grappling him first, allowing you to flee or face another enemy.*

SKILLS

Skills marked with an asterisk (*) are cinematic, and unavailable in most realistic settings. In worlds where they are available, you need Trained by a Master, Weapon Master, Special Exercises, or GM permission to learn them.

Body Control*

see p. B181 and *Martial Arts,* p. 54

Body Control may substitute for HT in rolls to resist chokes and strangles. In a realistic game, the GM may allow this skill to work normally in a calm, meditative environment – but rolls to use it instantly in combat are at -10!

Bolas

see p. B181

The bolas is an entangling weapon enabling a ranged grapple (see *Grappling Weapons*, pp. 16-17).

Boxing

see p. B182 and *Martial Arts,* p. 55

Unlike Karate (p. 32), Boxing does not suffer penalties for encumbrance. When resisting grappling maneuvers, base Trained ST on the slow progression (see p. 48). This gives it a slight advantage in point efficiency for grappling relative to Karate, a DX/Hard skill.

Brawling

see p. B182 and *Martial Arts,* p. 55

Brawling integrates nasty close-combat techniques into its repertoire. It uses the average progression for calculating Trained ST for grappling Contests, for *resisting* grappling techniques, and when used offensively in a Clinch (p. 29).

Breath Control

see p. B182

When resisting a choke, if you lose the Contest but roll equal to or less than your Breath Control skill, you lose half the normal FP for that turn (round *up*).

Example: Javier has HT 10 and Breath Control-13. He is resisting an asphyxiating choke by a master grappler, who makes his Choke Hold roll by 8. Javier's margin of success or failure is based on his raw HT . . . he cannot win the Contest (his highest margin is 7). However, if he rolls 13 or less, he loses only half the usual amount of FP thanks to his use of Breath Control.

Cloak

see p. B184

This is the skill of using a cloak in combat, either to block, feint, or entangle; see *Grappling Weapons* (pp. 16-17).

Combat Art or Sport

see p. B184 and *Martial Arts,* pp. 55-56

Combat Art skills *never* give ST bonuses when making or resisting grapples. Combat Sport skills use the same Trained ST progression as the parent skill, but apply the -3 default penalty between sport and combat skills *before* figuring relative skill level.

Escape

see p. B192

When attempting to free yourself from entangling weapons, restraints, or other objects that inflict Control Points, use the Escape skill to attack to break free. Look up CP based on the Escape *skill level* instead of Trained ST. You may use All-Out Attack (Determined) to add +4 to your *roll* to determine whether you remove CP, but your *unmodified* Escape skill is still used to remove CP. For more on handcuffs and similar restraints, see p. 17.

Out of combat, use a variation on *Time Spent* (p. B346): Each escape attempt takes one minute and allows a roll vs. Escape+6, but still removes CP based on *unmodified* skill.

Example: Cowboy Bob has tied up Rocky Russler for 5 CP. Rocky has DX 10 with a default Escape skill of 4. Rocky can use All-Out Attack to increase his Escape roll to 8, or take a full minute and roll vs. Escape-14 (including the All-Out Attack bonus), but either way he only rolls 1d-5 for CP removed, as his *unmodified* skill is still 4.

Fast-Draw

see p. B194 and ***Martial Arts,*** p. 56

Fast-Draw requires freedom of movement in order to use the skill to ready an object. See *Even More Actions After a Grapple* (pp. 23-25) for relevant penalties. You may not perform a Fast-Draw with a limb being used to maintain active control.

Games

see p. B197 and ***Martial Arts,*** p. 57

Judging any martial-arts competition with rules more complex than "the last man conscious wins" requires Games. This involves noticing successful strikes or grapples, awarding points for scoring moves, and looking out for the safety and health of the combatants. A Per-based Games roll (with Vision modifiers) might be required for a referee to actually *see* a hold or lock to give points for it.

Garrote

see p. B197

Instead of a garrote giving a bonus in the Quick Contest to resolve a Choke or Strangle, as a flexible weapon it adds +1 *per die* to CP rolled using the arms. Damage is found using Trained ST for the regions used – crushing (×1.5 to the neck) for a rope garrote, cutting (×2 to the neck) for a wire one. This also suffocates the victim (see *Suffocation,* p. B436).

Unlike more robust flexible melee weapons, a garrote may not be used to parry.

Guns/TL

see pp. B198-199

Guns skills cover the employment of firearms in their usual mode (ranged combat), and some grasp of ballistics and tactics. To use a firearm with Armed Grapple, you must have a compatible Melee Weapon skill – Axe/Mace with TL4-5 long pistols (see ***GURPS High-Tech,*** p. 93), Spear for use with a rifle with a fixed bayonet (see ***High-Tech,*** p. 197), or Staff. Some military and law-enforcement instructors teach Retain Weapon concurrently with Guns to ensure that troops don't have their primary weapon taken away in hand-to-hand combat.

Jitte/Sai

see p. B208

Used at full skill to attack for damage (see ***Martial Arts,*** p. 227), these *trapping* weapons (p. 16) may proceed automatically to an instant disarm (pp. 13-14) on the turn following a successful parry. The Bind Weapon technique (p. 35) allows a (mostly) safe grapple of a foe's weapon.

Judo

see p. B203 and ***Martial Arts,*** p. 57

Judo represents a generic treatment of high-mobility grapples, locks, and throws. Judo is expensive (DX/Hard) and uses the slow progression for Trained ST when making or resisting grapples. However, it's superior for retreating parries (+3 vs. +1) – important when facing multiple opponents – *and* it ignores the usual -3 to parry weapons unless you use *Harsh Realism for Unarmed Fighters* (***Martial Arts,*** p. 124). Judo Throw and Sweep can put a foe on the ground without grappling him first, allowing you to flee or face another enemy. In fact, unless you're using *Weight and Grappling* (pp. 8-9), a defensive Judo Throw can be effective regardless of your foe's size, strength, or weight!

Karate

see p. B203 and ***Martial Arts,*** p. 57

Karate represents "scientific" training at striking with every part of the body. Encumbrance penalizes skill on the attack and Parry on defense. When resisting grapples, or making them using Skill Adaptation (for example, using *Clinch*, p. 29), Karate uses the slow progression for Trained ST.

Knot-Tying

see p. B203 and ***Martial Arts,*** p. 58

The ability to create a variety of knots can be used to tie someone up. This is treated as a grapple. On a SM 0 victim, each "attack" calls for one yard of rope on an extremity, or two yards for the torso. Each attack inflicts CP based on your *skill*, and has Control Resistance (p. 27) equal to the training bonus you would receive according to the fast progression.

. . . no gouging, kicking or biting is allowed, nor no hitting beneath the belt or striking a man when he is down. To be sure, that still leaves a good deal of room for rum capers, such as getting your man's head in chancery, as we call it – pinned under your left arm – and hammering away with the other fist till he can neither see nor stand.

– Patrick O'Brien, ***The Yellow Admiral***

Example: Harry has DX 12 and Knot-Tying-16 (DX+4). He is going to tie a captured foe to a chair by knotting six yards of rope around the torso. He may attack three times, and each success adds 1d+1 CP to the knot. With Knot-Tying at DX+4, his knots have Control Resistance 3.

Kusari

The kusari may be used to entangle (p. 15) as well as strike. You do thr+2 crush damage *and* inflict CP based on your Entangle technique if you hit! If you successfully entangle your foe's weapon, use the rules for *Drop That Weapon!* (pp. 13-14) to pull it away. The kusari is *very* dangerous when employed by a skilled wielder! See *Grappling Weapons* (pp. 16-17) for more.

Lasso

Lasso is the skill for throwing a lariat, allowing a ranged grapple; see *Grappling Weapons* (pp. 16-17).

Melee Weapon

Melee Weapon skills all include the ability to use grappling techniques. Any technique that requires only ST or DX – rather than a specific unarmed grappling skill – may be attempted after a successful Armed Grapple (p. 34).

Stick weapons (p. 16) use the average progression for Trained ST; other rigid melee weapons use the slow progression. Entangling weapons are harder to use; they usually roll *and* inflict CP based on skill-4. See *Characteristics of Grappling Weapons* (pp. 14-16) for more detailed rules for all types of weapons.

Net

A net may be used as either an entangling melee weapon or an enveloping thrown weapon. See *Grappling Weapons* (pp. 16-17).

Power Blow*

Power Blow may be used in grappling to double (or triple!) the base ST used for any maneuver that counts as an attack. This includes attacks to break free and pickups (p. 24). Many techniques can be used to devastating effect with this skill, especially those that inflict CP!

Then, in a fury, he flung his sword away. The keen, inlaid, worm-loop-patterned steel was hurled to the ground: he would have to rely on the might of his arm.
– Beowulf

Pressure Points

A commonly taught real-world use of this skill is to inflict pain while grappling – in essence, applying *Inflicting More Pain With Locks* (p. 38) without first acquiring a lock!

First, attack (with a strike or a grapple) at -4 if you have already grabbed your opponent on a hit location that's susceptible to a lock, or -8 if you have not. *Half* of this penalty can be bought off with Targeted Attack (*Martial Arts,* p. 68). Each hit location requires a separate Targeted Attack.

If your attack results in at least 1 HP of injury or 1 CP, roll a Quick Contest of Pressure Points vs. the victim's HT. Add the margin of victory to the CP or HP dealt to determine how much pain you inflict. Whether grappling or striking, you must attack each turn to inflict pain.

The nerve clusters which make up pressure points are present in every body region in a human. The GM may thus allow Pressure Points to default to Physiology-5.

