FACE TO THE MAT - Comprehensive Rulebook

1. Introduction
Face to the Mat is a tabletop wrestling game simulating professional wrestling matches and storylines. This rulebook will guide you through setting up your wrestling federation, understanding wrestler attributes, and conducting matches.

2. Components
   a. Wrestling ring game board with match tracks
   b. Wrestler cards
   c. Fast Action Cards (FACs)
   d. Two six-sided dice (2d6) - one black, one white
   e. Tokens for tracking wrestler progress
   f. Event score sheets
   g. Game book with various charts and tables

3. Wrestler Attributes
Each wrestler has the following attributes:
   a. TV Grade: Represents popularity and crowd appeal. Range: AAA (best) to F (worst)
   b. b. Grudge Grade: Represents intensity and likelihood of feuds Numerical value (can be negative)
   c. Skills/Qualities: There are twelve abilities:
      i. AGILE
      ii. CHEAT
      iii. FAVORITE
      iv. HEAVY
      v. HELPED
      vi. MEAN
      vii. OBJECT
      viii. POWERFUL
      ix. QUICK
      x. SMART
      xi. SPECIALTY
      xii. STRONG
   d. Each skill has a symbol:
      i. Star: Can be used at any time
      ii. Square: Can only be used on square spaces
      iii. Circle: Can only be used on circle spaces
   e. Finisher: A special move that can end the match when successfully executed. Finisher Range: Typically 11-33 on 2d6 roll where one die is the 10s column, and one die is the 1s column.

4. Match Setup
   a. Place two wrestlers' cards on the game board:

i. One as the "favored" wrestler

ii. One as the "underdog" wrestler

b. Fill the six HOT BOX positions:

i. Favored wrestler's ally and foe

ii. Underdog wrestler's ally and foe

iii. Two wrestlers with highest Grudge Grades not in the match

c. Place tokens on the "Start" space of each wrestler's match track.

5. Match Flow

a. Pre-match storyline:

i. Roll 1d6 to determine Highlight Reel

ii. Roll 2d6 for specific event

b. Main match:

i. Draw and resolve FACs

ii. Move tokens based on points scored

c. Match end conditions:

i. Successful pin

ii. Successful finisher move

d. Post-match storyline:

● Roll 1d6 to determine Highlight Reel

● Roll 2d6 for specific event

6. Fast Action Cards (FACs)

Types of FACs:

a. Skill-Specific

b. TV Move

c. Grudge

d. Wild Card

e. Highlight Reel

f. Special Themed (REF BUMP, TEST OF STRENGTH, etc.)

Resolving FACs:

a. Draw FAC

b. Identify type

c. Check wrestler attributes

d. Apply tiebreaker if necessary

e. Determine points scored

f. Move tokens on match track

7. Scoring System

a. Skill-Specific Cards:Points = Base points on card + (1d6 if square icon present)

b. TV Move Cards: Points = Value from TV Grade/Point Value cross-reference table

c. Grudge Cards:

i. GOLD move: 3 points

ii. SILVER move: 2 points

iii. BRONZE move: 1 point

d. Wild Card and Highlight Reel: Points as specified on the corresponding chart

Tiebreaker Procedure:
- TRAILING wrestler performs move
- If tied, FAVORED wrestler performs move
- Exception: For TRAILING cards, UNDERDOG is considered trailing if tied

8. Pins and Finishers

a. PIN attempts:
- Defender gets three 2d6 rolls to "kick out"
- Success if any roll falls within TV Grade range:
- AAA: 11-43 AA: 11-36 A: 11-33 B: 11-26 C: 11-23 D: 11-16 E: 11-13 F: 11

b. FINISHER attempts:
- Roll 2d6
- Success if roll falls within wrestler's FINISHER range
- If failed, move token back to corner square (gold highlight)

9. Special Match Types

a. Grudge Matches
  i.   Always causes TV Grade changes for participants
  ii. Generated when a Grudge Match Challenge is issued
  iii. Use HOT BOX to determine participants
  iv. Roll 1d6 for match type:
      1. 1-2: Normal match
      2. 3-4: Cage match
      3. 5: Hardcore match
      4. 6:: Special stipulation (roll again or choose)
  v.   Roll 1d6 for stakes:
      1. 1-2: TV Grade change
      2. 3-4: Loser leaves town
      3. 5: Title shot
      4. 6: Special prize (roll again or choose)

b. Cage Matches
  i.   Conducted like normal matches
  ii. Use Cage Match Wild Card charts when Wild Card FACs are drawn
  iii. Reduces effectiveness of outside interference (HELPED quality)

