

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 **G action** to **drag** the target, which does 1 point of damage to the target and moves them 1" closer to the wielder.

To get un-snagged, see the procedure on the [harpoon](#) page. Additionally, instead of cutting the line, the victim can take an **E action** to attempt to snap the line with BB/LG. Only one attempt can be made per lassoing incident.

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

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