Pressure Secrets*

This devastating cinematic skill allows striking and grappling skills to be used with surgical precision and deadly effect. Unlike Pressure Points (above), it is *thoroughly* cinematic. Pressure Secrets *strikes* work as per p. B215. For grapples, Pressure Secrets applies when you have someone in a lock. Your roll to inflict injury or pain (p. 38) is at an extra -2; this can be improved with *Secret Lock* (p. 42). If you win, roll vs. Pressure Secrets. If successful, *double* both the effective CP spent *and* your margin of victory for the purpose of determining how much injury or pain you cause!

Push*

Your training bonus never adds to Push.

Sumo Wrestling

Sumo Wrestling uses the fast progression for Trained ST to make and resist grapples (this includes attacking to break free), Force Posture Change (p. 37), and Sweep (p. 40), and to make unarmed slams and shoves. Use the slow progression for everything else (including position changes, locks, and throws). Sumo Wrestling's training bonus for slams and shoves make it attractive for armed grapplers who desire space around them in which to fight.

Whip

The whip is an entangling melee weapon. Roll at -4 to make a ranged grapple. See *Grappling Weapons* (pp. 16-17) for more.

Wrestling

Wrestling (DX/Average) is cheaper than Judo (DX/Hard). It covers a huge variety of applications and techniques, and uses the fast progression for Trained ST. It does not deal as well with multiple attackers from whom retreats may be necessary, however, and is much less effective when defending against weapons. Its forte is in one-on-one fights where going to the ground and staying there is a viable option. It's possible to sweep (p. 40) with Wrestling, but it counts as a new basic attack, for a default of -4 (instead of the usual -3).

> *If you want to force a foe's joints to the limits of their physiology, you must first grapple the location containing the targeted joint (including using Grabbing Parry or Armed Grapple)*

TECHNIQUES

Techniques are explained on pp. B229-230 and expanded on in Chapter 3 of **Martial Arts.** Several from the **Basic Set** and **Martial Arts** are changed here to accommodate new concepts. Some moves, like Judo Throw and Force Posture Change, appear as techniques despite not normally being improvable; use Technique Mastery (**Martial Arts,** p. 52) to raise these. Techniques marked with an * are available only in cinematic campaigns or with GM permission. A few general principles:

- If a technique offers a choice of rolls, always use the most favorable.
- If a technique is resolved with a Contest, it's possible to spend CP to worsen the opponent's roll.
- As the *Sound of One Hand Grappling* (**Martial Arts,** p. 116) notes, most techniques assume two hands but allow the use of just one – whether by choice, or because the other hand is occupied (perhaps with a weapon or frosty beverage) or even missing. In **Technical Grappling,** using one hand reduces Grip ST, limiting the CP inflicted per attack or the ST score used in a Contest. Control Points may always be *spent* for full effect – the hard part is achieving them!

REALISTIC TECHNIQUES

These are appropriate for any game, no matter how gritty and down-to-earth.

Arm or Wrist Lock

See *Joint Locks* (p. 38).

Armed Grapple

Defaults: Cloak-2† or appropriate Melee Weapon skill-2.
Prerequisite: Cloak or appropriate Melee Weapon skill; cannot exceed prerequisite skill.

A successful Armed Grapple allows following up with any technique that defaults to ST, DX, or the melee skill itself (such as Sweep), including techniques that have been incorporated via Skill Adaptation (**Martial Arts,** p. 51). You may perform techniques based on unarmed grappling skills only if you have spent points in those skills; base the technique on the *lower* of your Melee Weapon skill or your unarmed grappling skill. (If you haven't spent the points, see *DX,* pp. 26-27.) You may initiate a grapple with a weapon, then follow up with an unarmed grapple, and perform techniques at full unarmed skill.

Each weapon has multiple characteristics which dictate its use and effectiveness. See *Characteristics of Grappling Weapons* (pp. 14-16) for details.

† This default is a change from **Martial Arts.** Note that a cloak can make an Armed Grapple at Reach C using two hands *or* Entangle (p. 36) at Reach 1 using one hand.

Bear Hug

Average

Default: ST; cannot exceed ST.

A Bear Hug is a crushing attack to the torso, as described on pp. B370-371. It is most effective if your Size Modifier *exceeds* your foe's, and may not be attempted if you have a *smaller* Size Modifier than your opponent. If your SM is equal to your victim's, you can inflict only fatigue, not injury.

Martial Arts forbids applying Bear Hug to someone of your SM if they weigh more than 4×BL. Instead of a hard cutoff, the GM may prefer a graded penalty: Divide your foe's weight (*not* including gear) by your BL and add 3. Look up the result on the *Grappling Encumbrance Table* (p. 8), and apply the grappling weight modifier to Bear Hug. For example, when squeezing someone who weighs 5×BL, you look up 8 (5+3) on the table, for -4 to skill!

After grappling the torso, spend CP to set the upper bound on damage, and then roll a Quick Contest of Bear Hug (do not add a training bonus!) vs. the higher of your foe's ST or HT. If you win, you inflict crushing or fatigue damage equal to the lesser of margin of victory or CP spent. You may attempt to inflict damage *once per turn* after the initial grapple.

Bind Weapon

see **Martial Arts,** pp. 67-68

Default: prerequisite skill-3.
Prerequisite: Jitte/Sai or any fencing weapon skill; cannot exceed prerequisite skill.

This is the technique used with a *trapping* weapon to grapple your foe's weapon. Defensively, you may parry using Bind Weapon as the basis for your Parry: 3+(Bind Weapon/2). Offensively, you may attack your opponent's weapon directly using Bind Weapon at no additional penalty (trapping weapons are built to do this). In either case, inflict CP based on your one-handed Trained ST, but adding +2 *per die!*

Break Free

Average

Defaults: DX, Judo, Sumo Wrestling, or Wrestling; cannot exceed DX or prerequisite skill.

In **Technical Grappling,** breaking free is no longer a Quick Contest. It is an attack, directed at the grapple rather than the opponent. Breaking free is one of the basic responses to being grappled (as is the Escaping Parry, p. 36). You may use any limbs allowed, but to use one that you are currently grappling with, you must let go (see *Disengaging a Limb,* pp. 23-24). Then roll Break Free, applying any penalties on you for active control. Your foe may "defend" using Parry or Dodge.

If the attack is successful, subtract CP rolled from those currently held by your opponent. On a critical success, double the CP removed! If you are grappled by many opponents, or in many locations, you must attack each separately.

Break Free counts as an attack for all purposes; it may be incorporated into Rapid Strikes or Combinations (see **Martial Arts**, p. 80), used as an All-Out or Committed Attack, etc.

If you reduce the CP inflicted on a location *below* 0, you have broken contact there. You may *reverse* control if you roll more than enough to break contact. For every *full* 2 CP in excess of what's needed to bring control to 0, you may apply 1 CP of your own to *one* of the body parts that was formerly grappling you at that location.

If you are in a lock, you can use the *locked* limb for the sole purpose of breaking free, and success unlocks the joint even if CP remain. You may use the training bonus for the *same* lock technique that was used on you to calculate CP removal, if you have it at a higher level than your base skill.

If grappled by an entangling or enveloping weapon (p. 15) such as a whip, net, bolas, or pair of handcuffs, you may use DX, your best grappling skill, or Escape to attack to break free.

Technique Mastery (**Martial Arts,** p. 52) for Break Free is a good option for fighters who are experts at getting out of locks, holds, and grapples.

Example: Heather (ST 10, DX 11, Wrestling-13, Trained ST 12) has grappled Mangan (ST 10, DX 10, Wrestling-14, Trained ST 13) by the torso with both arms, for 6 CP (-3 to ST and DX). Mangan rolls against Break Free (Wrestling) and gets a 3 – a critical hit! Heather may not defend. Mangan (effective Trained ST 10 right now) rolls 1d-2 CP, gets 4, and doubles this, removing 8 CP from Heather's grapple. That reduces the grapple below 0 *and* the 2 CP excess allows Mangan to inflict 1 CP on either of Heather's arms.

Breakfall

see **Martial Arts,** pp. 68-69

Defaults: Acrobatics, Judo, or Wrestling.
Prerequisite: Acrobatics, Judo, or Wrestling; cannot exceed prerequisite skill+5.

When resisting with Breakfall in a Quick Contest (if that's an option), you *automatically* fall or are thrown – but victory means you avoid taking damage, being stunned, etc. Losing means you suffer the full consequences.

Breakfall can be the basis for a Parry against locks and throws: 3+(Breakfall/2). This is subject to the rule above; you fall or fly even if you succeed. If your parry succeeds by 2 or less, your *attacker* chooses how you land (face up or down); if you succeed by 3 or more, *you* choose; and if you succeed by 5 or more, you may even decide to land kneeling, sitting, or crawling!

You may also use Breakfall in the conventional way: to reduce the effective height of a fall, or to reduce the impact of a damaging Judo Throw.

Change Position

Average

Defaults: DX, Acrobatics, Judo, Sumo Wrestling, or Wrestling; cannot exceed DX or prerequisite skill.

This adaptation of *Shoving People Around* (p. 25) is used to change facing, relative facing, or orientation while grappling. (Use *Force Posture Change,* p. 37, for posture.) If Change Position is used by itself, it counts as an attack. Otherwise, it may be combined with any attack that allows a step (most maneuvers) or movement up to half your Move (e.g., All-Out Attack), in which case it costs one step or one movement point, respectively.

Roll a Quick Contest, using the higher of each combatant's Trained ST or Change Position. You may combine any of the following options. All modifiers stack!

● *Change your facing or orientation.* You may attempt to spin yourself in place at -1 per hex of rotation if you are standing, or -2 otherwise. Your *own* facing or orientation change may be subsumed into a relative facing change in some cases. If you are horizontal, you rotate yourself in place by shifting the body parts *not* in close combat, at -2 per hex moved. An orientation change may not move grappled body parts out of close combat without first breaking free.