c. Tag Team Matches
  i.   Pair up wrestlers into teams
  ii. Place one wrestler from each team in the "favored" and "underdog" positions
  iii. When a wrestler scores, they tag out to their partner
  iv. All wrestlers automatically gain the HELPED [M] quality
  v.   First pin or finishing move wins for the team

d. Three-For-Alls (two variations)
  i.   Two-on-One:
      1. Place "featured" wrestler in "favored" area, others in the "underdog" area
      2. Underdog wrestlers only score against favored wrestler, not each other

      ii. Every Man for Himself:
1. Designate favored, underdog, and "middle" wrestler
2. First to pin or finish an opponent eliminates them
3. Match continues as one-on-one
- e. Battle Royale (three variations)
  - i. Match-Up Method:
    1. Pair wrestlers for mini-matches
    2. Winners advance until two remain for a full match
  - ii. Quick-Play Method:
    1. Draw FACs for each wrestler
    2. Eliminate those who fail to score until two remain
  - iii. Four-Play Method:
    1. Use Three-For-All rules with four wrestlers
    2. Replace eliminated wrestlers to extend the match
- f. Hardcore Matches
  - i. Only for wrestlers with MEAN quality
  - ii. Use special Hard Core Wild Card events
  - iii. Can be combined with other match types
  - iv. Increased likelihood of using weapons and extreme moves

10. Advanced Options
- a. Boo Rule: If three consecutive FACs result in no scoring:
  - i. Roll 1d6
  - ii. Move favored wrestler's token that many spaces forward
- b. Chairs, Tables, and Ladders
  - i. Place colored chips on any spaces you choose
  - ii. If a wrestler lands exactly on the space, they gain the object
  - iii. Roll 1d6 and move forward that many spaces
  - iv. Wrestler can use object for additional effects (determined by GM)
- c. Advanced Tag Team Options
  - i. When points are scored in a tag match, roll 1d6:
    1. 1: Hot Tag: Non-scoring team scores 1 point
    2. 2-3: No tag, wrestlers stay in the ring
    3. 4-5: Offensive team tags, switch in-ring wrestler
    4. 6: Double-team maneuver: Score 1 additional point and switch wrestlers
  - ii. Refreshment Effect: When a tag occurs, move the other team's token back one space
- d. Interview Show Segment
  - i. Use Highlight Reels "I" and "J" to generate interview segments between matches
  - ii. Can be used to advance storylines or set up future matches
- e. Ref Bump Option
  - i. Use Highlight Reel "K" to introduce referee interference:
  - ii. Can be scripted or occur randomly via REF BUMP FAC
  - iii. Typically used in Grudge Matches to extend feuds

        iv.   May allow for temporary rule-breaking without consequence
  f. Out of the Ring Action
       i.   Use the optional "Out of the Ring Action" board to extend matches beyond the ring
       ii.   Adds new spaces and effects for action outside the ring
       iii.   Can be integrated with normal match flow
  g. Increased "Kickout" Frequency
       i.   Place chips on the first two PIN spaces. Use AAA kickout range (11-43) for these spaces
       ii.   For unchipped spaces, reduce defender's kickout range by one TV Grade per chip on their card
  h. Varied Gold-Silver-Bronze Moves
       i.   Customize point values for GOLD, SILVER, and BRONZE moves based on wrestler skill:
           1. Superior wrestlers: Increase GOLD to 5 points
           2. Average wrestlers: Standard GOLD (3), SILVER (2), BRONZE (1)
           3. Inferior wrestlers: May not have a GOLD move, or reduced values

11. Glossary

  a. FAC: Fast Action Card
  b. HOT BOX: Area for allied and rival wrestlers
  c. FAVORED: Wrestler expected to win
  d. UNDERDOG: Wrestler expected to lose
  e. TRAILING: Wrestler further behind on the match track
  f. FINISHER: Special move that can end the match
  g. HEEL: "Bad guy" wrestler
  h. FACE: "Good guy" wrestler

12. Appendix: Flowcharts

  1. Main Game Loop Flowchart
      a. Set up match
      b. Resolve pre-match storyline
      c. Draw FAC
      d. Resolve FAC
      e. Move tokens
      f. Check for pin/finisher
      g. If match not over, go to step C and continue drawing FAC
      h. Resolve post-match storyline
  2. FAC Resolution Flowchart
      a. Identify FAC type
      b. Check wrestler attributes
      c. Apply tiebreaker if needed
      d. Calculate points
      e. Move tokens
  3. Pin Attempt Flowchart

a. Attacker reaches PIN space
b. Defender rolls 2d6 (up to 3 times)
c. Check if roll is within kickout range
d. If kickout, continue match
e. If no kickout, match ends