

Battle-Lock

Battle-Lock occurs when one opponent physically holds another (and does not let go). When this happens, both opponents cannot dodge the offensive strikes of the other (unless either has an Ability to do so). Both will get one full turn of attacks on the other, even if one is slain and the other has not gotten to attack yet.

The following are the three sizes of weapons, and the adjustments to strike an opponent during Battle-Lock:

<u>Weapon size:</u>	<u>Adjustment to strike opponent:</u>
Small:	+40 offense to strike
Medium:	No adjustment
Large:	-40 offense to strike

Notes:

1

To successfully disengage from Battle-Lock, an opponent must pit strength against his or her opponent and win (single roll).

2

See: "Strength vs. Strength" in the S section of the Basic Rules Book.