Judo

Originally developed in far Japan in the 19th century, by a Karate trainer that was searching for a possibility to have tournaments with less risk of injury while maintaining the "difficulty" of the complicated Karate techniques.
Of course, this is not what is taught in the wasteland. Judo is just a name for a large number of techniques that are used by a large number of wild tribes, slavers and police units, too.

<u>Rules</u>

If you have learned Judo, all holding and chocking techniques you perform receive a +10 bonus. So do your parries, when defending against such attacks. If you are thrown down by any attack and must perform a *body control* test, this test is also easier by +10.

The special techniques "Judo roll", "Mutant Massacre" and "Brahmin Tackle" are used by three very different 'organizations': the slavers guild in the Den, the Vault-City guards and various wild tribes. They can only be learned there.

Shoulder throw	
Damage	1 D10
Range	1,5 cm
AP costs:	5
Handicap:	-30
Special rule:	The thrown one must pass a *body control* test that is handicapped by five times the amount of damage. If he passes, he can stand up in the next round for 3 AP. If he fails, he is incapable of movement in the next round. While he is on the floor, all parries are handicapped by 50 points.
Description:	One grabs the opponent, usually at an extended arm and with help of a clever movement throws him once over the whole own shoulder, so that he hits the floor hard on his back.

Hip throw	
Damage	None.
Range	0cm
AP costs:	4
Handicap:	-20
Special rule:	The hit opponent must stand up in his next round for 3 AP. While he's on the floor, all parries are handicapped by 50 points.
Description:	You close extremely to the enemy and push his center of gravity quite fast (for example by pressing against his breast, after placing a leg behind his own legs), so that the enemy goes down. While one rarely does damage this way, one can at least put him in such a bad position, that he might reconsider the whole fighting idea.

Police grip	
Damage	None
Range	0cm
AP costs:	4
Handicap:	From the front: 45 From the back: 20
Special rule:	If the defender is at least 3 points stronger, his parry is 20 points easier. For each further point in strength it get's 10 points easier. Is the attacker more than three points stronger, he receives a +10 bonus for each additional point of strength when attacking with the police grip.
Description:	You grab the arm of the opponent, either at the metacarpus or at the wrist and pull it up behind his back. This grip is used to incapacitate the opponent, since most attempts at defense will result in a dislocated shoulder or even worse injuries.

Judo roll	
Damage	None
Range	0
AP costs:	4
Handicap:	Towards the front: 20 Towards the back: 30 Towards the side: 40
Special rule:	The judo roll may be performed instead of the normal parry. If used offensively, i.e. to get closer to the enemy, the parry against an attack immediately following the roll of the Judoka is handicapped by 20 points.
Description:	The Judo roll is used by slavers to either bring some more distance between themselves and tribal warriors or to reduce the distance between themselves and tribal warriors. The 4 cm that one gains in whatever direction, bring the slave hunter either close enough to his quarry to quickly stun him with a cattle prod or similar or far enough out of the range of the big, stubborn tribal warrior to simply shoot him.
Note:	The Judo roll can only be learned from the slaver's operating out of the Den – and they are more than reluctant to teach it to strangers.

Mutant Massacre	
Damage	-4 AP per round in which one is chocked
Range	1,5 cm
AP costs:	4
Handicap:	- 45
Special rule:	A parry against the mutant massacre is handicapped by 30 points. If the test fails, a test on Luck must be performed. If that test fails, the wound "broken shoulder joint" has been inflicted (details to be found under "critical hits, fails and wounds") The chocked one can perform one athletics test per round to reduce the AP loss by one point. This is handicapped by 20 points for every round that one is chocked. When the chocked one reaches 0 AP, he looses consciousness. Chocking him to death takes now as many rounds as he has points on endurance. If the chocking is aborted now, he remains unconscious for 3 D10 combat rounds.
Description:	According to the field manual, this technique is officially called "aggravated chocke hold" and it constitutes pretty much the meanest method of being chocked. The attacker grabs an arm of his victim in such a way that this arm lies on the neck of the victim and exerts pressure on his air and blood flow, usually standing behind the victim.
Note:	This beautiful illustration of the point of view that Vault-City guards have of non-citizens and all ghouls can only be learned from Vault-City guards – and they don't usually teach this technique to outsiders.

Brahmin-Tackle	
Damage	0
Range	0 cm
AP costs:	3 (Running not included)
Handicap:	- 30
Special rule:	The attacking character must have run for at least 18 cm before he launches the attack (4 AP using the optional combat rule 'running'. This may include a run that has started the round before, as long it did not stop in between). Attacker and defender roll for 1 D10 cm across the floor, following the direction of the jump. All holding or chocking attacks that the attacker wants to perform until one of the two stands up, receive a bonus of 20 points.
Description:	A technique that is used by various wild tribes to hunt (and for sport). Basically, you run as fast as you can towards your prey, jump and grab it in that jump – thereby taking it down. Many a young tribal hunter has taken down a full grown Brahmin bull like that.
Note:	This special hunting technique is only used by some tribes – and those tribes regard such a hunt often as a rite of passage for young hunters. Strangers may pass such a rite usually only with permission of the chief and/or the shaman.