

RUMBLESLAM

V2.0



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WELCOME TO THE RING!

The world of RUMBLESLAM is one of dizzying highs and staggering lows. It's one of bright lights, cheering fans, bloody noses, bruised bodies, and sometimes even fatalities. Life and death pass by in the ring, to the cheering of jubilant fans or the booing of a disappointed crowd. Stars are made and broken within those four ropes, surrounded by the glitz and the glam of luxurious casinos, the depravity of excess, and the theatrics of the ring.

The road to RUMBLESLAM glory is one paved with blood, sweat and more than a few tears. There are countless souls who have trained for years in institutes like Kaiser's Academy for Wrestling Brilliance only to fail their try-outs and fall into obscurity. You see, only a select few ever pass the gruesome trials each casino uses to weed out the weak, and even then they often fail to achieve true fame.

As the largest and greatest sport known to man, orc, or any race for that matter, RUMBLESLAM draws a crowd like no other. Large volumes of people converge on casinos they've booked up months in advance without even knowing who might be fighting. Superstars and wrestlers alike are treated like champions, a truly fitting title for these heroes of the ring.

THE BASICS

STATS

In the world of RUMBLESLAM vicious fights are fought between casinos; their professional wrestling teams clashing in the ring, seeking ultimate glory. You are a sponsor looking to put together a wrestling team and push them to victory, through showmanship, sportsmanship, and chucking all opposition out of the ring!

Wrestlers in RUMBLESLAM have several statistics to aid them in their goal of being the only team left in the ring. These will differ among wrestlers and it comes down to the player to make the best use of their abilities. Below you'll see an example of a character profile card. The left side is the front, and the right the back. Each wrestler has different stats, so you'll need to keep your character profile cards on the table during the game to keep track.



- A Wrestler's name:** White stars indicate a Rookie - you may have as many identical Rookies in your team as you like. Yellow stars indicate a Superstar - you may only have one of each Superstar in your team. If a wrestler has a Tag Team partner, their Tag Team name is also written here.
- B Statistics (stats):** Each of these dice relate to a particular innate statistic of the wrestler. When told to roll on certain stats, roll the dice listed and add the results together, then add any bonuses listed.
- **Attack (ATT):** The amount and type of dice this wrestler uses for many attacks.
 - **Defence (DEF):** The amount and type of dice this wrestler uses to defend itself.
 - **Grapple (GRP):** The amount and type of dice this wrestler uses to grapple or lift.
 - **Dexterity (DEX):** The amount and type of dice used to stay in the ring when thrown out and to activate wrestlers first.
- C Additional Statistics:** These have particular numbers that are used for specific actions.
- **Weight Class (WEIGHT):** The higher the WEIGHT number, the heavier the wrestler is. Every WEIGHT 3 wrestler uses a 50mm base, and every other wrestler uses a 25mm base. Every WEIGHT 3 wrestler has the (IMPACT) special rule.
 - **Popularity (POP):** How popular a wrestler is. The number listed is how many Action Points a wrestler needs to use its Crowd Pleaser (the lower the better). Some cards don't list a Popularity, simply showing an AP cost next to the Crowd Pleaser.
 - **Throw Distance (THROW):** How many squares this wrestler can throw.
- D Stamina (STA):** How much damage a wrestler can take before they become KO'd. Each point of Damage (DMG) inflicted on a wrestler subtracts a single STA. A wrestler cannot be taken below 0 STA, or above their starting STA. When losing STA, it's useful to either use wound markers, or put the card into a plastic sleeve and draw a line through the STA points with a dry-wipe pen.
- E Action Points (AP):** These are used to perform certain actions and attacks.
- F Movement Points (MP):** How many squares a wrestler can move.
- G Dosh:** All wrestlers in RUMBLESLAM cost Dosh to hire. No one will work for free, after all. Dosh amounts are shortened to K. 1000 is 1K. So 1000K is 1 million Dosh. The symbol of the wrestler's casino is also shown here.
- H Abilities:** All wrestlers have a selection of special abilities they're particularly adept at. Each symbol corresponds to a different action. Universal special rules are listed in brackets. Full rules including AP cost, attack dice, damage, and range are often listed on the back of the card.
- I Crowd Pleaser:** Each wrestler has a unique Crowd Pleaser ability.
- J Casino:** Each wrestler works for a single casino. You may always use wrestlers from any casinos, but sticking to one casino will earn your team bonuses in the game.

DICE

RUMBLESLAM uses 4 unique types of dice: **Copper (C)**, **Silver (S)**, **Gold (G)** and **Crowd**. The potential value of the dice goes up with the quality of the dice: a Silver has a greater potential score than a Copper, and a Gold has a greater potential than a Silver.

All dice have blank faces that are worth 0; the wrestling ring is a fickle place, and sometimes things don't go according to plan!

The Crowd dice is used when you make a Crowd Pleaser action, or when an action tells you to roll a Crowd dice. Different characters act differently depending on the result of the Crowd dice, with some abilities working off of Cheer results and some working off of Boo results.

RE-ROLLS

There are various times in a game of RUMBLESLAM where the fates may subtly change, and you are afforded the re-roll of one or more dice.

It is important to note that you may only re-roll a die once. **You may never re-roll a re-roll!**

When both players have rolled dice simultaneously and both have the potential to re-roll one or more dice, the player currently holding the Initiative Card must declare and re-roll their dice first.

BASE SIZE

Wrestlers in RUMBLESLAM use either a 25mm or a 50mm square or round base. Wrestlers that use 25mm bases take up only one square on the board, while wrestlers on 50mm bases take up 4 squares.

Any adjacent squares to a wrestler (including diagonals) are counted as being in **base contact**. A wrestler can be in base contact with other wrestlers, the rope, and the turnbuckle.



In this example, the Troll (**A**) has the Halfling Brawler (**B**) in base contact (depicted in green), so can Brawl him!

The Halfling Grappler (**C**) is in base contact with the ropes (depicted in orange), ready to bounce away.

The Goblin Grappler (**D**) has used an Action Point to climb the turnbuckle and is now on the turnbuckle (depicted in dark blue). He'll most likely be doing a turnbuckle attack soon!

Finally, the Orc Brawler (**E**) is in base contact with the ropes and the turnbuckle (depicted in light blue), biding his time.

THE MAT

The RUMBLESLAM gaming mat has 104 squares that wrestlers can be placed in. Wrestlers can normally be placed in any unoccupied square except on the ropes. Wrestlers can climb the turnbuckle as an action, but that is the only way onto the turnbuckle square.

COUNTERS

There are many moves and abilities in RUMBLESLAM that require you to place counters on wrestlers' character profile cards. These take the form of **-AP**, **-MP**, **+AP**, **+MP**, **Bleeding**, **Knockdown**, and **Crowd Pleaser**. See the Special Rules section for more details on what the counters do.

A wrestler may only have **one of each counter** in play at any one time, unless affected by an ability with a 2 listed, in which case it can have a maximum of 2 of the same counters in play (such as an attack with the (-2AP) special rule, or an ability that reads "place 2 (-AP) counters on the wrestler's card").

For example: a wrestler with 5MP gets hit by a successful attack with the (-2MP) special rule. It already has one -MP counter, so receives another one. When the wrestler is activated the 2 -MP counters are removed from its card, so it may only spend a maximum of 3MP during its activation.