● *Change your relative facing.* Shifting either your own or your foe's relative facing between the front and side arc is -2; moving between the rear and side arcs is at -4. You can combine these to shift from front to rear at -6.

● *Establish a Weight Advantage:* In any situation where a weight advantage (p. 9) has not been established and is not obvious, roll at -4 to bear down on your foe and gain the benefits of effectively being on top of him. This cannot be used if a weight advantage has already been established, such as when you're underneath your foe.

Active control penalties to ST and DX apply, and both combatants may spend CP on this Contest from *any* body part.

The penalties associated with executing large position changes in one attack will usually restrict grapplers to partial shifts.

Choke Hold

Defaults: Judo-2, Wrestling-3, or appropriate weapon skill-3.

Prerequisite: Judo, Wrestling, or appropriate weapon skill; cannot exceed prerequisite skill.

Choke Hold is a grapple of the neck. Roll against Choke Hold to hit. If you come from in front of your victim, you're at -1. Roll CP if the attack is successful.

The victim can parry to avoid the grapple completely (if he can see the attack coming), or tuck his chin if attacked from behind by surprise. The latter is a parry, at -2, using any grappling skill. *Only* active CP maintained on the target's *head* or *neck* penalize a chin tuck; referred control does not apply!

Tucking the chin permits the attacker to grapple the defender's head (and apply CP) – but if successful, it does not allow the "clean" neck grapple proceeding to the Contest. It is a delaying tactic to allow countering the hold. On later turns, the defender may grapple his attacker's arms, accumulate CP to expend on resisting the attack, attempt a Judo Throw, stomp his attacker's foot, attack to break free, etc.

On turns after successfully achieving a clean grapple of the neck, you may apply one of the options listed in *Chokes* (below). This is a free action, but may only be applied once per turn.

Chokes

There are two kinds of chokes: tracheal (air choke) and carotid (blood choke). In **GURPS,** they offer three distinct options. For all three, you *must* spend CP; the effect of the choke (the damage done or the degree of pain) is equal to the *lesser* of CP spent or your margin of victory.

1. *Damaging Tracheal Choke:* This breaks the windpipe, inflicting crushing damage, ×1.5 for the neck. Your foe *also* starts to suffocate (pp. B436-437).

2. *Painful Tracheal Choke:* Use the rules under *Inflicting More Pain With Locks* (p. 38) *instead* of causing damage and suffocation.

3. *Carotid Choke:* This restricts blood flow to the brain, inflicting fatigue damage (but no pain or suffocation).

Only options 2 and 3 are legal in most competitions; damaging tracheal chokes are not.

Choke or Strangle

Hard

Default: ST; may not exceed ST.

A Choke or Strangle is specifically a damaging attack to the neck (p. B370); use Choke Hold if you want to subdue rather than injure or kill. On the turn after you successfully grapple your foe by the neck (your foe may parry or tuck his chin as described for Choke Hold, above), spend CP to set the upper limit on injury, and roll a Quick Contest of Choke or Strangle vs. the higher of your foe's ST or HT. If you win, apply the effects for a damaging tracheal choke (see *Chokes,* above).

Counterattack

Default: prerequisite skill-5.

Prerequisite: Any unarmed combat or Melee Weapon skill; cannot exceed prerequisite skill.

A Counterattack may be used while grappling. Roll against Counterattack to hit; your foe suffers -2 to Parry or DX (if used in a Quick Contest), or -1 to Block or Dodge. If successful, you inflict your usual CP. If you wish to combine Counterattack with a technique, see *Using Techniques Together* (**Martial Arts,** p. 64).

Disarming

Default: prerequisite skill.

Prerequisite: Any unarmed combat or Melee Weapon skill; cannot exceed prerequisite skill+5.

Disarming *replaces* skill in Quick Contests when used with *Drop That Weapon!* (pp. 13-14). Calculate Trained ST for this purpose based on Disarming level. Use the same progression as the parent skill: Disarming with a stick weapon uses the average progression, Judo or Broadsword would use the slow progression, etc. A successful parry with a trapping (p. 16) weapon allows you to attempt an instant disarm (pp. 13-14) on your next turn at no penalty.

Entangle

Default: Melee Weapon skill-4.

Prerequisite: Melee Weapon skill for a weapon with the *entangling* characteristic; cannot exceed prerequisite skill.

An entangling weapon inflicts a ranged grapple, attacking *and* inflicting CP based on the Entangle technique level, not Trained ST! See *Entangling* (p. 15) for more details!

Escaping Parry

Hard

Default: prerequisite skill Parry-2

Prerequisite: Judo, Sumo Wrestling, Wrestling, or appropriate Melee Weapon skill; cannot exceed prerequisite Parry.

This parry actively attempts to create space from an *existing* grapple, reducing CP; it is an adaptation of Aggressive Parry (**Martial Arts,** p. 65) to grappling. If successful, you reduce your attacker's CP on a location of your choice; this is based on 0.5×Trained ST but is considered a two-handed parry when counting parries. Apply ST and DX penalties based on the most strongly grappled location! An Escaping Parry *can* result in a reversal as for Break Free (p. 35). If you roll a critical success, you may *either* double CP or have your foe roll on the *Critical Miss Table* (pp. B556-557). Grapplers will often attempt *every* parry using this technique; they are taught that the entire point of defense is to create space – reducing your foe's CP – for a counterattack.

Eye-Gouging

see *Martial Arts,* p. 71

Defaults: Brawling-5, Judo-5, or Wrestling-5.

Prerequisite: Brawling, Judo, or Wrestling; cannot exceed prerequisite skill.

Roll against Eye-Gouging to grapple the head, tallying CP normally. Once successful, further attacks do not require an attack roll: Apply damage to each eye based on the Grip ST of one arm. You do not take any extra penalties to apply Eye-Gouging with one hand instead of two, but your CP will be low and your grapples easier to escape.

Force Posture Change

Average

Defaults: DX or unarmed grappling skill; cannot exceed DX or prerequisite skill.

When grappling or grappled, use this technique to change position – yours, your foe's, or both. Roll a Quick Contest using the best of each combatant's Trained ST or Force Posture Change; this counts as an attack. (See below for one exception.) The GM will need to judge whether a grapple can be retained if you choose to change posture and not bring your foe along, based on your relative sizes; e.g., a giant might grapple a standing man's head while lying down!

Force Posture Change *can* be used to break contact. If you're being grappled on your torso and you and your opponent are both standing, forcing him to lie down while you remain standing will break his hold – and your own! To do so, however, you'll be rolling at a penalty for his CP as well as -4 to take him all the way down; attacking to break free is likely the superior option.

While attacking, you may not move freely from sitting, crawling, or lying down to crouching or standing. You *may* drag a foe up from these postures, but it requires an entire turn. This is part of many "come-along" techniques.

Force Posture Change takes the following modifiers. Use *Changing Posture* (p. 10) to assess how many levels higher or lower a posture change is.

● To drive your foe to a *lower* posture, -1 for one level lower, -2 for two, or -4 for three (e.g., from standing to lying down). If *you* go down to a lower level to facilitate your takedown, you get an equivalent bonus (e.g., +1 if you drop one level lower).

● To drag your foe to a *higher* posture, -4 to take him from lying to either crawling or sitting, -2 from crawling or sitting to kneeling, and -1 for kneeling to either crouching or standing.

● To rise to a *higher* posture yourself, -2 to move from lying to either crawling or sitting, -1 to move from crawling or sitting to kneeling, and no penalty to rise from kneeling to either crouching or standing.

● Rolling sideways (from prone to supine) is -2 for each combatant, for a total of -4; this move reverses who is on top!

Example: Mangan has grappled Heather from behind for 3 CP while both are standing. She wishes to force her opponent to lie down, while remaining upright. Mangan executes Force Posture Change, accepting -4 to drag Heather to supine, but also spends all 3 of her CP. Heather rolls at -4 because Mangan is in her rear arc (p. 11), is at -1 to ST and DX from active control, and takes a further -3 to ST and DX as Mangan expends her CP: Heather resists at -8, while Mangan attacks at -4.

Mangan wins. She remains standing and does not have a grapple on an arm or leg; she must let go. Had she wanted to retain her grapple, she could have dropped to kneeling (for +1 to her attack roll) and chosen to retain her CP (instead of spending them). In this case, Mangan would have attacked at -3 while Heather resisted at -5 (from active control and being attacked from the rear arc).

Using Force Posture Change to adjust your *own* posture can be easier if you're the one in control of the grapple. As long as the following conditions are true, your foe may only resist your Force Posture Change with the ST of the grappled body part (0.5×ST if you have him by one arm or the torso, 1×ST if you have him by both arms, etc.):

● You currently have CP inflicted on him, while he has none inflicted on you.

● You are changing your *own* posture, not his.

● You can maintain your grapple from the new posture (e.g., dropping from standing to kneeling while grappling his hand).

Pile On!

If many foes are fighting a single opponent, each resolves his own attacks to grapple or improve position independently, but the CP applied combine!

When working out Contests of ST for Force Posture Change (above) or other items from *Even More Actions After a Grapple* (pp. 23-25), combine the Basic Lift for each individual's *Trained ST,* and calculate the equivalent ST required to equal that lift. Six ST 11 grapplers (BL 24 lbs.) would grapple with an effective combined ST 27! Contests trying to influence all foes, or by the group acting on the individual being dogpiled, should be resolved *only* as Contests of ST. The single grappler can use his Trained ST in the Contest; the many have the impact of their training included in their effective Basic Lift.

The sole fighter may perform appropriate techniques, such as Judo Throw or Force Posture Change – or *Shoving People Around* (p. 25) – on the entire mass of foes . . . but this *must* be resolved as a Contest of Trained ST vs. combined ST. A ST 35 superhero might be able to Judo Throw all six ST 11 foes at once!

