

# Lasso

A lasso is a weapon described on UA 77.

A hit **snags** the target (along with the other effects listed on UA 77). When snagged, the wielder of the lasso can take a [E action](#) to **drag** the victim, which moves them 1" closer to the wielder.<sup>1)</sup>

To get un-snagged:

- The victim must have INT 2 or higher.
- The victim must take an [E action](#) if in combat.
- The victim must try to snap the line or have some means of severing the it.
  - If attempting to snap the line, a BB/LG check is made. This can only be attempted once, and on failure the victim is automatically **dragged** once as above, if the wielder desires.
  - If severing the line, the line is automatically hit, and damage is rolled. 2 points of cumulative damage sever it.

See UA 77 for additional rules and stipulations. Also see the [harpoon](#) and [net](#).

<sup>1)</sup>

Unlike the [harpoon](#), the lasso does not do damage when dragging.

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