OBJECT OF THE GAME

Two RUMBLESLAM teams have been drawn into the ring. Their sponsors have paid enough Dosh to get them fighting, but only one team can leave with the glory of victory.

Once the bell rings the mayhem will begin, as one team tries to either throw all opposing wrestlers out of the ring or pin them to the mat.

If at any point one player has no wrestlers left in the ring they are out of the game.

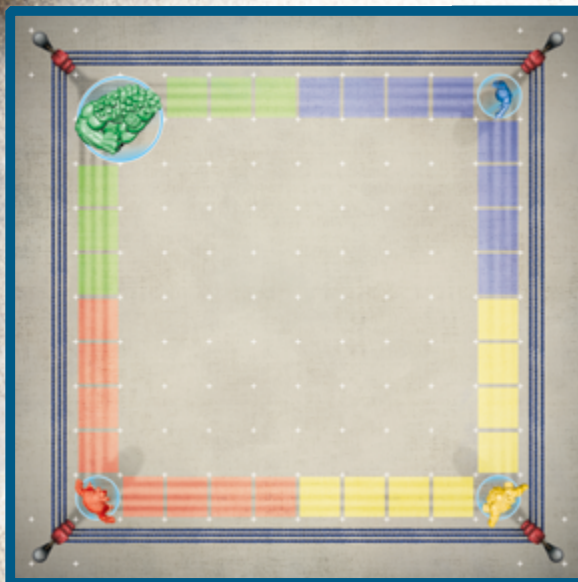
If ever only one player has wrestlers left in the ring, then the game is over and they are crowned the winner!

ROUNDS

RUMBLESLAM is played over **5 rounds**. A round starts when the player with **Initiative** activates their first wrestler, and ends when the last wrestler is activated.

When a round ends, another one begins straight after.

If there is no clear winner by the end of round 5 then the player with the **highest Dosh value** of wrestlers remaining in the ring is the winner! Wrestlers that are KO'd but still inside the ring are worth half as much Dosh.



This example shows the squares that form each player's corner. There are wrestlers in each corner to represent the different teams.

Each player is able to place wrestlers in any square within 5 squares of their turnbuckle that is also in base contact with a rope.

Note that WEIGHT 3 wrestlers occupy 4 squares, so that means that half of their base won't be in base contact with a rope (such as the Troll in green).

SETTING UP THE GAME

After choosing teams, you and your opponent must see who deploys first.

All players roll **1G die**.

The player with the lowest number (re-roll draws) picks a turnbuckle and places all of their wrestlers within 5 squares of that turnbuckle (not on top of it) and in base contact with the ropes. Those spaces are referred to as that player's corner. The next player then places their wrestlers in the **opposite corner**. Any additional players place their wrestlers in any other corner.

The game is then ready to begin!

ON THE SIDELINES

Any wrestlers that cannot be placed in the ring at the start of the game are counted as being on the sidelines. At the start of a round, before rolling for initiative, for every friendly wrestler that has been removed from the game, you may bring on one friendly wrestler from the sidelines.

Place that wrestler in an empty space in your corner. They may be activated as normal, and even activated first if you wish (meaning you roll to take the initiative using their DEX). Any wrestler still on the sidelines at the end of the game **never** has their Dosh value counted when calculating a winner.

FRIENDLY & ENEMY WRESTLERS

Any wrestler on your team is counted as a friendly wrestler, and any on opposing teams in an enemy wrestler. Skills that affect "friendly wrestlers" can also affect the active wrestler.

TAKING THE INITIATIVE

The player who placed a wrestler in the ring **first** holds onto the **Initiative card**. Whoever has the Initiative card nominates a wrestler to go first, and then each opponent chooses one, going clockwise around the table.

The players then **roll on the DEX stat** of that wrestler. The player with the highest result takes the Initiative and activates that wrestler first. In the event of a tie, the player with the Initiative card activates their wrestler first. **Regardless of who wins the roll for Initiative, the chosen wrestler must be the first wrestler each player activates that round.** If that wrestler is unable to be activated (because its been removed from the game by your turn for example), simply pick another wrestler to activate.

At the end of the round, the player with the Initiative card passes it clockwise around the table and the Initiative process begins again.

ACTIVATING WRESTLERS

Players take turns activating their wrestlers. Each player activates one wrestler only, before handing an activation over to the opponent who scored next highest on the Initiative roll. Repeat this process until all wrestlers have been activated.

If one team has more wrestlers than another, that player continues to activate their remaining wrestlers until every wrestler has been activated.

Activations use two key stats: **Movement Points (MP)** and **Action Points (AP)**. A wrestler doesn't have to use all of its MP or AP during its activation, but any remaining MP and AP are lost.

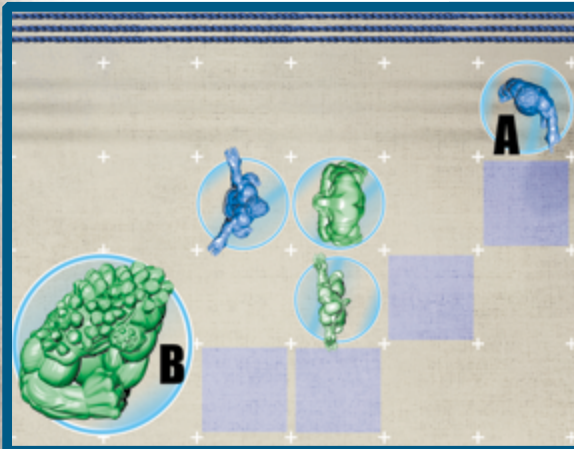
At the start of a new round, all wrestlers' MP and AP is replenished to its starting amount.

MOVEMENT POINTS

Each wrestler has a certain amount of **Movement Points (MP)** on their profile that they can spend to move about the ring. Moving one square costs 1MP, so a wrestler that has 5MP can move up to 5 squares during its activation.

Each move can be in any direction, including diagonally. A wrestler may perform actions in between using Movement Points.

Wrestlers may not move through or onto other wrestlers (friendly or enemy) unless otherwise stated by an attack or action. Wrestlers can move away from wrestlers, and there is no penalty for doing so. They may also move between wrestlers diagonally.



In this example, our Halfling Brawler (A) would like to move into base contact with the Troll (B).

It has 4 MP, so may move four squares during its activation.

The Halfling Brawler cannot move through any of the other wrestlers in its way, so must go around.

The Halfling Brawler moves four squares (depicted in blue), leaving it with 0 MP left.

ACTION POINTS

An action is a catch-all term used for anything a wrestler can do in the ring. Each wrestler has a number of **Action Points (AP)** they can spend on actions such as Brawling, Crowd Pleasing, or any number of special abilities.

The amount of AP used for each action varies, and is listed next to each action; either here in the rulebook or on a character's profile card.

Some actions affect just that wrestler, but most will affect an enemy wrestler as well. These actions are often referred to as **attacks**. When performing an attack, each player will have to roll dice according to their ATT, DEF, or DEX, depending on the attack, and add any plus or minuses from those stats to the final number.

When an attacking wrestler's roll beats a defending wrestler's roll, that attack is considered **successful**. Apply any applicable DMG first, and **then you must apply all** special rules the attack has listed in any order the attacking player wishes.

If the defending wrestler's roll beats the attacking wrestler's roll, or the roll is a draw, the attack is considered **unsuccessful** and no further action is usually taken.