If a grappler wants to influence only one foe at a time, he may attack him as usual, suffering penalties for referred and active control. The rules for *Weight and Grappling* (pp. 8-9) are useful to fairly penalize the single grappler for the weight of the combined foes.

Handcuffing

see *Martial Arts,* p. 73

Defaults: Binding, DX-2, Judo-1, or Wrestling-2; cannot exceed Binding, DX, Judo, or Wrestling.

If you have already grappled your foe's arm, you may resolve Handcuffing as a Quick Contest, spending CP as desired. If you have not grappled the arm, you must *attack* using a hand containing a ready pair of handcuffs, and the roll is at -4.

Head Lock

see *Martial Arts,* p. 74

See *Joint Locks* (below).

Hook

see *Martial Arts,* p. 74

Default: prerequisite skill-5.
Prerequisite: Melee Weapon skill; cannot exceed prerequisite skill.

An appropriately constructed weapon can be used to grapple a foe at its full Reach. A successful attack inflicts CP. You may transition to any grappling technique that defaults to ST. See *Hooking* (p. 15) for more details.

Joint Locks

Variable

Default: prerequisite skill.
Prerequisite: Judo, Wrestling, or appropriate Melee Weapon skill; cannot exceed prerequisite skill+4.

These techniques replace Arm or Wrist Lock, Head Lock, and Leg Lock.

Any attempt to force a foe's joints to the limits of their physiology to impair function or cause pain and injury is referred to as a joint lock. While there are many types of locks, each follows similar rules.

To apply a lock, you must *first* grapple the location containing the targeted joint (you *can* use Grabbing Parry or Armed Grapple). For your next attack, roll against your lock technique

– at no hit location penalty, because you have already grappled the targeted location!

Your foe may parry or dodge; a Breakfall (p. 35) parry is an option. If the attack gets past his defense, roll CP; the joint is considered *locked.* Your foe may not use a location containing a locked joint for *any* purpose except to break free. This grapple/lock sequence is a prime candidate for a Combination (p. 22).

Once the lock has been achieved, inflicting pain or injury is a free action on your *next* turn (but see *Locks, Throws, Damage, and Multiple Attacks,* p. 25, for optional rules). You must spend CP to set the upper bound in injury, but Control Points spent on a locked joint count *double* for this purpose. After spending CP, roll a Quick Contest of your Trained ST vs. the better of the defender's Trained ST or Trained HT. (In both cases, use the training bonus based on the lock technique being used.) When inflicting injury, apply the lesser of the margin of victory or *twice* the CP spent as crushing damage. You may also apply pain (see *Inflicting More Pain With Locks,* below) or throw your foe using *Throws from Locks* (p. 25).

To unlock a joint, your opponent must successfully Break Free (p. 35). If his attack to break free succeeds and you fail your own active defense, the joint is unlocked regardless of whether there are CP remaining.

Arm or Hand Lock

Average

Arm or Hand Lock represents a body of techniques usually taught together; it would be rare to learn arm locks without also learning hand locks. Arm locks manipulate the large joints of the elbow and shoulder; hand locks include the fingers, hand, and wrist. It takes injury over HP/3 to cripple the hand, or HP/2 for the arm.

Head Lock

Hard

Also known as a *neck crank,* Head Lock attempts to cause pain or injury directly to the vertebrae in the neck.

Inflicting More Pain With Locks

You may inflict pain instead of injury with locks. Roll a Quick Contest of your Trained ST or lock technique vs. your foe's Trained ST or Trained HT (all training bonuses are based on the lock technique). The defender may substitute Breakfall (p. 35) to try to flip-fall out of it. A defender with Low Pain Threshold is -4 to HT in the Quick Contest, while High Pain Threshold gives +3 to HT.

Margin of victory is used to calculate the level of affliction (p. B428) suffered: mild pain at 1 point, moderate pain at 2-3 points, severe pain at 4-5 points, terrible pain at 6-9 points, or agony at 10+ points. You may reroll each turn; your opponent may attempt to break free as usual. *Mild* pain triggers a roll to avoid tapping out (below), but imposes no other penalties. Following a lock, your margin of victory is capped at *double* your CP expenditure (p. 5) – this is the key benefit to causing pain with locks! There is no reason to spend more than 5 CP to set the

maximum pain level: 10 points for agony allows the most severe result.

Tapping Out

In submission-based competitions, the goal is to force your opponent to give up, or "tap out," to avoid injury from well-applied locks and holds. To determine if your foe feels the urge to "tap," make a HT or Will roll at the beginning of each turn he suffers from *any* level of pain, suffocation, or strangulation, applying any pain penalties (e.g. -4 for severe pain) or -10 for Agony. This roll is akin to a Fright Check. If he fails the roll, he *feels the urge* to give up – whether he *actually* taps out is up to the player or GM! He will drop an object being gripped (such as a weapon), and be more compliant: *Double* any pain-induced penalties for resisting posture changes, position changes, or disarms following a failed roll to tap out.

When applying the margin of victory as injury, the ×1.5 for the neck location applies *after* applying the CP damage cap. A crippled neck (more than HP injury) inflicts Quadriplegic (see **Martial Arts,** p. 137). You may not roll against Head Lock to choke – use Choke Hold (p. 36) or Choke or Strangle (p. 36) instead – but any of the three options are valid choices after a head grapple. While Head Lock attacks the vertebrae in the spine, there isn't really an equivalent "spine lock" technique for human physiology: use Backbreaker (p. 41) instead.

Using *Throws from Locks* (p. 25) from a Head Lock is likely the single most damaging move available to a grappler.

Leg or Foot Lock

Average

Like arm and hand locks, leg locks and foot locks are usually taught together. Leg locks include attacking the hip and knee joints, while foot locks target the ankle, feet, and toes. Foot locks are one of the few techniques that can be defensively initiated from Reach 1, but to follow up and apply pain or injury, one must still step into close combat. The feet are crippled if they suffer more than HP/3 injury, the legs if they take more than HP/2.

Judo Throw

see **Martial Arts,** p. 75

Default: Judo.
Prerequisite: Judo; cannot exceed Judo skill.

On your turn after a successful Judo parry, you may throw your foe by making an attack. He may defend using any legal active defense. A defensive throw does not grapple the opponent or retain control. Before you attempt the throw, you must declare what your final posture will be. You may end up occupying any space that both you *and* your opponent could have entered with at most a step. You may dump your victim in your hex or one adjacent to yours, and you must state whether he ends up face-up or face-down. Finally, you may choose your own facing, and it need not be toward your victim.

You may also employ Judo Throw following a Grabbing Parry or offensive grapple. This is a Quick Contest of your Judo Throw vs. your opponent's Trained ST, DX, best grappling skill, or Breakfall. As the offensive throw is a Quick Contest, you may spend CP to influence the roll, but you need not – you may retain the grapple if your final posture and position allow it!

In either throw, you may change posture level (*Changing Posture,* p. 10) to add your weight to the throw. Dropping one level of posture gives +1; two levels is +2, and three is +4. In a defensive throw, these bonuses are normally used to facilitate a Deceptive Attack.

Leg Grapple

see **Martial Arts,** p. 76

Defaults: DX, Judo, or Wrestling; cannot exceed DX+4, Judo+4, or Wrestling+4.

You may attempt to capture your foe's leg or foot immediately after parrying a kick. Step into close combat and attack at full skill. Your foe may only dodge, pulling back the kick before

you can grab it. If your foe has Rapid Retraction, he defends at +1 *per level* of the perk. If your grapple works, use the limbs you parried with to apply CP to the leg you parried.

Leg Grapple always counts as an attack set up by a parry, and always necessitates stepping into close combat if you didn't start out there. To grapple a leg or a foot *as* your parry, or to capture a kick at Reach 1, use the more cinematic – not to mention more difficult! – Grabbing Parry (p. 42).

Harsh Realism: Judo Throw

Judo Throw is a very powerful technique as written. The offensive version can be resisted with ST, but a defensive throw allows a skilled fighter to throw an opponent of arbitrarily high Strength and weight. To tone down Judo Throw in a realistic game, try one or more of the following:

● Allow a Brute Parry (see *Muscling It,* p. 26) or a ST-4 roll (*Strength as a Proxy for Mass,* p. 20) versus a defensive Judo Throw.
● Apply the penalties suggested in *Weight and Grappling* (pp. 8-9)
● Require a defensive Judo Throw to use a Grabbing Parry (p. 42), and resolve *all* Judo Throws via Quick Contest.

Leg Lock

see **Martial Arts,** pp. 76-77

See *Joint Locks* (pp. 38-39).

Neck Snap

see **Martial Arts,** p. 77

Default: ST-4; cannot exceed ST+3.

Following a grapple of the head, you may attempt to damage your foe's neck through brute force. Roll a Quick Contest of Neck Snap plus your *best* training bonus (based on Judo, Sumo Wrestling, or Wrestling) vs. the higher of your foe's ST or HT. You must spend CP to establish the maximum amount of damage you can inflict; you may *also* spend CP to lower your foe's ST (in addition to active control), which may force him to roll vs. HT. If you succeed, you do the lower of your margin of victory *or* the CP spent in crushing damage to the neck, with the usual ×1.5 modifier for hit location. The target's rigid DR protects, but flexible DR does not, including natural DR with the Tough Skin or Flexible limitation.

Retain Weapon

see **Martial Arts,** p. 78

Default: prerequisite skill.†
Prerequisite: Any weapon skill; cannot exceed prerequisite skill+5.†

Used defensively in a Quick Contest to resist an attempt to remove an object from your grasp, Retain Weapon replaces weapon skill (see *Grabbing Weapons, Shields, and Objects,* pp. 12-14). It may also be used as an attack, but only to recover Grip CP on your weapon or resist someone trying to force your weapon to a new target.

