

A Guide to Defensive moves in Wrestler Unstoppable

Move	Skills required for move		Percentage success rate for defensive move					
	Points	Skill	Defense	1st move	2nd move	3rd move	4th move	5th move
Attack								
Backhand chop	0	speed	Dodge	50%	25%	13%	6%	3%
	0	strength	Block	50%	25%	13%	6%	3%
Eye Gouge (req 32 exp)	1	speed	Dodge	100%	50%	25%	13%	6%
Elbow drop	1	agility	Reversal	100%	50%	25%	13%	6%
Footstomp	1	intelligence	Play Possum	100%	50%	25%	13%	6%
Headbutt	0	intelligence	Play Possum	100%	50%	25%	13%	6%
Closed fist punch	4	speed	Dodge	80%	40%	20%	10%	5%
	1	strength	Block	20%	10%	5%	3%	1%
Double axe handle	3	speed	Dodge	50%	25%	13%	6%	3%
	3	strength	Block	50%	25%	13%	6%	3%
Clothesline	3	agility	Reversal	33%	17%	8%	4%	2%
	6	speed	Dodge	66%	33%	17%	8%	4%
Spear	6	speed	Dodge	100%	50%	25%	13%	6%
Tomahawk Chop	14	speed	Dodge	100%	50%	25%	13%	6%
Tongan Death Grip	17	speed	Dodge	100%	50%	25%	13%	6%
Throw								
Body slam	0	strength	Block	100%	50%	25%	13%	6%
Piledriver	0	agility	Reversal	50%	25%	13%	6%	3%
	0	strength	Block	50%	25%	13%	6%	3%
Hip toss	4	agility	Reversal	100%	50%	25%	13%	6%
DDT	4	speed	Dodge	100%	50%	25%	13%	6%
Bulldog	8	speed	Dodge	100%	50%	25%	13%	6%
Atomic drop	8	strength	Block	100%	50%	25%	13%	6%
Brainbuster	10	agility	Reversal	43%	22%	11%	5%	3%
	13	strength	Block	57%	29%	14%	7%	4%
Backbreaker	13	strength	Block	100%	50%	25%	13%	6%
Vertical suplex	6	agility	Reversal	43%	21%	10%	4%	2%
	8	strength	Block	57%	29%	15%	8%	5%
Short-arm clothesline	9	speed	Dodge	100%	50%	25%	13%	6%
Powerbomb (req 21 exp)	13	strength	Block	100%	50%	25%	13%	6%

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Hold

Armbar	0 strength	Block	100%	50%	25%	13%	6%
Reverse Chinlock	2 strength	Block	100%	50%	25%	13%	6%
Chickenwing arm lock	4 agility	Reversal	100%	50%	25%	13%	6%
Full Nelson	4 strength	Block	100%	50%	25%	13%	6%
Side Headlock	4 strength	Block	100%	50%	25%	13%	6%
Chinlock	5 strength	Block	100%	50%	25%	13%	6%
Neck scissors	1 agility	Reversal	9%	5%	2%	1%	1%
	11 strength	Block	91%	46%	23%	11%	6%
Abdominal stretch	14 strength	Block	100%	50%	25%	13%	6%

Aerial

Dropkick	9 agility	Reversal	100%	50%	25%	13%	6%
Diving Fist Drop	12 agility	Reversal	63%	32%	16%	8%	4%
	7 intelligence	Play Possum	37%	19%	9%	5%	2%
Diving Head Butt	15 agility	Reversal	100%	50%	25%	13%	6%
Moonsault	22 agility	Reversal	63%	32%	16%	8%	4%
	13 intelligence	Play Possum	37%	19%	9%	5%	2%
Shooting Star Press	23 agility	Reversal	55%	28%	14%	7%	3%
	19 intelligence	Play Possum	45%	23%	11%	6%	3%
Frog Splash	15 agility	Reversal	100%	50%	25%	13%	6%
Corkscrew 630 Senton	22 intelligence	Play Possum	100%	50%	25%	13%	6%

Strategic

Slide out of the ring	9 intelligence	Play Possum	56%	28%	14%	7%	4%
	7 speed	Dodge	44%	22%	11%	6%	3%
Appeal to the crowd	10 intelligence	Play Possum	100%	50%	25%	13%	6%

Defense

Rope-a-dope	0 stamina	3 small moves, then move as normal with your momentum
Brace Yourself	5 stamina	Limit damage by bracing yourself for the blow. Uses your stamina training
Fool Me Once	11 Experience	When this defence is set, if your opponent uses the same move twice in the same moveset, the second time will always fail
Block Move		Allows you to block a specific move, if you have the skills to use that move.

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Quick Key

If 2 skills are required to purchase a move, either skill may be used to defend the move, but the % of success is reduced by half.

Block defends against strength moves

Dodge defends against speed moves

Reversal defends against agility moves

Play Possum defends against intelligence moves

Block Move defends against 1 specific move. You can only select moves to block, that you have the skills to be able to use, even if you have not purchased that specific move. Likewise, if you have purchased a move but do not have the skills to use it, you will not be able to select it for Block Move.

Brace Yourself defends against all moves by reducing the amount of damage they do to your health, reducing with each move
Beware though, if your opponent keeps making moves, eventually Brace will work against you by giving their moves double damage

Rope-a-dope works against small moves that do 8 health damage or less. There is no defense, but using doing 3 small moves, then using moves as normal is effective. Rope-a-dope looks like Brace at first in that your move does less damage than normal, but you can tell it is Rope if your opponent's health increases on the 2nd move.

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By Scarlett :)