After an action is complete - unless otherwise noted - the active wrestler is free to continue its activation.

DIRTY

Hitting a wrestler when their back is turned, trying to lift conscious foes, or doing the same move over and over will make the crowd start throwing things!

The first time in an activation a wrestler uses a Dirty action, the controlling player must roll a Crowd die **before** attempting it. If they roll a Cheer or blank result, the action proceeds as normal. If they roll a Boo result, that wrestler receives **1 (-AP) counter and its activation ends immediately**.

If a wrestler does 2 or more Dirty actions during its activation the same rules apply, but the controlling player must roll **2 Crowd dice**. If **either** dice rolls a Boo, the wrestler receives **1 (-AP) counter and ends its activation immediately**.

Performing an identical action 3 or more times in a single activation is called No Class and counts as a Dirty. Note that special abilities count as the action they're similar to for the purposes of No Class (such as a Rope Ability counting as a Rope Attack).

Any action that costs 0AP is considered a "free" action and **doesn't count** towards this limit (such as the (FURY) special rule giving a wrestler an extra Brawl attack).

Attempting to Throw an enemy wrestler who isn't KO'd or Tripping a wrestler both count as Dirty actions.

For example: A wrestler makes a Grapple attack against a wrestler. It then moves 2 squares and makes a Grapple attack against a different wrestler. It then attempts to use a special Grapple Ability. The player must roll a Crowd die before rolling for the third Grapple. Luckily they roll a Blank result, so can carry on. The wrestler then makes a fourth Grapple attack immediately afterwards! The player rolls 2 Crowd dice. One is a Cheer, and the other a Boo. The wrestler gains 1 (-AP) counter and immediately ends its activation.

KNOCKED DOWN

There are lots of attacks in RUMBLESLAM that can force your opponent to the floor. While they're there they are all but defenceless!

A wrestler that is Knocked Down receives a Knockdown counter. Alternatively you can simply place the wrestler face up on the ring. **A wrestler with a Knockdown counter counts its DEF as 0 after all modifiers.**

A wrestler may remove a Knockdown counter during its activation for 1AP. Until it does, it cannot make any other actions.

KO'D

If a wrestler's STA is 0, they are **KO'd**. A KO'd wrestler counts its ATT, DEF, GRP, and DEX value as 0 (except when taking the Initiative) and receives a Knockdown counter. You can place the wrestler face down on the ring to show they're KO'd. A KO'd wrestler still counts as occupying that square.

At the beginning of a KO'd wrestler's activation their controlling player must roll a Crowd die. If the result is a Cheer then the wrestler replenishes 1STA and is no longer KO'd. You may then activate the wrestler as normal (still with a Knockdown counter). If the result is a Blank or a Boo then end it is still KO'd and its activation ends immediately.

A wrestler that recovers Stamina from another source is no longer KO'd (but still Knocked Down).

BEATDOWNS & REVERSALS

When making any attack, if your dice result is **4 or more higher** than your opponent's dice result, your wrestler has delivered a Beatdown. Consult the Beatdown table for the effects.

However, if your opponent's dice result is **4 or more higher** than yours, they perform a Reversal! Consult the Reversal table below and carry out the results against your own wrestler!

BEATDOWNS

Dice	Effect
0-3	No added effect
4	+1DMG
5	+1DMG (SHOVE 2)
6	+2DMG (DAZED)
7	+2DMG (KNOCKDOWN)
8+	Target takes DMG equal to remaining Stamina (instant KO!)

REVERSALS

Dice	Effect
0-3	No added effect
4	Activation ended immediately
5	Activation ended immediately, 1DMG (SHOVE 2)
6	Activation ended immediately, attack hits attacking wrestler instead
7	Activation ended immediately, attack hits attacking wrestler instead with +1DMG
8+	Activation ended immediately, attack hits attacking wrestler instead with +1DMG and (CROWD PLEASE)

ACTIONS



BRAWL - 1AP

A Brawl action is a basic attack that covers punches, kicks, rakes etc. For 1AP a wrestler can Brawl with an enemy wrestler in **base contact**.

Roll your wrestler's ATT stat, and your opponent rolls the DEF stat of the wrestler being attacked.

If your result is **higher**, you win the Brawl and the enemy wrestler takes 1DMG.

If your **opponent's** result is higher, or the roll is a **draw**, your attack fails to connect or doesn't phase the wrestler and there is no effect.



GRAPPLE - 1AP

A Grapple action is the bread and butter of most wrestling matches. Grabs, suplexes, and piledrivers (to name a few) all depend on being able to get a good grip on your opponent. For 1AP a wrestler can Grapple with an enemy wrestler in **base contact**.

Roll your wrestler's GRP stat, and your opponent also rolls the GRP stat of the wrestler being attacked.

If your result is **higher**, you win the Grapple and the enemy wrestler takes 1DMG.

If your **opponent's** result is higher, or the roll is a **draw**, your wrestler doesn't manage to get a good hold on the opponent and there is no effect.

GRAPPLE ABILITIES

A wrestler may have a unique Grapple Ability, which will be listed on its character card. It costs the AP listed **instead**, does different amounts of damage, and uses special rules on the card. Otherwise it counts as a Grapple. Grapple Abilities always use the wrestler's GRP stat. They have the GRP value listed on the skill for ease of play.



TRIP - 2AP (DIRTY) (KNOCKDOWN)

It's a low down trick, but sometimes you have no choice but to push your opponent to the floor.

For 2AP a wrestler can Trip an enemy wrestler in **base contact**. You must first roll a Crowd die to see if the Dirty action is able to be performed (see page 25).

Roll your wrestler's ATT stat, and **your opponent chooses to roll either** the DEF or DEX stat of the wrestler being attacked.

If your result is **higher**, your Trip is successful and the enemy wrestler receives a Knockdown counter.

If your **opponent's DEF** result is higher, or the roll is a draw, the opponent sees the attack coming and hits you right back! The attack is unsuccessful and the active wrestler takes 1DMG.

If your **opponent's DEX** result is higher, or the roll is a draw, the opponent manages to dodge out of the way! The attack is unsuccessful and the defending player moves their wrestler 1 square.



PIN - 1AP (CROWD)

Sometimes the best way to get a wrestler out of the match is to pin them to the mat until the count!

For 1AP a wrestler can Pin an enemy wrestler in **base contact with a Knockdown counter**.

Both players roll 1C for every point of WEIGHT that their wrestler has. The **defending** wrestler adds 1C if it has **at least half its Stamina** remaining (rounding up), or 2C if it has **all of its Stamina** remaining. **KO'd wrestlers instead roll only 1C, regardless of their WEIGHT.**

If the your result is higher, the defending wrestler is **removed from the game** (attacking player has the optional choice of yelling "YOU'RE OUTTA THERE") and the active wrestler must make a Crowd Pleaser due to the (CROWD) special rule.

If your **opponent's** result is higher, or the roll is a **draw**, there is no effect.

Beatdowns and Reversals cannot happen when attempting a Pin action.

BOUNCE OFF THE ROPE - 1AP

Bouncing off the rope to go flying into an opponent is a staple in the wrestling rings of RUMBLESLAM. There's nothing quite like the sight of an angry ogre barrelling towards a helpless goblin to get the crowd on their feet!