For those purposes, use it in place of weapon skill when calculating the *training bonus* (always use the average progression).

† When learning this technique for missile weapons such as guns and bows, it defaults to DX and cannot exceed DX+5.

Sacrifice Throw

This technique is unnecessary in *Technical Grappling.* Use Judo Throw (p. 39), applying the modifiers described there for dropping from standing to lying down. You may add All-Out Attack or any legal attack options to Judo Throw.

Scissors Hold

Default: Wrestling-2.
Prerequisite: Wrestling; cannot exceed Wrestling skill level.

Roll against Scissors Hold to grapple your opponent's legs with your own. You must have both legs free and be lying face-up, sitting, or standing. His legs must be within reach. If not already in close combat, you may step in during your attack if your posture allows it (see *Posture*, pp. 9-10), but this puts you at an *extra* -1 to hit. A successful attack inflicts Control Points based on the Grip ST of *both* legs, and you may choose to concentrate them on one leg, or divide them as equally as possible between both.

> *Control Points must be spent when attempting to inflict damage or pain using grappling skills and techniques.*

Sprawling Parry

Hard

Default: Wrestling Parry.
Prerequisite: Wrestling; cannot exceed Wrestling Parry.

Unlike *Sprawling* (**Martial Arts,** p. 119), which is executed *during* a Force Posture Change, a Sprawling Parry is done in response to an attempt to grapple your legs; you shoot your legs out of reach while keeping your upper body stationary. It counts as your retreat (p. 23) for the turn, but may be attempted even if you could not normally retreat, as long as you are standing, crouching, *or* kneeling. If successful, you avoid the attack and end your turn crawling or lying down (your choice); see *Posture* (pp. 9-10) for more. If you critically fail, in addition to a roll on the *Unarmed Critical Miss Table* (p. B557), you wind up lying down, with your foe on top of you in your rear arc!

On your next turn, if you attack your foe's head, neck, or torso, you may ignore up to -2 worth of penalties from hit location, posture, or Change Position (p. 35). This is often used to partially offset the -6 to acquire your foe's rear arc.

To completely mitigate your new posture penalties, buy up Ground Fighting – that's what it's for!

Sprawling Parry can be combined with Grabbing Parry (p. 42). Roll Wrestling Parry at -2 to grab your target *as* you sprawl, possibly preventing him from taking a step backward if his grapple fails.

An alternate way to achieve what grapplers refer to as a "sprawl" is to employ a Stop Hit after a Wait (see p. 22).

Sweep

Defaults: Judo-3, Karate-3, Melee Weapon skill-3, Sumo Wrestling-3, or Wrestling-4.
Prerequisite: Appropriate Melee Weapon or unarmed combat skill; cannot exceed prerequisite skill.

Sweep is very useful when fighting multiple opponents. Much like Judo Throw (p. 39), it allows you to move among a mob of attackers without lingering or risking being surrounded.

A sweep is resolved as an attack followed by a Quick Contest in the same turn. The Quick Contest *replaces* the damage roll or Control Point roll. You may not leverage a posture change to increase your chances to succeed, though you may spend previously acquired CP in the Quick Contest if you are currently grappling your foe. The defender falls if the technique is successful. The defender may roll against Breakfall, penalized by your margin of victory in the Quick Contest; if he succeeds, he chooses whether to be lying face-up or face-down, while if he fails or doesn't bother to roll, you choose.

Sweep is available for Wrestling, but at -4 to skill (for being a new basic attack) instead of -3 as for Judo and Sumo Wrestling.

Testicle Grab

Hard

Defaults: Brawling-3, Judo-2, or Wrestling-2.
Prerequisite: Brawling, Judo, or Wrestling; cannot exceed prerequisite skill.

Roll against Testicle Grab (see also **GURPS Martial Arts: Fairbairn Close Combat Systems,** p. 14) to make a one-handed grapple for the male genitals. If your attack is successful, apply CP based on the Grip ST for one hand. Starting on your next turn, you may either cause injury or inflict pain by squeezing.

For injury, spend CP and roll a Quick Contest of Trained ST vs. the victim's HT. If you win, you inflict crushing damage equal to the lower of the CP spent or your margin of victory. This damage causes double shock penalties and -5 to knockdown rolls!

For pain, spend at least 1 CP and roll a Quick Contest of the better of Pressure Points or Trained ST vs. your victim's HT. The victim gets -4 to HT if he has Low Pain Threshold, or +3 with High Pain Threshold. If you win, *add* the CP spent to your margin of victory, and consult *Inflicting More Pain With Locks* (p. 38) to determine the level of pain. (This is an intentional change from the normal rules for spending CP to cause pain!)

You may not use *Throws from Locks* (**Martial Arts,** p. 119) with this technique, but the GM should allow any reasonable choice from *Even More Actions After a Grapple* (pp. 23-25).

> *C-3PO: But sir, nobody worries about upsetting a droid.*
>
> *Han Solo: That's 'cause droids don't pull people's arms out of their sockets when they lose. Wookiees are known to do that.*
>
> – ***Star Wars IV: A New Hope***

Wrench (Limb)

see ***Martial Arts,*** p. 82

Default: ST-4; cannot exceed ST+3.

On the turn following a grapple of an arm, leg, tentacle, etc., you may attempt to damage your opponent's limb. Spend as many CP as you wish and roll a Quick Contest of Wrench (Limb) plus your *best* training bonus (based on Judo, Sumo Wrestling, or Wrestling) vs. the highest of your foe's Trained ST, DX, HT, or best grappling skill. You may spend *additional* CP to lower your foe's ST and DX (in addition to active control), which may force him to roll vs. HT. If you succeed, apply the lower of the CP spent or your margin of victory as crushing damage to the limb.

The skill assumes a two-handed grapple; if using only one arm, or the legs, base this technique on the appropriate Grip ST. If attempting Wrench Leg, increase the defender's effective ST by 40%; this replaces the +4 to ST suggested in ***Martial Arts.***

Wrench Spine

see ***Martial Arts,*** p. 82

Defaults: ST-4 or Wrestling-4; cannot exceed ST+3 or Wrestling+3.

To wrench the spine, you must first perform a successful pickup (p. 24). On your next attack, roll a Quick Contest of Wrench Spine vs. HT+4. If you defaulted Wrench Spine from ST, add your *best* training bonus (based on Judo, Sumo Wrestling, or Wrestling). CP may be spent to influence this Contest. If victorious, you inflict thrust crushing damage to your foe's spine (***Martial Arts,*** p. 137) based on Trained ST. This damage is not limited as per *Spending CP* (p. 5), because it is not based on your margin of victory.

If you make your roll, but the defender still wins the Contest, he only takes damage as if from a fall from your full height, and may use Breakfall to reduce the effective height of the fall.

CINEMATIC TECHNIQUES

The following techniques are considered cinematic. Some omit important steps, trading a slow-and-sure approach for a fast, risky one; others normally require the cooperation of a helpful stuntman. All are reasonable to attempt, just not to *improve.*

Backbreaker*

see ***Martial Arts,*** p. 82

Defaults: HT-3 or Wrestling-3; cannot exceed HT+3 or Wrestling+3.

To execute a Backbreaker, perform a pickup (p. 24), but instead of rolling against Trained HT, substitute Backbreaker. (If using the HT default, add your best training bonus, based on Judo, Sumo Wrestling, or Wrestling.) If successful, *instead* of lifting your foe fully off the ground, you inflict *swing* crushing damage to his spine (***Martial Arts,*** p. 137), using Trained ST based on Backbreaker for the Wrestling default, or raw ST for the HT default. This damage is not limited as per *Spending CP* (p. 5), because it is not based on your margin of victory.

If you make your roll, but the defender still wins the Contest, he only takes damage as if from a fall from your full height, and may use Breakfall to reduce the effective height of the fall. If you *fail* your roll, you fall down and take thrust crushing damage to your torso; base this on *your* ST, adding +1 for every 2×(your BL) of the defender's total weight (including gear). Critical failure does this damage to your *neck* (×1.5 wounding modifier)!

Binding*

see ***Martial Arts,*** pp. 82-83

Defaults: prerequisite skill.
Prerequisite: Judo or Knot-Tying; cannot exceed prerequisite skill+4.

You must have a flexible melee weapon or handcuffs ready in two hands in order to perform this technique. Roll vs. Binding to hit, inflicting CP based on your Binding skill. On subsequent turns, you may increase CP based on Trained ST. In all cases, increase CP by +1 *per die* for using a flexible weapon (see p. 15).

Binding may be used defensively, as a Grabbing Parry (p. 42). If used with a weapon, it must be held in a Defensive Grip. Your roll is 3+(Binding/2), but -2 for Grabbing Parry (unless you've improved it). Roll CP based on Binding skill if successful!

Binding may be used to grapple multiple limbs if you have enough rope! Each limb – or the neck – requires one yard per attack on a SM 0 foe. Moving from limb to limb uses two yards unless you can successfully pass a limb (pp. 24-25), in which case it only uses one.

Grabbing Parry*

Hard

Default: prerequisite skill Parry-2
Prerequisite: Judo, Sumo Wrestling, Wrestling, or appropriate Melee Weapon skill; cannot exceed prerequisite Parry.

This technique replaces Hand Catch.

When attacked with a strike *or* an attempt to grapple a *new* location, you may try to grab your foe during the parry! You may not use Grabbing Parry if your foe is attacking to improve an *existing* grapple.

