Universal Wrestling Moves (v0.1)

Common Keywords

- **Hit+** = Hit or Crit

- **Graze** = half damage (round down), no rider unless stated

- **Tag Window**: persists until the start of the acting Ranger's next turn

- **Adjacent** = melee range (1 square)

Solo Wrestling Moves

Clincher Grab

Cost: 1 Action
Target: adjacent
Attack: d20 vs target defense
Damage: `1d4 + Power`
On Hit+: Target becomes **Grabbed** and gains a **Tag Window**.
On Crit: +1 damage die.

```
Use: primary "hold them for the team" setup.
```

Leg Sweep

Cost: 1 Action
Target: adjacent
Damage: `1d4 + Agility`
On Hit+: Target becomes **Prone** and **Exposed**, and gains a **Tag Window**.
On Crit: +1 damage die.

```
Use: fastest way to create advantage for both melee and ranged.
```

Shoulder Check

Cost: 1 Action
Target: adjacent
Damage: `1d4 + Power`
On Hit+: Target becomes **Staggered** and gains a **Tag Window**.
On Crit: +1 damage die.

```
Note: Stagger is strong—this is the "tempo" setup. Use sparingly in encounter design.
```

Irish Whip

Cost: 1 Action
Target: adjacent
Damage: `1d4 + Heart`
On Hit+: Push target up to **2 squares** (your choice of direction). If the target ends adjacent to any ally, it gains a **Tag Window**.
On Crit: +1 damage die.

```
Use: positioning tool that also creates windows.
```

Rope-a-Dope (Soft Control)

Cost: 1 Action
Target: adjacent
Damage: `1d4 + Heart`
On Hit+: Target becomes **Shaken**.
Bonus: If the target is already Shaken, also create a **Tag Window**.
On Crit: +1 damage die.

```
Use: stabilizer vs enemies with scary attacks; rewards teamwork timing.
```

Feint & Snap

Cost: 1 Action
Target: adjacent
Damage: `1d4 + Agility`
On Hit+: Create a **Tag Window** (no other status).
Bonus: Your next attack against that target before end of round upgrades by 1 step.
On Crit: +1 damage die.

```
Use: "I want a window now" without hard control.
```

Powerbomb Protocol (Finisher)

Cost: 2 Actions (All-Out)
Hype: 1 (Personal or Team)
Target: adjacent
Damage: `2d4 + Power`
On Hit+: Target is **Launched** (push 3) and becomes **Prone**.
On Crit: +1 damage die, and if target is a Lieutenant/Boss, **Crack Armor**.

```
Use: your universal "big slam." This is the core finisher animation.
```

Submission Hold (Hard Control)

Cost: 2 Actions (All-Out)
Hype: 1 (Personal or Team)
Target: adjacent
Requirement: target is **Grabbed** or **Prone**
Damage: `1d6 + Power`
On Hit+: Target becomes **Pinned**.
On Crit: +1 damage die.

```
Boss note: Pin only works after ≥1 Armor Token cracked.
```

Meteor Swing (Crowd Control)

Cost: 2 Actions (All-Out)
Hype: 1 Team Hype
Target: adjacent
Requirement: target is **Grabbed**
Damage: `1d6 + Power` to target, plus **Graze damage** (`1d4`) to each enemy adjacent to the target's final square.
On Hit+: Target becomes **Prone**.
On Crit: +1 die to the main target.

```
Use: classic "spin by the ankles" move; good vs clusters.
```

Ring-Out Throw (Environment Play)

Cost: 2 Actions (All-Out)
Hype: 1 Team Hype
Target: adjacent
Damage: `1d6 + Heart`
On Hit+: Push target up to **4 squares**. If it collides with a wall/obstacle/edge, deal + `1d4` and it becomes **Prone**.
On Crit: +1 damage die.

```
Use: this is your "use the set" move; makes maps matter.
```

Tag-Team Wrestling Moves (require Tag Window)

Tag requirements

To perform a Tag move against a target:

- Target must have a **Tag Window**.
- Two Rangers participate:
  - both must be **adjacent to the target**, OR

- one adjacent + one within **2 squares** with line of sight (for "assist tag" style).
- Each participating Ranger spends **1 Action** (same round).
- One participant pays the **Team Hype** cost (unless stated).

One-Two "Justice Combo" (Reliable Tag)

Cost: 1 Action each (2 total)
Hype: 1 Team Hype
Target: Tag Window target
Damage: `2d4 + (highest Power among participants)`
On Hit+: Upgrade the result by 1 step (applies to the attack roll for this Tag move).
On Crit: +1 damage die.

```
Use: the "we must not miss" Tag move. Clean and dependable.
```

Hot Tag Clothesline (Armor Crack Tag)

Cost: 1 Action each
Hype: 2 Team Hype
Damage: `1d6 + 4` (flat, fast)
On Hit+: Crack Armor (remove 1 Armor Token)
On Crit: +1 damage die.

```
Use: your primary boss/lieutenant opener. Simple, important.
```

Alley-Oop Suplex (Launch Tag)

Cost: 1 Action each
Hype: 2 Team Hype
Damage: `2d4 + 2`
On Hit+: Launch (push 3) + **Prone**
On Crit: +1 damage die.

```
Use: reposition + advantage setup + cinematic.
```

Turnbuckle Crash (Wall/Obstacle Tag)

Cost: 1 Action each
Hype: 2 Team Hype
Requirement: target is within 3 squares of a wall/obstacle/edge
Damage: `2d4 + 2`
On Hit+: Push target 2 squares into obstacle; deal + `1d4` and target becomes **Shaken**.
On Crit: +1 die and target becomes **Prone** instead of Shaken.

```
Use: rewards map play without complicated terrain rules.
```

Contract Termination (Big Tag Finisher)

Cost: 1 Action each
Hype: 3 Team Hype
Requirement: target is **Staggered, Grabbed, or Prone**
Damage: `2d6 + 2`
On Hit+: If target is a Lieutenant/Boss, remove **1 additional Armor Token** (total 2) OR apply **Exposed** (your choice).
On Crit: +1 die.

```
Use: high-cost finisher that ends phases and feels like a season highlight.
```

6) Stereo Finisher Pose (Support Tag)

Cost: 1 Action each
Hype: 1 Team Hype
Effect (no damage):

- Gain **+2 Team Hype** (cannot exceed cap; still respects +2 TH/round gain cap).
- Upgrade the **next ally attack** this round by **1 step**.

```
Use: this is the "we are on camera" move. It exists to fund the next big beat.
```

Notes for GM Consistency

- If a move applies **Prone/Grabbed/Staggered/Pin/Launch**, those riders require **Hit+** unless stated.
- **Graze** deals half damage and normally applies **no status**.
- **Boss control lock:** Launch/Pin/Stagger only after at least 1 Armor Token is cracked.