Wrestlers that are **in base contact with the rope** may bounce off it. If a wrestler is in base contact with 2 ropes, you must declare the direction they will bounce (a wrestler cannot bounce diagonally).

Bouncing off the rope costs 1AP.

The wrestler then moves **5 squares in a straight line** directly away from the rope it bounced off. **This does not use any MP**, and cannot be used to move through an occupied square. If the wrestler's movement is interrupted by an occupied square, immediately stop its movement and discard any remainder.



ROPE ATTACK

If a wrestler's bounce off the ropes is **interrupted by an enemy wrestler** occupying a square, you must stop your wrestler's movement and instantly make a Rope Attack.

This is carried out at the friendly wrestler's ATT value +1C die against the enemy wrestler's DEF value.

If your result is **higher**, you win the Rope Attack and the enemy wrestler takes 1DMG.

If your **opponent's** result is higher, or the roll is a **draw**, your wrestler doesn't draw blood and the attack fails.

ROPE ABILITIES

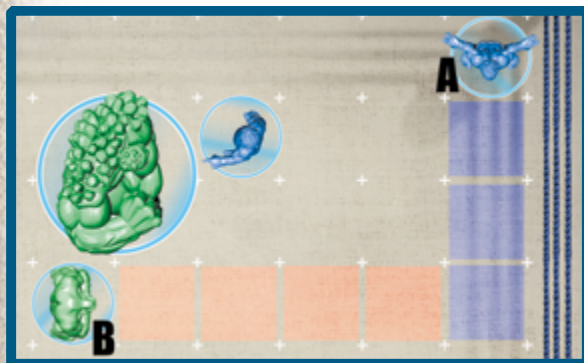
Some wrestlers have Rope Abilities listed on their character profile cards. When in base contact with a rope, the wrestler may instead perform a Rope Ability. **Instead of paying 1AP, the wrestler pays the AP cost listed for the Ability.** The Ability otherwise counts as bouncing off the ropes and will cause Rope Attacks in the same way. However, it **uses the attack profile and special rules** listed on the character profile card. Rope Abilities do not gain the +1 Copper dice bonus for Rope Attacks.

BOUNCED FROM THE ROPES

If an enemy wrestler is either **thrown into base contact** with the ropes or **hit by an attack that forces them to move and their movement is interrupted by a rope** (such as an attack with the (SHOVE) special rule), they are instead bounced from the ropes.

Immediately stop their movement in base contact with the rope and move them five squares directly away from the rope that interrupted the movement (attacker's choice if the wrestler is in base contact with 2 ropes). If this movement is interrupted by **any enemy wrestler**, it is immediately stopped as normal, and the **stationary wrestler** makes a Rope Attack against the moving wrestler, with +1C to its ATT stat as normal.

If the moving wrestler's movement could be stopped by two stationary wrestlers (such as when a WEIGHT 3 wrestler is bounced from the ropes), the stationary wrestlers' player may choose with which wrestler to attack.



The Halfling Grappler (A) wants to make a Rope Attack against the Orc Brawler (B). He moves three spaces for 3MP (depicted in blue), and then bounces off the rope for the cost of 1AP.

The Halfling Grappler moves four out of its five spaces (depicted in red), but the fifth square of movement is interrupted by the Orc Brawler.

The Halfling Grappler immediately stops moving and discards the remaining one square of movement.

It then makes a Rope Attack against the Orc Brawler. The Halfling Grappler rolls its ATT of 1C and adds +1C for a Rope Attack.

CLIMB THE TURNBUCKLE - 1AP

Wrestlers that are in base contact with the turnbuckle can spend 1AP to climb it.

When a wrestler climbs the turnbuckle place them on the turnbuckle square. **WEIGHT 3** wrestlers only occupy one square when on a turnbuckle.

A wrestler on a turnbuckle can be knocked off by opposing wrestlers, forcing the wrestler out of the ring and out of the game. **Any wrestler that gets hit by any kind of successful attack or takes DMG whilst stood on the turnbuckle** must (after applying DMG and special rules) test as if it had been Thrown out of the ring (including causing a Crowd Pleaser if they fall). If successful, the wrestler stays on the turnbuckle.

DISMOUNT THE TURNBUCKLE - 1AP

Sometimes a wrestler may climb the turnbuckle with the best intentions (jumping off and squashing an opponent), but before they get the chance, all the enemy wrestlers move away! In that situation, there's nothing to do but shamefully slink back down into the ring.

You may choose for a wrestler who has climbed the turnbuckle to dismount it instead of making an attack. The dismount costs that wrestler 1AP. Move the wrestler back into base contact with the turnbuckle.

WEIGHT 3 wrestlers have the (IMPACT) special rule when dismounting the turnbuckle.



TURNBUCKLE - 2AP (JUMP) (CROWD)

When on the turnbuckle you may use a turnbuckle attack. Select a target enemy wrestler.

The enemy wrestler must be within the **maximum MP** of the active wrestler. This is called the range. This distance is measured in the same way as movement, and doesn't have to be in a straight line. However, you may **ignore any wrestlers** in the path of the movement due to the (JUMP) special rule. Measure as if moving from the friendly wrestler to the square occupied by the enemy wrestler. If they are in range, you may make the attack. **The range moved doesn't use any MP.**

Once you have decided on the target, move your wrestler into an **unoccupied square in base contact with that target**. This square **can take the wrestler further** away from the turnbuckle than the range of their attack - the range is only measured to the target wrestler. If there are no unoccupied squares in base contact with the target wrestler, you may not make a Turnbuckle attack against them.

Then roll the wrestler's ATT stat +1G die. Your opponent rolls their DEF dice to try to stop the attack. If your result is **higher** the attack is successful and causes 1 Damage. Make a Crowd Pleaser due to the (CROWD) special rule.

If your **opponent's** result is higher, or the result is a **draw**, the attack fails and both wrestlers remain in base contact with each other with no other effects.

Should your range allow it, you may attack an opponent who is on a different turnbuckle.

All WEIGHT 3 wrestlers have the (IMPACT) special rule when performing a Turnbuckle Attack or Turnbuckle Ability.

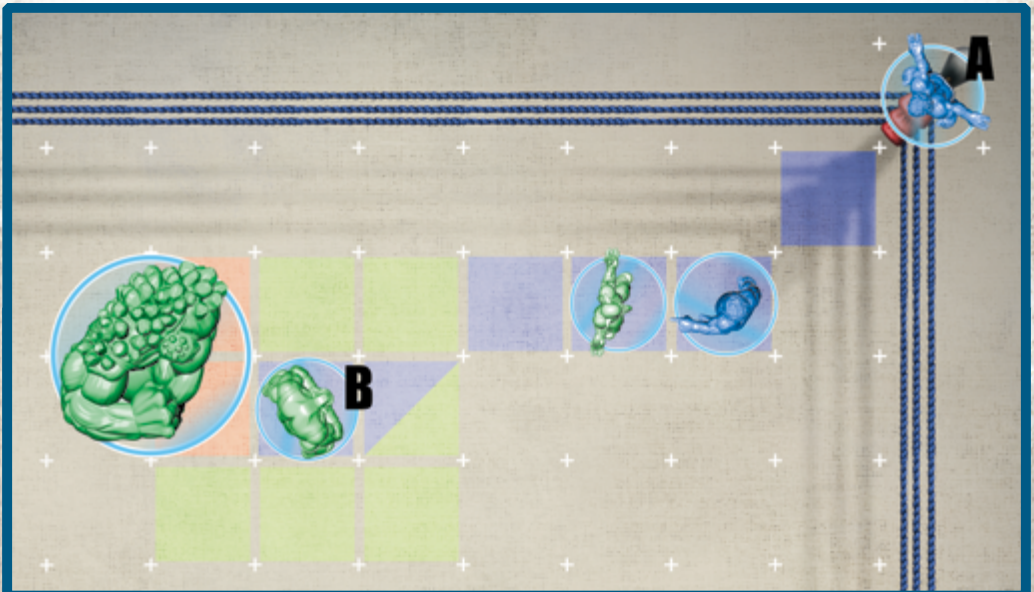
TURNBUCKLE ABILITIES

Some wrestlers have Turnbuckle Abilities listed on their character profile cards. When on a turnbuckle, the wrestler may instead perform a Turnbuckle Ability. **Instead of paying 2AP, the wrestler pays the AP cost listed for the Ability.** The Ability otherwise counts as a Turnbuckle Attack.

