

SUNGLAR'S GRAPPLING RULES FOR STARS WITHOUT NUMBER

Last revised: 10/29/2017

A grappling attack uses the same mechanic as the Forcing Enemy Movement rule (p.54), To grab, hold and hurt a foe through locks and holds, the attacker must hit them with a Punch attack, doing no damage, and then win an opposed Punch or Exert skill check. If they win, the opponent is grappled. On their next action the attacker can't take a Move Action, but can inflict unarmed attack damage automatically. The grapple lasts until the attacker lets go or the opponent breaks the grapple. An attacker can let go of an opponent at the end of their action, after inflicting damage, alternatively they can move or knock prone an opponent they have grappled as a Main Action (see p.54) and the grapple ends.

A grappled opponent cannot take a move action, except to Club up a Weapon (p.52), but they can attempt to break an enemy's grapple by performing an opposed Punch or Exert skill check as a Main Action, if they win the grapple is broken and the grappled opponent is free. Alternatively, a grappled character may attack an enemy that is grappling them. They may use unarmed attacks with a +2 bonus to hit; attack with a readied small or medium melee weapon, or a weapon that has been clubbed, with no penalty; or attack with a readied one-hand range weapon at a -2 penalty to hit.