¡Luchas de Apuestas!

Due to the deep importance of the masks in ¡Lucha Libre!, losing one's mask is considered the ultimate disgrace. Feuds between Luchadores are often settled with a special match called Luchas de Apuestas, the betting match. Most of these matches are two out of three falls (dos de tres caídas). The most common wager is mask vs. mask, in which the loser's mask is removed at the end of the match.

Variant bets include:
mask vs. hair
hair vs. hair
mask/hair vs. title
mask/hair vs. career

Someone who wagers hair must shave their head at the end of the match if they lose. Title indicates the loss of the championship belt, and if a loser wagered their career they are forced into retirement. The winner of the match gets the normal 100 GPs plus a number of GPs equal to the loser's accumulated, unspent GPs at the end of the match. The loser LOSES ALL GPs after the match and MAY NOT increase STRENGTH or AGILITY prior to the loss. The loser has also lost their mask and must pick a new mask, and possibly a new identity, then continue their career with zero GPs, or go into retirement. Note that no dice are lost from attributes, past attribute increases are kept.

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Tag Team (Trios matches)

~ The teams are made up of three members (for a fun two-player game, each player controls their own team of three Luchadores)
~ One member is designated the captain
~ Matches are two out of three falls
~ A successful fall in a trios match can be achieved by either pinning the captain of the opposing team or by pinning both of the other members
~ Luchadores ‘tag out’ by touching the floor outside the ring, and then a teammate may enter the ring to take his place

If a Luchador chooses to touch the floor outside of the ring, he must use his AGILITY dice for his attack roll, and if he wins, instead of doing damage to his opponent’s STAMINA, he has exited the ring and one of his partners may enter. While outside of the ring, a Luchador recovers 1 STAMINA point per combat round. GPs are gained for the roll as in usual combat.

There are also two-man tag matches (parejas) as well as "four on four" matches (atomicos).

The winners of a tag team match gain the usual 100 GPs each.

Sample file
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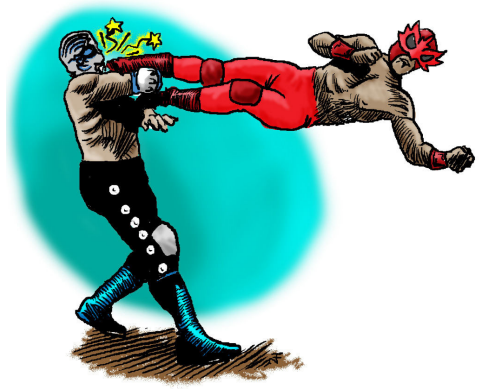
Tournament Rules

~ It is best to play tournaments with a number of Luchadores that is divisible by four (8, 16, 24, 32, etc.), with at least 8
~ All Matches are two out of three falls
~ Randomly match up the wrestlers into opposing pairs for the first round elimination matches (8 Luchadores would be 4 matches)
~ Play out the first round matches in random order, assigning wrestlers to players for each match so everyone gets to play (alternately, players may choose their wrestlers prior to the tournament beginning and may only play their own)
~ The winners become the pool for the second round elimination (to continue our example, there would be 4 Luchadores remaining)
~ Once again, randomly match up Luchadores for the second elimination (2 matches in our example) and play out the matches in random order
~ Continue playing elimination rounds until only two wrestlers remain
~ The final two Luchadores battle for the tournament title

Alternate Tournament Rules

~ Any number of Luchadores may participate, but at least 8 is suggested
~ Each Luchador must battle every other wrestler one at a time for the first round elimination
~ Keep a record of each Luchador's wins and losses
~ All Matches are one fall
~ After all matches, half the Luchadores are eliminated, based on number of overall wins, the half with the most wins go on to round 2 eliminations
~ Again, each Luchador must battle every remaining wrestler once, with half being eliminated after all matches, each match one fall
~ Continue eliminations until 2 wrestlers remain
~ The final two Luchadores battle for the best of 2 out of 3 matches to determine the tournament winner, each match is two out of three falls

Regardless of which tournament rules are used, Luchadores earn GPs as normal for rolls and winning individual matches. In addition, the final wrestler receives an additional 150 GPs for winning the tournament.



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Alternate Rules: Illegal Holds, Disqualifications, and Weight Classes

Illegal Holds include:
Using the ropes for leverage during a hold (AGILITY)
Piledriver (AGILITY)
Weapon (STRENGTH)
Groin shot (faul) (STRENGTH)

If a Luchador (Rudo) uses an illegal hold he gains 1 dice added to the appropriate attribute for his attack, except for weapons which are handled normally (see ¡Lucha Libre! Core rules). A Rudo must declare which illegal move he is using. GPs are earned as normal, even if disqualified.

Disqualification occurs automatically if a Luchador rips an opponent's mask completely off during a match. Disqualification also occurs if the referee notices an illegal hold. If the opponent of the Rudo performing the illegal hold rolls ANY sixes on his attack roll, the referee notices (in addition to AUTOMATIC DAMAGE), regardless of who wins.



Weight (STAMINA) Classes

To simulate weight divisions, Luchadores can be broken down into classes based upon their STAMINA scores as follows:

Name (English)	Name (Spanish)	STAMINA Limit
Flyweight	Mosca	12 - 27
Featherweight	Pluma	32 - 47
Lightweight	Ligero	52 - 67
Welterweight	Welter	72 - 87
Middleweight	Medio	92 - 107
Heavyweight	Completo	112 +

Sample file

Names

Stuck for names for your stable of ¡Lucha Libre! wrestlers?
Here is a list of some famous Luchadores to give you some ideas.

El Santo (The Saint)
Blue Demon
Black Shadow
Mil Máscaras (Man of A Thousand Masks)
Gory Guerrero
Rey Mysterio, Jr.
Juventud Guerrera
Super Crazy
Místico
Tarzán López
Perro Aguayo
Satánico
Cien Caras
Murciélago (Velásquez)
Octavio Gaona

Japanese Luchadores

Gran Hamada
Satoru Sayama
Jushin Liger
Último Dragón
El Samurai
The Great Sasuke
Dragon Kid
Tiger Mask
The Destroyer



Sample file

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