However, it uses the **attack profile and special rules** listed on the character profile card, and the range value listed instead. It still has the (CROWD) rule.

SMASHED AGAINST THE TURNBUCKLE

If an enemy wrestler is either **thrown into base contact with a turnbuckle, or hit by an attack that forces them to move and their movement is interrupted by a turnbuckle** (such as an attack with the (SHOVE) special rule), they take +2 DMG.



In this example, the Halfling Grappler (A) has decided to target the Orc Brawler (B) with its Turnbuckle Ability. The Orc Brawler is within the Turnbuckle Ability's RNG of 6 (in blue), so he uses the AP cost of the ability and moves to perform the skill.

The Halfling Grappler needs to be placed in base contact with the Orc Brawler (in green). It may even be placed in a square that is a further distance than the Attack's RNG.

However, it cannot be placed on an occupied square (in red).

The Halfling Grappler is placed in one of the squares and rolls the ATT of its Turnbuckle Ability which is 2S, giving the Halfling Grappler a slight advantage over this towering opponent!



LIFT - 1AP (DIRTY)

Throwing wrestlers wows crowds and wins matches of RUMBLESLAM!

For 1AP a wrestler may lift an enemy wrestler in **base contact**. You must first roll a Crowd die to see if the Dirty action is able to be performed (see page 25). **All Dirty rolls automatically succeed when attempting to Lift a KO'd wrestler.**

Roll your wrestler's GRP stat, and your opponent chooses to roll **either** the GRP or DEX stat of the wrestler being attacked.

If your result is **higher**, your attack is successful and the enemy wrestler is Lifted. Place the Lifted wrestler on the attacker's character profile card.

If your **opponent's GRP result is higher, or the roll is a draw**, the opponent sees the attack coming and hits you right back! The attack is unsuccessful and the active wrestler takes 1DMG.

If your **opponent's DEX result is higher, or the roll is a draw**, the opponent manages to dodge out of the way! The attack is unsuccessful and the defending player moves their wrestler 1 square..

When attempting to Lift a KO'd wrestler or a friendly wrestler, simply equal or beat their WEIGHT value to succeed.

If a wrestler that is currently Lifting another wrestler takes damage, is Knocked Down, or is themselves Lifted, the Lifted wrestler is immediately dropped. The controlling player places their Lifted wrestler in base contact with the Lifting wrestler (or in the closest unoccupied square).

ACTIVATING A LIFTED WRESTLER

A player may activate a wrestler that has been Lifted in the same way as any other wrestler. However, when they are activated, the wrestler must try to get down. **Simply roll as if the Lifting wrestler is attempting to Lift again.**

If the **Lifted wrestler is successful**, place it in base contact with the Lifting wrestler. **If unsuccessful, their activation ends immediately.** A friendly lifted wrestler automatically succeeds this roll.

If a Lifted wrestler is KO'd or has a Knockdown counter, they may attempt to recover as normal **before** attempting to escape a Lift.



THROW - 1AP

A wrestler may Throw a Lifted wrestler the number of squares on its THROW stat. The distance to throw is measured in the same way as movement.

When throwing another wrestler, pick a square for them to land in. Ignore any other wrestlers in the path of the throw (but not in the square they're landing in – see Live Ammunition below) and place the target wrestler in the square.

A WEIGHT 3 wrestler has the (IMPACT) special rule when being thrown. It must be placed either wholly in the ring or wholly out of the ring, but its base can travel further than the THROW distance due to placement. Simply pick a single square within the THROW distance - part of the wrestler's base must be in that square.

LIVE AMMUNITION

If a wrestler is thrown onto a square that is **occupied by another wrestler** (even on the Turnbuckle), it counts as a Live Ammunition attack. The active player places the thrown wrestler in base contact with the target in a square as close to the throwing wrestler as possible. If the thrown wrestler cannot be placed in base contact, place it as close to the target wrestler as possible. A WEIGHT 3 wrestler only hits the target wrestler.

The target wrestler must make a 3+ DEX roll. If the target **passes** the roll, the attack is unsuccessful and there is no other effect.

If the target wrestler **fails** its DEX roll, the attack is successful, and the target wrestler takes DMG equal to the thrown wrestler's WEIGHT.

Regardless of whether the attack is successful or not, the thrown wrestler takes 1DMG.

THROWING A WRESTLER OUT THE RING

When throwing an enemy wrestler, you may choose to throw them out of the ring if your wrestler has enough range to do so. Throw the wrestler as normal, with the target square being in **base contact with the very edge of the ring (ON the rope)**.

When throwing a wrestler out of the ring, that wrestler must make a DEX roll of 3+ to stay in the ring. If they succeed, the defending player places the wrestler in **base contact with the rope as close as possible to the target square**.

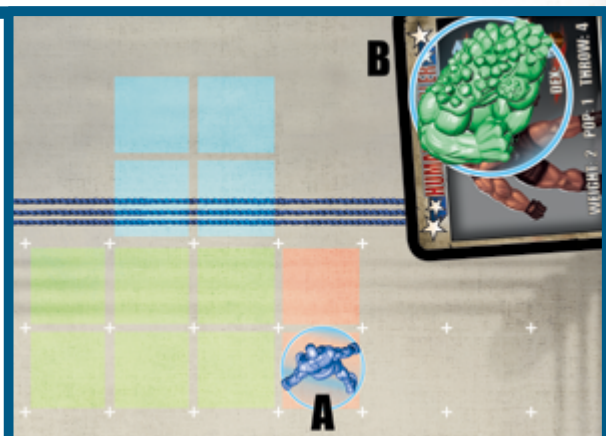
If they fail, the wrestler has been thrown out of the ring and is removed from the game.

A successful attempt at throwing an enemy wrestler out of the ring has the (CROWD) special rule.

In this example, things have taken a turn! The Human Grapppler (A) has Lifted the Troll (B) and is attempting to throw it out of the ring.

The Human Grapppler picks a point to throw the Troll (depicted in light blue) that would put the Troll completely out of the ring. The Troll then has to make a DEX roll of 3+ to stay in. It's DEX is only 1C, but miraculously it passes the roll!

The Troll's player then must place the Troll in a square in base contact with the rope as close to the target square as possible (depicted in green). The Troll can't be placed in an occupied square, and still must be placed wholly within the ring.