Choose a legal parry and defense option (if desired); you can capture a striking arm (or weapon!), grab a kick, slip in and grapple the torso (see *Retreat Options,* **Martial Arts,** p. 123), etc. Success grapples your foe with the limbs used, but inflicts CP based on 0.5×ST regardless. You may capture the leg or the foot at Reach C, or *just* the foot at Reach 1 – but to follow up with grappling techniques, you must enter close combat.

Parrying a swung weapon with Grabbing Parry can be very dangerous. Unless the fighter can step into close combat and parry the attacker's limbs, modify *Harsh Realism for Unarmed Fighters* (see **Martial Arts,** p. 124) to inflict half damage to all parrying limbs even on a *successful* parry (*one* arm for Judo, *two* arms for Sumo Wrestling or Wrestling); reduce damage by 1 for every point by which the parry is made.

Modifiers: Against unarmed, -1 to grapple an arm or leg, -2 for a hand or foot; -1 per level of foe's Rapid Retraction (p. 30). Against armed, -3 if using Judo or parrying a thrust with Sumo Wrestling or Wrestling, or -6 if parrying a swing with Sumo Wrestling or Wrestling; an *extra* -3, -4, or -5 if the goal is to bypass a Reach C, 1, or 2+ weapon, respectively, to grab the arm or hand holding it.

Hand Catch*

see **Martial Arts,** p. 84

See *Grabbing Parry* (above).

Piledriver*

see **Martial Arts,** pp. 85-86

Defaults: HT-5 or Wrestling-5.
Prerequisite: Wrestling; cannot exceed HT or Wrestling.

To do a Piledriver, perform a pickup (p. 24), but roll against Piledriver instead of Trained HT. (If using the HT default, add your best training bonus, based on Judo, Sumo Wrestling, or Wrestling.) If successful, *instead* of lifting your foe fully off the ground, you drop to a seated or supine posture and the defender suffers swing damage to the *skull*, using Trained ST based on Piledriver for the Wrestling default, or raw ST for the HT default. This damage is not

limited by *Spending CP* (p. 5), as it is not based on your margin of victory.

If you make your roll, but the defender still wins the Contest, he only takes damage as if from a fall from your full height, and may use Breakfall to reduce the effective height of the fall. If you *fail* your roll, you fall down and take thrust crushing damage to your torso; base this on *your* ST, adding +1 for every 2×(your BL) of the defender's total weight (including gear). Critical failure does this damage to your *neck* (×1.5 wounding modifier)!

Secret Lock*

Hard

Default: prerequisite skill-2.
Prerequisite: Judo, Wrestling, or appropriate Melee Weapon skill; cannot exceed prerequisite skill.

When using Pressure Secrets (p. 33) to cause damage or pain in a lock, the roll against the lock technique is at -2. This technique buys off that penalty. For example, if you have Secret Lock (Wrestling) at Wrestling-1, such rolls are at only -1 when using Wrestling (but not when using Judo or a weapon). See *Using Techniques Together* (**Martial Arts,** p. 64) for more.

For a moment he held this one cradled in his arms like a child, then raised him up to shoulder level and dropped away his arms. When the Regent struck the ground, Yama fell upon him with his knees and rose again. The other did not.
– Roger Zelazny, **Lord of Light**

Snap Weapon*

see **Martial Arts,** p. 87

Defaults: ST-4 or ST-based Jitte/Sai-4; cannot exceed ST+3 or ST-based Jitte/Sai+3.

You can only attempt this after you've trapped the target weapon with a barehanded grab, Grabbing Parry (above), or Bind Weapon (Jitte/Sai) (p. 35). Spend CP and roll a Quick Contest of Snap Weapon vs. the weapon's HT. This is an attack. If you win, you do damage to the weapon equal to the lesser of CP spent or your margin of victory, *ignoring* the object's DR! (The ability to ignore DR makes this especially cinematic; in a realistic game, DR *does* protect the weapon against this damage.)

Assume HT 10 for missile weapons and HT 12 for melee weapons – but -2 for cheap ones, +1 for fine ones, and +2 for very fine ones. Most hand weapons have DR 4-6 and approximately 10-12 HP.

LENSES AND STYLES

The companions had journeyed across the desert for weeks, penetrated the ruins and the caverns beneath the town formerly known as Blasingdell, and brought out the fabled Chalice of Niska. Only to find that the Chalice was a holy object to no fewer than five of the nomadic tribes that wandered the High Desert.

Tribute had sufficed with four. The fifth? The headman demanded trial by combat: a ritual wrestling match between the tribe's champion and Sir Warran. Warran was a big man, and his muscles rippled as he crouched on his side of the oddly shaped fight platform, waiting for his rival to appear.

The tent flap opened, and out stepped . . . Holy God. What horse could actually carry such a man? Warran was going to have his hands full.

Here are some lenses and styles that make it easier to follow the advice in *Know Yourself* (p. 18). They're appropriate for all characters who wish to take advantage of the options in this supplement – from PCs to NPCs to wild animals!

LENSES

These 25-point examples are not the *only* pathways open to proficient fighters! *Technical Grappling* puts a high premium on Trained ST: Grapplers should be as strong as possible. Always check with the GM before taking a Technique Mastery perk, to ensure that it's available in his campaign.

> *The best way to increase grappling effectiveness is through the purchase of as much Lifting ST as the GM allows.*

Armed Grappler

This is a grappling lens for an *armed* fighter. It assumes that you've already purchased your Melee Weapon skill at DX or higher!

In combat, you employ your weapon as a grappling aid, and use Sumo Wrestling to slam, shove, and throw your foe to the ground for an All-Out or Telegraphic Attack. Initiate close combat with Armed Grapple for takedowns. Armed fighters should be proficient at both Disarming and Retain Weapon! The Skill Adaptation perk adds the powerful option of using your weapon as leverage for a throw; if the GM does not allow this, spend 6 points on optional traits instead of 5.

Armed Grappler (+25 points): +1 ST [10]; +1 HP [2]; Skill Adaptation (Judo Throw defaults to Melee Weapon) [1]; Sumo Wrestling (A) DX+1 [4]; Armed Grapple (Melee Weapon) (H) Melee Weapon [3]; *and* 5 points in any of Arm or Hand Lock (Melee Weapon) (A), Disarming (Melee Weapon) (H), Hook (Melee Weapon) (H), Retain Weapon (Melee Weapon) (H), or Sweep (Sumo Wrestling *or* Melee Weapon) (H).

Ground Fighter

Your goal is to grapple, go for a takedown, and finish with a lock or hold. Strangulation is a good way to incapacitate your foe without breaking him, while wrenches and locks cause structural injuries. To remain more mobile, grapple, apply a lock, and use *Throws from Locks* (p. 25) to cripple or kill. Invest in one or more Combinations to allow a grapple and lock in one maneuver. Ground Fighting, Ground Guard, and Escaping Parry will all help you while on the ground. Take as much Lifting ST as the GM permits!

Ground Fighter (+25 points): Lifting ST 2 [6]; Ground Guard [1]; Wrestling (A) DX+2 [8]; Ground Fighting (H) Wrestling [5]; *and* 5 points in any of Special Exercises (Lifting ST)* [1], Technique Mastery (Change Position *or* Force Posture Change) [1], Arm or Hand Lock (Wrestling) (A), Change Position (A)†, Choke Hold (Wrestling) (H), Choke or Strangle (H), Escaping Parry (Wrestling) (H), Force Posture Change (A)†, Leg Grapple (Wrestling) (H), Leg or Foot Lock (Wrestling) (A), Sprawling Parry (Wrestling) (H), Wrench Arm (H), or any Combination.

* *If* required by the GM to purchase Lifting ST.
† Requires Technique Mastery to improve.

Stand-Up Fighter

You are primarily an unarmed fighter, though you may add an off-hand weapon for disarming and finishing blows. Your goal is to remain standing and mobile, never allowing yourself to be surrounded or go to ground. Seek to leverage your Judo parry to throw, stun, and injure your foe, or use Judo Throw and Sweep offensively to put him on the ground. Use Change Position to move to your foe's side and rear arcs. Wear bracers (forearm armor) and improve Disarming to deal with armed foes. If you must maintain a grapple, transition to a lock and throw as soon as possible to preserve your ability to retreat.

You will benefit from Lifting ST to apply locks, which themselves benefit from Trained ST.

Stand-Up Fighter (+25 points): Judo (H) DX+3 [16]; Arm or Hand Lock (A) Judo+4 [4]; *and* 5 points in any of Technique Mastery (Change Position *or* Judo Throw) [1], Jitte/Sai (DX/A), Breakfall (Judo) (A), Change Position (Judo) (A)*, Disarming (Judo) (H), Head Lock (Judo) (H), Judo Throw (Judo) (H)*, or Sweep (Judo) (H).

* Requires Technique Mastery to improve.

Trial by Combat

Trial by combat was practiced for hundreds of years, and is a staple of both fiction and history – in Britain, the "wager of battle" was not formally abolished until 1819! The winner of such a fight is judged to have the right in most disputes, be they matters of property or of law. Such combat could be the opening duel before a battle, or a resolution of a dispute between sexes: Plates 242-250 of Talhoffer's *Fechtbuch* depict a man, fighting in a waist-deep hole, dueling with a woman wielding a crude flail!

Judicial combats were often fought to the death, but modern epee fencing evolved from the concept of the duel to first blood. Weapons were the usual practice, but a full range of grappling maneuvers were practiced and considered normal.

ANIMAL STYLES

Styles aren't just the training you receive, but how you fight. Animals don't attend classes, wear pajamas and belts, or bow – but they live and die by their ability to hunt. Below are some "styles" that animals know instinctively. If you have appropriate Animal Handling at IQ+2 or better, you can study animal behavior well enough to purchase a Style Familiarity (**Martial Arts,** p. 49), which will help you to defend against attacks by that particular species. (These can also be the basis for a non-human race's trained martial-arts style!)

