

## Unarmed combat styles

Even in the post apocalyptic wasteland there are hundreds of different combat styles. Some of which have been rediscovered, others never forgotten. Here, we look at the three most “popular” ones that the characters can learn. If you or your master are of the opinion that a specific combat style is missing, have at it and add it.

### **Boxing**

Boxing is the most popular form of unarmed combat in the western world and has, especially in New Reno, a long and bloody tradition. In Reno's boxing clubs one does not only learn to punch the hardest punches of the wastes, but also how to defend against attacks. In boxing the focus is not only laid on hitting power, but also on endurance, since a fight might last as long as 20 or even more rounds.

Boxing can be learned in many settlements, bar brawls or various armies, but nowhere else as under the “loving” tutelage of the former boxer Bud “the Wrecking Ball” Pedersoli in New Reno. A man that once boxed against super mutants and has since developed his own special attack, that he teaches only his most gifted students.

### Rules

If you have learned boxing, all your parries get a bonus of 10 points. Your punches receive the same bonus and all punches do +2 damage. Furthermore you can perform the special punches: “Hook”, “Upper cut” and “elbow strike” **(the damage bonus mentioned above does not apply to those punches, since it has already been accounted for in their table).**

The so called “Wrecking Ball” attack can only be learned in New Reno and only if you can convince Pedersoli, that your worthy to be taught. To ask a student of Pedersoli is senseless, since they all promised to never teach this technique and all that know him are scared shitless of him.

### Additional techniques

<b>Hook</b>	
Damage	1 D3 + Unarmed damage + 3
Range	1,5cm
AP costs:	3
Handicap:	See special rule
Special rule:	The boxer must announce on what body part he aims: Head -20, Torso +5
Description:	In this attack, one tries with a mighty, circular movement to hit the head, the liver or the kidneys. Due to the circular movement, the punch receives a lot more energy than a simple straight punch.

<b>Upper Cut</b>	
Damage	1 D3 + Unarmed damage +3
Range	1,5cm
AP costs:	3
Handicap:	-25
Special rule:	The hit opponent must immediately test on his <i>body control</i> skill. The test is handicapped by double the amount of damage taken. If the test is failed, the hit opponent goes down and loses all his AP for one round.
Description:	This is a very complex sequence of movements that can wreak immense damage, when one hits. First, one turns the shoulder a bit in, leans the upper body a bit closer to the enemy. Then one pulls the fist and upper body upwards and aims for the lower jaw of the opponent.

<b>Elbow strike</b>	
Damage	1 D3 + (unarmed damage +3) * 2
Range	0cm
AP costs:	3
Handicap:	-35
Special rule:	The hit opponent immediately performs a test on his <i>body control</i> skill. The test is handicapped by trice the amount of damage taken. If the test fails, the hit opponent goes down and loses all AP for 1 D3 rounds.
Description:	The most brutal “punch” in the repertoire of a boxer. In civilized times this punch was forbidden, but those times are long gone. The bottom line: one swings towards the head, but hits with the elbow, therefore concentrating all the force onto a tiny, hard point with enough energy to even shatter a skull.

<b>Wrecking ball</b>	
Damage	1 D6 + (unarmed damage +3 ) * 2
Range	1,5cm
AP costs:	5
Handicap:	-45
Special rule:	The hit person immediately loses consciousness for 2 D6 rounds.
Description:	This is the destructive punch that Pedersoli developed to perfection. Basically, the fist is moved in a circular movement and comes from above, to shatter the enemy's top of the skull.
<b>Note</b>	Please remember that this punch can <b>only</b> be learned from Bud "Wrecking Ball" Pedersoli.