THROWING A KO'D WRESTLER OUT OF THE RING

A KO'd wrestler has a DEX of 0, so **cannot test to see if it stays in the ring**. If a KO'd wrestler is thrown out the ring, there's no chance to save them!

THROWING A WRESTLER ONTO THE TURNBUCKLE

You may throw a wrestler onto an empty turnbuckle. The wrestler tests as if being thrown out of the ring. If successful, place the wrestler onto the turnbuckle.

THROWING AGAINST THE ROPES OR TURNBUCKLE

If you throw a wrestler into base contact with the ropes, that wrestler will be **bounced from the ropes**. If you throw a wrestler into base contact with the turnbuckle, it is **smashed against the turnbuckle** or bounced from the ropes (active player's choice).



In this example, the Troll (A) has Lifted the Halfling Grappler (B) and has several options for throwing targets! In red the Troll can throw the Halfling Grappler out of the ring. The topmost red square would be the target (on top of the ropes).

In blue the Troll can make a Live Ammunition attack. They could throw the Halfling Grappler at the Halfling Brawler (C). As Throwing ignores any intervening wrestlers, the Troll could throw him over the wrestler in the way.

In light blue the Troll can throw the Halfling Grappler into base contact with the turnbuckle. This would count as smashing against the turnbuckle, so would cause +2 DMG.

In orange the Troll can throw the Halfling Grappler into the ropes. The Halfling Grappler is placed in base contact with the rope, and as this is a throw attack, that means that it is bounced from the ropes. It moves in a straight line directly away from the ropes (in green) and has its movement interrupted by the Orc Brawler (D) who carries out a Rope Attack against it.



CROWD PLEASER - VARIOUS AP

The cheers and boos of the crowd can give a wrestler a new surge of energy, or dishearten even the most practised performer.

Every wrestler has a unique Crowd Pleaser ability.

A wrestler's Popularity (POP) indicates **how much AP a Crowd Pleaser costs**. Roll a Crowd die. If you roll a Cheer then follow the instructions for the individual Crowd Pleaser. Place a Crowd Pleaser counter on the wrestler's character card to remind you that it is activated. Remove this counter when the Crowd Pleaser comes to an end, the wrestler is KO'd, or removed from the ring.

If you roll a Boo result the wrestler fails its Crowd Pleaser and receives 1 (-AP) counter.

If you roll a Blank, there is no effect.

A wrestler that succeeds or fails its Crowd Pleaser treats all Cheer results on Crowd Pleasers as blanks for the rest of the round.



HEEL

Some wrestlers just want to watch the ring burn! These "bad guys" thrive when the crowd is jeering, performing all manner of underhanded moves whilst the ref's back is turned.

When a HEEL wrestler rolls a Crowd Pleaser, it needs to roll a Boo result to activate its Crowd Pleaser, and any Cheer results count as blanks.

A HEEL wrestler that succeeds or fails its Crowd Pleaser treats all results on Crowd Pleasers as blanks for the rest of the round!

Note that unless otherwise stated, the HEEL rule **only applies to Crowd Pleasers**, not every time the wrestler rolls a Crowd die!



ACTIVE ABILITIES - VARIOUS AP

Some wrestlers have additional moves and abilities.

Active Abilities have an AP cost associated with them. A wrestler may perform these at any time you would be able to use an action during its activation. To use them, simply declare you are using the Active Ability, pay the AP cost and follow the instructions on the wrestler's card.

Some Active Abilities have stat lines similar to other attacks. Simply treat them as you would a normal attack – rolling the ATT value listed against the target opponent's DEF value. A wrestler must be in **base contact** with the target to use these Active Abilities.



PASSIVE ABILITIES

Passive abilities simply add their effect whenever it becomes relevant and follow the instructions on the wrestlers card. They don't have any AP cost to them, and are always active whilst a wrestler is in the ring.

A wrestler's Passive abilities do not work whilst it has a Knockdown counter or while it is Lifted.



CHOICE ABILITIES

Choice abilities are a special kind of Passive ability. At the start of a wrestler with a Choice ability's activation, pick a single rule from the listed options. That wrestler gains that Passive ability. **A wrestler may usually only have one choice in play at any time** – if selecting a different choice than the previous activation, the wrestler loses the other rule.

SPECIAL RULES

If an action has any of the following keywords listed it **must be used**, but can be used in any order that the attacker wishes.

(+/- AP)

A successful hit from an attack with this special rule in its description places the corresponding number of **red (-AP)** or **blue (+AP)** counters onto the defending wrestler's character profile card.

Receiving AP counters during an activation doesn't affect the wrestler immediately. If a wrestler **starts its activation** with (+AP) or (-AP) counters, modify its AP by that amount and remove the counters.

(+/- MP)

A successful hit from an attack with this special rule in its description places the corresponding number of **red (-MP)** or **blue (+MP)** counters onto the defending wrestler's character profile card.

Receiving MP counters during an activation doesn't affect the wrestler immediately. If a wrestler **starts its activation** with (+MP) or (-MP) counters, modify its MP by that amount and remove the counters.

(BLEEDING)

A successful action with this special rule inflicts the Bleeding condition. Place a Bleeding counter on the affected wrestler.

A wrestler with a Bleeding counter must roll a **Crowd die** at the **start of their activation**. On a Cheer result, the bleeding stops and the Bleeding counter is removed. On a Boo or blank, the counter stays in play and the wrestler takes 1DMG.

A wrestler automatically loses its Bleeding counter if it is KO'd.

(BOUNCEBACK X)

A successful hit from an attack with this special rule in its description makes the attacker move the full X number of squares in a **straight line directly away** from the opponent.

(CROWD)

For every successful action with this special rule in its description the friendly wrestler must immediately use a Crowd Pleaser action for OAP.

All Turnbuckle Attacks and Pin Attacks have this special rule, as do successful attempts to Throw an enemy wrestler out of the ring.

Note that this rule may be written as (CROWD) or (CROWD PLEASER), but both do the same thing.

(DAZED)

A successful hit from an attack with this special rule in its description makes the opposing player roll a **Crowd die** and apply the listed effect to the target wrestler:

Crowd	Effect
Blank	The wrestler receives a Knockdown counter, 1 (-AP) counter, and 1 (-MP) counter.
Boo!	The wrestler receives 1 (-AP) counter, and 1 (-MP) counter.
Cheer!	No effect.

(DEVASTATING)

An action with this special rule hits **every wrestler in base contact** with this wrestler (friendly and enemy!).

Only roll the action's attack dice **once** and apply it to each affected wrestler, but each wrestler must defend against the attack separately (the attacking wrestler decides what order to attack the wrestlers).

Beatdowns and Reversals cannot happen against actions with the (DEVASTATING) special rule.

(DIRTY)

An action with this special rule follows the Dirty rules (see page 25).

