

Out of the Ring ACTION for FACE TO THE MAT Pro Wrestling

A number of FACE TO THE MAT fans indicated a desire to generate “out of the ring” (OTR) action for their matches and shows! If you’d like to try this feature, here’s how it works...

Before the match begins, roll two six-sided dice and add them. Put a chip on the indicated space. (So if you roll a “5,” you’d put the chip on the fifth space—that is, the first square space on the track.) You can do this for one or both wrestlers, depending on how likely you want OTR action to be. If a wrestler lands on a chipped space during the match, the action goes OTR. Roll on the chart below, continue to keep track of points on the match track as usual. The OTR results are based entirely on who’s winning, but note that in a close match the “winning” wrestler could change outside the ring. Also note that it’s possible for the trailing wrestler to land on the chip—in that case, it’s considered that he was thrown out of the ring by the other guy!

Once OTR, continue rolling until referee manages to get the action back to ring or a PIN attempt happens. A couple of results give the trailing wrestler the option to follow the ref’s instruction to “get back in the ring!” OR deliver a payback blow for [dice] points. The idea there would be maybe he rolls high enough that the trailing wrestler becomes the winning wrestler and can continue the OTR beatdown.

On PIN attempts, if the attempt fails (opponent kicks out, at that point the action returns to the ring. Also, note that on “2” and “3,” the ref gets the action back in the ring *unless* no one scored any OTR points.

- 2** Ref sends action back to ring (ignore ref if no OTR points scored yet).
- 3** Ref sends action back to ring (ignore ref if no OTR points scored yet).
- 4** TRAILING wrestler option to deliver payback blow(s) for points or follow ref’s directive to return to ring.
- 5** LEADING wrestler bashes opponent into barricade, 1 point.
- 6** LEADING wrestler smacks opponent into side of ring, 1 point.
- 7** LEADING wrestler slams opponent to concrete floor, 2 points.
- 8** LEADING wrestler pummels opponent on announcer’s table, 2 points.**
- 9** TRAILING wrestler option to deliver payback blow(s) for points OR return to ring.
- 10** LEADING wrestler smashes opponent with steel chair, 1 point.
- 11** LEADING wrestler wallops opponent with object retrieved from under ring [trash can, ladder, table, kendo stick, other]; REROLL d6: [**1**] Ref sees it, Leading wrestler DISQUALIFIED! Trailing wrestler wins!, [**2-3**] Trailing wrestler can’t recover, counted out--Leading wrestler wins! [**4-5-6**] Leading wrestler scores 2 points, but REF issues warning, match continues in the ring (return to FAC deck).
- 12** LEADING wrestler smashes/splashes opponent onto announcer’s table, immediate PIN attempt!

** If main event, LEADING wrestler smashes opponent into announcer’s table, immediate PIN opportunity.