A hunting animal will bite to grapple rather than strike; he wants to eat, not fight a battle. Many predators will avoid fights, relying on intimidation (displays of size or ferocity) to chase off competitors. They prefer to hunt from ambush, only initiating hand-to-paw combat if their territory or young are threatened, or when fighting for mates. However, some animals are just ornery – they have Bad Temper and will attack with little provocation.

Animals have an extensive list of advantages and disadvantages, grouped here as *Inherent Traits*. Some inherent traits carry implications; e.g., a bear's No Fine Manipulators and Blunt Claws mean that he grapples at only 0.6×ST with both arms! See Chapter 4 for details.

Animals In Combat (p. B461) explains how animals fight. The initial attack will likely be Telegraphic, using All-Out Attack (Strong) in a grapple, slam, or pounce. Animals usually defend by dodging, but may use *Hands-Free Parries* (pp. 22-23) while grappling.

Bears

2 points

Bears are ferocious and dangerous fighters. They are Semi-Upright (p. B153), and may use Change Position to bring their weight down on a foe. They will bite as both a grapple and a strike, and grapple in order to bite and worry. Ironically, they don't use Bear Hug; they grapple, maul, and bite.

Inherent Traits: Bite ST (+20% of ST); Blunt Claws; DR 2; No Fine Manipulators; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.
Skills: Brawling.

Optional Traits

Inherent Traits: For grizzly and polar bears, Bite ST (up to +40% of ST) and Bad Temper (9).
Skills: Sumo Wrestling.

Canines

3 points

Canines tend to fight defensively and in groups, attacking prey larger than themselves and surrounding it if possible. Canines can be savvy fighters, using Sweep to knock down an opponent (frequently another canine), and employing Feints and Defensive Attacks, commonly targeted at the leg from the rear. They prefer to pursue and exhaust their prey before an attack begins. Alpha/beta status is very important for pack social function, and disadvantaged pack members will often effectively "tap out" (p. 38).

Inherent Traits: Bite ST (+50% of ST); Chummy; Discriminatory Smell; Extra Legs (Four Legs); Horizontal; No Fine Manipulators; Sharp Teeth; Wild Animal.
Skills: Brawling; Tracking.
Techniques: Feint (Brawling); Targeted Attack (Brawling Bite/Legs).
Perks: Pack Tactics.

Optional Traits

Inherent Traits: Domesticated canines may have Chummy and Domestic Animal instead of Wild Animal. Wild canines add DR 1, Night Vision 2, and Temperature Tolerance 1.
Advantages: Bite ST (up to 2× ST).
Skills: Running; Wrestling.
Techniques: Sweep (Wrestling).
Perks: Ground Guard, Rapid Retraction 1 (Bites).

Constrictor Snakes

3 points

Constricting snakes attack first by biting to grapple (using Wrestling), then another Wrestling attack to wrap their body around their prey. Snakes use Constriction Attack to apply FP, not damage! They usually attack from ambush.

Inherent Traits: Cold-Blooded (50°); Constriction Attack; Double-Jointed; No Legs (Slithers); No Manipulators; Wild Animal.
Skills: Stealth; Wrestling.
Perks: Rapid Retraction 3 (Bites).

Felines

3 points

Great cats tend to be ambush predators. They hide or stalk close to their prey (using Stealth) and then spring or pounce with Brawling, sometimes from a tree above the target. Cheetahs and lions stalk their victims, chase them, and use Sweep to knock them to the ground. Most big cats make the kill using Choke or Strangle, or a Neck Snap. Cats rarely use their hind legs to grapple, instead raking their foe with the rear claws while biting and grappling with their front paws.

Inherent Traits: Combat Reflexes; DR 1; Extra Legs (Four Legs); Horizontal; Night Vision 5; No Fine Manipulators; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.
Skills: Brawling; Stealth.
Techniques: Choke or Strangle; Neck Snap; Targeted Attack (Brawling Bite/Neck).
Perks: Clinch; Ground Guard; Neck Control.

Optional Traits
Inherent Traits: Small felines replace DR with Catfall. More sedentary felines, like lions, replace Combat Reflexes with Laziness. Large predators have Bite ST (+20% of ST).
Advantages: Bite ST, often as high as normal ST.
Skills: Pouncing cats add Jumping. Chasing felines such as cheetahs and lions add Running. Tigers have Swimming. Most cats will grapple at DX; cats that expect to chase their prey have Wrestling (for Sweep).
Techniques: Sweep (Wrestling) to knock down fleeing prey. Pouncing cats add Attack From Above (Brawling).

CHARACTER STYLES

These martial-arts styles are for those who train for combat, either as sport or with lethal intent.

Belt or Jacket Wrestling

2 points

Belt wrestling may be one of the oldest sports in the world, depicted in illustrations going back 6,000 years in Iraq. Competitors grab each other by a sturdy belt or harness; no other holds are taught. Points are scored by forcing your opponent to leave the ring or touch the ground with something other than his feet. Sweeping the leg is common, as are pickups (p. 24).

This sport has variations worldwide, including the International Belt Wrestling Federation, Gi Ge (China), Glima (Iceland), and Ndrual Dluad (Hmong Wrestling). The GM should apply a familiarity penalty to the Games skill of those who know one of the regional styles, but Style Familiarity (Belt Wrestling) applies to all.

Some similar sports, such as Cornish Wrestling and Boke (from Mongolia), use a sturdy jacket instead of a belt. This allows many more holds; replace Sumo Wrestling Sport with Wrestling Sport.

Skills: Sumo Wrestling Sport.
Techniques: Force Posture Change; Sweep (Sumo Wrestling Sport).
Cinematic Skills: Immovable Stance; Power Blow.
Perks: Special Exercises (Lifting ST up to 3).

Optional Traits
Attributes: Improved ST.
Advantages: Perfect Balance.
Disadvantages: Overweight, Fat, *or* Very Fat.
Skills: Brawling; Games (Belt Wrestling); Judo Sport; Philosophy (varies); Savoir-Faire (Belt Wrestling); Theology (varies); Wrestling Sport.
Perks: Technique Mastery (Force Posture Change).

Collegiate Wrestling

2 points

Collegiate wrestling is a position-only form of grappling in which points are awarded for successful moves, and both competitors struggle to "pin" the other by holding the back of their torso to the mat for one or two seconds. The primary focus of this sport is on forcing posture and position changes to maneuver your opponent onto his back. Collegiate wrestling rules forbid spending CP to cause pain or injury from a lock.

Skills: Wrestling Sport.
Techniques: Change Position (Wrestling Sport); Force Posture Change (Wrestling Sport); Ground Fighting (Wrestling Sport); Low Fighting (Wrestling Sport).
Perks: Ground Guard; Special Exercises (Lifting ST up to 3).

Optional Traits
Advantages: Fit *or* Very Fit; Flexibility.
Skills: Games (Collegiate Wrestling); Lifting; Savoir-Faire (Gym).
Perks: Technique Mastery (Change Position); Technique Mastery (Force Posture Change)

Jo'baak Wrestling

3 points

Reptile men (see **GURPS Banestorm**) who follow Bozdaag, the God of Strength, believe in surviving with nothing to aid them but their claws and teeth. The more zealous followers fused their faith with martial skill. The fighting style is brutal, with grappling combined with the use of natural weapons (claws and sharp teeth). Takedowns and control positions are taught, but arm and leg locks are not. No move is off-limits.

Skills: Brawling; Wrestling.
Techniques: Drop Kick (Brawling); Force Posture Change; Ground Fighting (Brawling *or* Wrestling); Jam (Brawling); Kicking (Brawling).
Cinematic Techniques: Piledriver (Wrestling); Springing Attack (Brawling).
Perks: Special Exercises (Lifting ST up to 3); Sure-Footed (Uneven).

Optional Traits
Advantages: Bite ST (up to normal ST); Hard to Subdue; High Pain Threshold.
Disadvantages: Bloodlust.
Skills: Meditation; Religious Ritual (Bozdaag); Theology (Bozdaag).

The Night Way

4 points

For thousands of years, vampires have dealt with violations of their strict code of behavior through trial by combat. Fought completely unarmed, the duel ends when one party is drained. Younger vampires have begun to sully this tradition by using these skills to settle matters of honor rather flamboyantly. This style is designed for combat between two superhumanly strong fighters. This training also helps make an easy meal out of any pesky vampire hunter foolish enough to engage in close combat.

There are only two rules in vampire trials: no weapons and no help from others. A favorite tactic is to use grappling to immobilize your opponent and move to his rear arc (see *Relative Facing,* p. 11) so that you can bite an artery (see **Martial Arts,** p. 137) and drink him dry.

Training new vampires in The Night Way is the responsibility of every maker. It would be very difficult for a non-vampire to find a willing teacher.

Skills: Brawling; Judo; Wrestling.
Techniques: Break Free (Judo *or* Wrestling); Change Position (Judo *or* Wrestling); Ground Fighting (Brawling, Judo, *or* Wrestling); Targeted Attack (Brawling Bite/Carotid Artery); Targeted Attack (Brawling Bite/Femoral Artery).
Cinematic Skills: Sensitivity.
Perks: Technique Mastery (Break Free); Technique Mastery (Change Position).

Optional Traits

Disadvantages: Bloodlust; Code of Honor (Vampire Society) (see **GURPS Horror,** p. 23)
Skills: Karate; Savoir-Faire (Vampire).
Techniques: Escaping Parry (Wrestling); Grabbing Parry (Wrestling).
Cinematic Skills: Flying Leap; Lizard Climb; Mental Strength; Power Blow.
Perks: Biting Mastery; Rapid Retraction (Punches *or* Kicks).