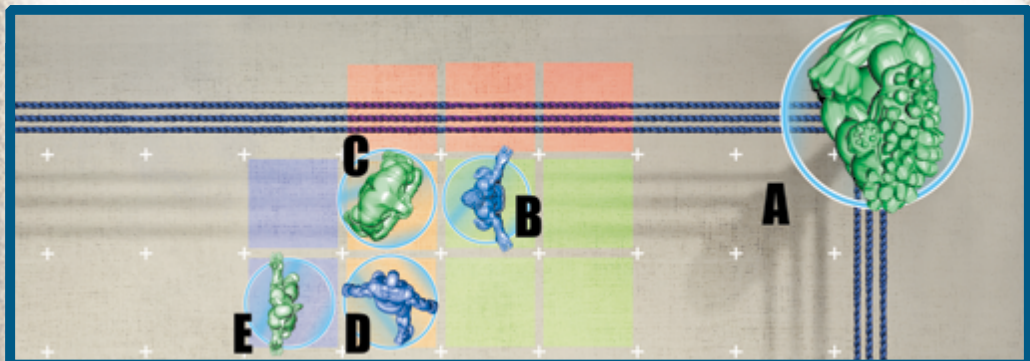
(FURY)

A successful hit from an action with this special rule causes the wrestler to make a **single** additional Brawl attack for OAP against the same target if it is still in base contact.

(IMPACT)

When a wrestler with this special rule performs a **Turnbuckle Attack, dismounts the turnbuckle, or is thrown** they may be placed in a square that is occupied by another wrestler (friendly or enemy, including the targeted wrestler). The player controlling the active wrestler moves the intervening wrestler into an unoccupied square in base contact. If all adjacent squares are occupied, move those occupying wrestlers away in the same manner until there is enough space for this wrestler to be placed (see diagram opposite for an example of this). Once placed, carry on the action as normal.

All WEIGHT 3 wrestlers have this special rule.



In this example, the Troll (A) is going to use a Turnbuckle Ability on the Halfling Grappler (B). He's chosen where he'd like to land (depicted in green).

The (IMPACT) special rule means that the Troll can land in the square occupied by the Halfling Grappler, but must push it out of the way into base contact. Unfortunately the only squares in base contact are either occupied (depicted in orange) or outside of the ring (depicted in red).

In this instance, the Troll's player must elect to move either the Orc Brawler (C) or the Human Grappler (D). The player elects to move the Orc Brawler.

The Orc Brawler must be moved into base contact (depicted in blue). However, the Goblin Grappler (E) is in one square, so the Orc Brawler gets moved into the other, and the Halfling Grappler moved into his square. Now the Troll is free to land and do his attack!

(JUMP)

Attacks with this special rule allow the wrestler to move **through** squares occupied by other wrestlers should they so wish. The wrestler may not end its attack movement in the same square as another wrestler, and must still be placed in an unoccupied square.

All Turnbuckle Attacks have this special rule.

(KNOCKDOWN)

A wrestler that suffers a successful hit from an attack with this special rule receives a Knockdown counter. A wrestler with a Knockdown counter counts its DEF as 0.

A wrestler may remove a Knockdown counter during its activation for 1AP.

(LIFTED)

A wrestler that suffers a successful hit from an attack with this special rule is automatically Lifted by the attacking wrestler, provided they are still in base contact. The target wrestler may not defend against this attack in any way.

(ROCKET)

A Rope Ability with this special rule moves **8 squares** instead of the usual 5 when bouncing off the ropes.

(SHOVE X)

A successful hit from an attack with this special rule instantly pushes the targeted opponent the full X number of squares in a direction chosen by the attacker. This can be any direction including diagonally, but **must be in a straight line and cannot be directly towards the attacking wrestler**. A Knocked Down wrestler can still be shoved.

The affected wrestler **stops immediately** if their movement would force them to move into an occupied square, but is **bounced from the rope** if the movement is interrupted by a rope. If their movement is interrupted by the turnbuckle, they are **smashed against the turnbuckle**.

(THROW X)

A successful attack with this special rule causes the attacking wrestler to automatically make Lift and Throw actions for 0AP. The target wrestler is thrown up to X amount of squares listed in the special rule, rather than the usual distance. Otherwise the Throw action is treated as normal.

BUILDING YOUR TEAM

DOSH & CASINOS

In RUMBLESLAM teams are owned by casinos, paid for with cold, hard Dosh by you, the sponsor. When hiring your team, you and your opponent have to spend the same amount of Dosh.

There are no restrictions on what wrestlers you can bring, or the Dosh you can spend.

However, hiring all of your wrestlers from a single casino affords you bonuses.

GAME SIZE

A game of RUMBLESLAM will start at around 30 minutes, but can go on for a couple of hours depending on the amount of Dosh spent and the number of players! Depending on how much you want to spend on your team, you will usually be using one of three styles of match. These are the recommended game sizes, but feel free to define your own!

Lightweight Bout – 1 million Dosh,
2 players (30 minutes)

Middleweight Match – 1.5 million Dosh,
2 players (45 minutes)

RUMBLESLAM Madness – 2.5 million+
Dosh,
2 players (upward of 90 minutes)

HIRING WRESTLERS

There is usually no limit on how many (or how few) wrestlers you may have in your team. The more wrestlers you have, the more flexibility you will have in a game, but the more expensive players often come with better skills or better stats!

ROOKIES & SUPERSTARS

Wrestlers in RUMBLESLAM are organised into two types: Rookies and Superstars. Rookies are dime a dozen and represent wrestlers that haven't got their names out there yet. Superstars are unique powerful wrestlers - the kind that inspire the Rookies to start wrestling in the first place!

Rookies have white stars next to their names on their character cards. **You can take as many identical Rookies in your team as you like**, but bear in mind that a wide variety of skills are useful in the ring! You could have an entire team made up of Halfling Grapplers if you wish, but don't expect to win many matches!

Superstars have yellow stars next to their names and are unique, so **you may only hire one of each for your team**. There are no limits on how many of each Superstar are allowed in the ring though, so you may find you end up with your Orkishi fighting your opponent's Orkishi! Any matching superstars are obviously imposters, and should be treated as such!

You may choose to hire any number of different Superstars for your team, but bear in mind that they cost a lot more than regular players!

TAG TEAMS

A Tag Team is a special kind of Superstar - two players in one! When hiring a Tag Team you have two options: **Exhibition Tag Team** and **Traditional Tag Team**.

EXHIBITION TAG TEAM

In an Exhibition Tag Team each wrestler is paid for as normal, and you get to use both wrestlers in the ring at the same time, setting up the game as normal.

Alternatively you may hire a single wrestler from a Tag Team for their cost just like any other superstar, but bear in mind that Tag Teams work best as a pair!

TRADITIONAL TAG TEAM

In a Traditional Tag Team you receive a discount on the superstars. The Tag Team superstars cost their regular amount with a **one-time -150K Dosh discount for both**.

When setting up the game, **only one Tag Team partner is placed in the ring**, the other wrestler gets placed On The Sidelines (see page 22). **The Tag Team wrestler On The Sidelines may only enter the ring if its Tag Team partner is removed from the game, or if that wrestler performs a Tag Out.**

TAG OUT - 2AP

This is a special ability that only Traditional Tag Teams may use.

If a member of a Tag Team is in **base contact with a rope**, they may pay 2AP to Tag Out. Simply replace that Wrestler with their Tag Team Partner and end their activation.

The new wrestler starts with their full AP and MP, and may be activated during the current round.

You may only Tag Out once a round.



TAG TEAM ABILITIES - VARIOUS AP

Tag Teams have a special Tag Team Ability they can use together.

In an Exhibition Tag Team, both wrestlers must be in **base contact with each other**.

In a Traditional Tag Team, the active Tag Team wrestler must be in **base contact with the rope**.