> *Many styles teach students how to use grappling to immobilize their opponent.*

Passive Restraint

3 points

Professionals who work with people prone to violent outbursts often receive training designed to exert control without causing physical harm. Passive Restraint practitioners are trained to first defuse the situation if at all possible. This style teaches never to cause pain or injury, but to hold the subject immobile (p. 19) and then speak gently and reassuringly until he seems calm enough to be released.

Passive Restraint practitioners will focus on immobilizing the weapon of an armed assailant until help comes, even if that means taking some unarmed blows. Passive Restraint training also emphasizes teamwork, with up to four people working together to restrain a single individual.

Passive Restraint Certification *replaces* Style Familiarity for this style. In addition to the usual benefits, it provides limited legal protection provided that only approved techniques were used and the situation required a physical hold. Certification can be earned by attending a single annual training session, but that is not enough to give points in this style.

Skills: Diplomacy; Wrestling.
Techniques: Arm or Hand Lock (Wrestling); Disarming (Wrestling).
Perks: Passive Restraint Certification; Teamwork (Passive Restraint).

Optional Traits:

Disadvantages: Code of Honor (Professional); Pacifism (any); Sense of Duty (Clients *or* Patients).
Skills: Body Language; First Aid; Judo; Psychology; Teaching.
Techniques: Change Position (Wrestling); Force Posture Change (Wrestling); Grabbing Parry (Wrestling).
Perks: Good with (Social Group)*; Technique Mastery (Change Position); Technique Mastery (Force Posture Change).

* Acts as Sensitive (p. B51), but *only* for members of the specific social group. Choose one of "kids," "teenagers," or "the mentally ill."

Shuai Jiao

3 points

The term Shuai Jiao (Shuai-Chiao) is Mandarin, but is used to describe many related wrestling styles from around China and Mongolia. Some forms called Shuai Jiao are actually Jacket Wrestling (p. 45), but most would use the style described here.

Shuai Jiao is an upright wrestling style. Points are scored by forcing your opponent to touch the ground with anything other than his feet, or by forcing him out of the ring. Judo Throws and Sweeps are both very common tactics, as is picking up your opponent (see p. 24). While modern Shuai Jiao competitors wear thick jackets, the art was traditionally practiced barechested, and practitioners are trained not to target handholds available from clothing (see p. 7). Shuai Jiao students also learn techniques for self-defense, and many schools teach locks and pressure points from Chin Na, and even striking techniques.

Shuai Jiao supposedly originated during the time of the Yellow Emperor, and allegedly featured goring your opponent with special horned helmets. Whatever its true origins, Shuai Jiao is at least 1,000 years old. Finding a school in China, Mongolia, or Taiwan is relatively easy, but some schools do exist in major cities in Europe and North America.

Skills: Judo; Judo Sport.
Techniques: Judo Throw; Sweep (Judo).
Cinematic Skills: Power Blow.
Perks: Special Exercises (Lifting ST up to 3); Style Adaptation (Chin Na); Technique Mastery (Judo Throw).

Optional Traits

Advantages: Cultural Familiarity (Chinese); Language (any Chinese).
Skills: Games (Shuai Jiao); Karate; Philosophy (Buddhism *or* Taoism); Wrestling.
Cinematic Skills: Pressure Points.
Techniques: Head Butt (see below).
Perks: Exotic Weapon Training (Horned Helmet); Skill Adaptation (Head Butt with Judo).

TABLES

Control Points (pp. 5-6) and Grip ST (p. 6) are central to **Technical Grappling,** and every shift in ST alters the CP rolled when grappling to attack or break free. Keep these tables handy for quick reference!

Grip ST Table

Use this table to determine what base value of ST – *before* adding the training bonus – to look up on the *Damage Table* when calculating CP for an attack. To find a character's Grip ST, cross-reference his ST (plus any Lifting ST) with the specific limbs being used. For more complex situations,

including Arm ST and biting grapples, see *Calculating Grip ST,* p. 7.

When the limbs being used change, recalculate Grip ST based on the new configuration. For example, if you've already grappled the target with two hands (1×ST) and add a leg, look up the new Grip ST under "Two Hands & One Leg" (1.1×ST) – don't add the "One Leg" (0.6×ST) value to the existing hold to get 1.6×ST!

For ST scores beyond 20, use the multipliers shown in the column heads and round *normally*. For example, a ST 60 humanoid using two hands and one leg to grapple would use 1.1×ST, or ST 66, to look up CP.

Base ST	One Hand (0.5×ST)	Two Hands (1×ST)	One Leg (0.6×ST)	Two Legs (1.2×ST)	One Hand & One Leg (0.7×ST)	One Hand & Two Legs (1.3×ST)	Two Hands & One Leg (1.1×ST)	Two Hands & Two Legs (1.5×ST)
1	1	1	1	1	1	1	1	2
2	1	2	1	2	1	3	2	3
3	2	3	2	4	2	4	3	5
4	2	4	2	5	3	5	4	6
5	3	5	3	6	4	7	6	8
6	3	6	4	7	4	8	7	9
7	4	7	4	8	5	9	8	11
8	4	8	5	10	6	10	9	12
9	5	9	5	11	6	12	10	14
10	5	10	6	12	7	13	11	15
11	6	11	7	13	8	14	12	17
12	6	12	7	14	8	16	13	18
13	7	13	8	16	9	17	14	20
14	7	14	8	17	10	18	15	21
15	8	15	9	18	11	20	17	23
16	8	16	10	19	11	21	18	24
17	9	17	10	20	12	22	19	26
18	9	18	11	22	13	23	20	27
19	10	19	11	23	13	25	21	29
20	10	20	12	24	14	26	22	30

I am given, sir, secretly to understand that your younger brother, Orlando, hath a disposition to come in disguis'd against me to try a fall. To-morrow, sir, I wrestle for my credit; and he that escapes me without some broken limb shall acquit him well. Your brother is but young and tender; and, for your love, I would be loath to foil him, as I must, for my own honour, if he come in . . .

*– William Shakespeare, **As You Like It***

*For grappling uses only, replace the conditional bonuses (usually to ST) listed in the **Basic Set** – such as the +1 to ST for having Wrestling at DX+1 – with the scaled bonuses in this supplement.*

Training Bonus Table

This bonus assumes human scale (ST 19 or less). Multiply the bonus by 2 for ST 20-29, by 3 for ST 30-39, by 4 for ST 40-49, and so on, with each *full* 10 ST adding one to the multiple. When normalizing Contests with such extreme scores (p. B349), always add the training bonus first.

Progression	DX+1	DX+2	DX+4	DX+7	DX+10	Each +3 Skill	Notes
Slow	–	–	+1	+2	+3	+1	[1]
Average	–	+1	+2	+3	+4	+1	[2]
Fast	+1	+2	+3	+4	+5	+1	[3]

Notes

[1] Boxing, Judo, Karate, and Sumo Wrestling (anything not covered under [3], including locks and throws). Most weapons with the melee (p. 16) characteristic. Thrown or entangling weapons use the slow progression when *attacking to break free*.

[2] Brawling, Retain Weapon, and melee weapons with the stick (p. 16) characteristic.

[3] Lifting (for pickups), Knot-Tying (see pp. 32-33), Sumo Wrestling (but only to make and resist grapples, make slams or shoves, or use Break Free, Force Posture Change, or Sweep), and Wrestling. Also includes purpose-built parrying weapons like the jitte, jutte, or sai when used with Bind Weapon.

Damage Table

The *Damage Table* from p. B16 is reprinted here for convenience. Always use the "Thrust" column to determine CP. Some techniques require the "Swing" column for damage.

ST	Thrust	Swing	ST	Thrust	Swing
1	1d-6	1d-5	27	3d-1	5d+1
2	1d-6	1d-5	28	3d-1	5d+1
3	1d-5	1d-4	29	3d	5d+2
4	1d-5	1d-4	30	3d	5d+2
5	1d-4	1d-3	31	3d+1	6d-1
6	1d-4	1d-3	32	3d+1	6d-1
7	1d-3	1d-2	33	3d+2	6d
8	1d-3	1d-2	34	3d+2	6d
9	1d-2	1d-1	35	4d-1	6d+1
10	1d-2	1d	36	4d-1	6d+1
11	1d-1	1d+1	37	4d	6d+2
12	1d-1	1d+2	38	4d	6d+2
13	1d	2d-1	39	4d+1	7d-1
14	1d	2d	40	4d+1	7d-1
15	1d+1	2d+1	45	5d	7d+1
16	1d+1	2d+2	50	5d+2	8d-1
17	1d+2	3d-1	55	6d	8d+1
18	1d+2	3d	60	7d-1	9d
19	2d-1	3d+1	65	7d+1	9d+2
20	2d-1	3d+2	70	8d	10d
21	2d	4d-1	75	8d+2	10d+2
22	2d	4d	80	9d	11d
23	2d+1	4d+1	85	9d+2	11d+2
24	2d+1	4d+2	90	10d	12d
25	2d+2	5d-1	95	10d+2	12d+2
26	2d+2	5d	100	11d	13d

Penalties for Grabbing Weapons

This is a summary of the modifiers described in *Drop That Weapon!* (pp. 13-14).

- Grab the foe's hand: -4.
- Grab the foe's arm: -2.
- Grab the weapon, Reach C or Bulk -3 or better: -5.
- Grab the weapon, Reach 1 or Bulk -4 to -7: -4.
- Grab the weapon, Reach 2+ or Bulk -8 or worse: -3.
- Grab the weapon, attack a grappling weapon already grappling you: -2.
- Grab the weapon, add a hand to your own weapon: No penalty.

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