Treat the action exactly the same as an Active Ability (see page 38).

Each Tag Team may only perform one Tag Out **or** one Tag Team Ability each round.

ENDORSEMENTS

There's one surefire way to make a RUMBLESLAM wrestler fight harder: money. Sponsors will only endorse the best wrestlers. They can't be seen to give up - it would spoil the brand!

Any player may choose to buy up to **8 Endorsements** for each match.

Each Endorsement costs 25K Dosh.

An Endorsement may be used at any time during the match to **re-roll a single die**. This die may be Gold, Silver, Copper, or Crowd, but only **one per Endorsement** (no matter how many dice are rolled at once).

The re-roll can only be from your dice - no forcing an opponent to re-roll their dice! **Each Endorsement may only be used once per match**, but you may re-roll as many dice as you have purchased Endorsements in one round, activation, or even during a single roll! **Just remember: you may never re-roll a re-roll.**

SPONSORSHIP BONUSES

In the world of RUMBLESLAM, each wrestler may be hired to fight alongside any other wrestler from any other casino. The drama of the ring moves quickly, and two wrestlers who were in a grudge match on one day may well be teaming up the next!

That said, there's nothing the crowd loves more than seeing a classic stable come together to beat the snot out of its opponents, and the sponsors love nothing more than promoting it!

You may purchase a single Sponsorship for your team for 50K.

Additionally, **if your entire team is made up of wrestlers from one casino, or one casino and any number of Free Agents**, you will gain an additional Sponsorship for your game.

Simply pick a Sponsorship from the list below at the start of the game. Each sponsorship gives a specific rule, and may be used **once per game**. From the **second round onwards**, before rolling for initiative, declare that you will be using your sponsorship.



MANA MANIA MUSCLE MAKER

Harness Your Inner Mana (All Actual Effects Purely Coincidental)

Roll 1G. The result is the number of friendly wrestlers that receive +1ATT until the end of the round.



ALCHEMIST'S GUILD PROTEIN POTION

Turn Your Gold Into MUSCLE!

Roll 1G. The result is the number of friendly wrestlers that receive +1GRP until the end of the round.



WOODLAND WONDER SPRITE STEROIDS

The Original Pixie Dust Pills

Roll 1G. The result is the number of friendly wrestlers that receive +1DEX until the end of the round.



SNORI'S STONESKIN SUPPLEMENTS

One Little Pill And You'll Be ROCK HARD

Roll 1S. The result is the number of friendly wrestlers that receive +1DEF until the end of the round.



PHOENIX FIZZ

Fainted Party Members? Phoenix Fizz: Taste the Phoenix

Roll 1S. The result is the number of friendly wrestlers that immediately replenish 1STA and remove any Knockdown counters they have.



ORKA-COLA

Tastes Like it Can Strip the Metal Off a Dwarf's Backside, Because it Can

Roll 1S. The result is the number of friendly wrestlers that receive 1 (+AP) counter.



TAURAN TACOS

Grab Flavour By the Horns!

Roll 1G. The result is the number of friendly wrestlers that receive 1 (+MP) counter.



EAGLE AIRWAYS

Whatever Corner You're Backed Into, Always Rely on Eagles

Roll 1S. The result is the number of friendly wrestlers that are moved to any empty space in the ring, except on a turnbuckle.

QUICK REFERENCE

BASICS



Brawl - 1AP
ATT vs DEF. 1 DMG.



Grapple - 1AP
GRP vs GRP. 1 DMG.



Trip - 2AP (DIRTY)
(KNOCKDOWN)
ATT vs DEF or DEX.



Pin - 1AP (CROWD)
Attacker: 1C for each WEIGHT.
Defender: 1C for each WEIGHT,
+1C if half Stamina, +2C if full
Stamina. 1C ONLY if KO'd.



Active Ability - Various AP
Follow text or ATT vs DEF.



Tag Ability - Various AP
Counts as Active Ability, but must
be in base contact with Ropes or
Tag Partner.



Passive Ability
Always in play while the wrestler is
in the ring and doesn't have a
Knockdown counter or is Lifted.



Choice Ability
Pick 1 option at the start of
activation. Gain that Passive Ability.



Crowd Pleaser - AP equal to POP.
Cheer: follow rules on card.
Boo: 1 (-AP) counter.
Blank: no effect.



Heel - needs Boo instead of Cheer.
Cheer counts as blank.

THE ROPES

Bounce off the ropes - 1AP.
Move 5 squares. If interrupted, make:



Rope Attack
ATT+1C vs DEF. 1 DMG.

Rope Ability - Various AP
Pay listed AP cost instead to bounce off the
ropes. Move 5 squares. If interrupted, use
attack listed on card instead.

Bounced From the Ropes

If thrown in base contact with a rope, or
hit by an attack that forces you to move
and movement is interrupted by the ropes,
bounce off 5 squares.
If that movement is interrupted by an enemy
wrestler, they make a rope attack against you.

THE TURNBUCKLE

Climb the turnbuckle - 1AP

Dismount - 1AP



Turnbuckle Attack - 2AP
(JUMP) (CROWD)
ATT+1G vs DEF. 2 DMG.

Move up to total MP of wrestler onto
opponent, ignoring other wrestlers in the
way. Place wrestler in base contact.

Turnbuckle Ability - Various AP
(JUMP) (CROWD)
Pay AP cost and use attack listed on card.

Smashed Against the Turnbuckle

If target wrestler is in base contact with
the turnbuckle when attacked, or moves
into base contact as part of an attack, that
attacked gains +2 DMG.

LIFTING & THROWING



Lift - 1AP

GRP vs GRP or DEX. Or equal WEIGHT if target is KO'd.

If successful, enemy is Lifted. Is unsuccessful on GRP, take 1 DMG. If unsuccessful on DEX, enemy moves 1 square.



Throw - 1AP

Place wrestler within THROW range. Target square can be:

- **Empty square:** no effect.
- **Occupied by enemy wrestler:** Live Ammunition. Thrown wrestler takes 1 DMG. Defender rolls 3+ on DEX or takes thrown wrestler's WEIGHT in DMG.
- **Base contact with ropes:** bounced from the ropes.
- **Base contact with turnbuckle:** smashed against the turnbuckle.
- **On the turnbuckle:** test for thrown out of the ring, with +1 DEX.
- **Out of the ring:** thrown wrestler must roll 3+ DEX to stay in the game. If they fail, roll a Crowd Pleaser.

COUNTERS

(AP) & (MP)

Remove counters and apply effects at the start of activation. No more than 1 of each unless attack specifically says so.

Bleeding

Roll Crowd die at the start of activation. On a Cheer, remove the counter, on anything else take 1 DMG and don't remove it.

Knocked Down

DEF reduced to 0. 1AP to remove counter.

DAZED

Roll a Crowd die immediately:

Cheer: no effect.

Boo: 1 (-AP) and 1 (-MP) counter.

Blank: Knockdown, 1(-AP) and 1(-MP) counter.

DIRTY & NO CLASS

On **first** Dirty action roll a Crowd die. On a Boo end activation immediately and receive 1 (-AP) counter. On **second** Dirty action, roll 2 Crowd dice!

Third identical action and onwards in one activation is No Class and counts as Dirty.

KO'D

0 STA: Knocked Down, ATT, DEF, GRP, DEX reduced to 0. At start of activation roll a Crowd die. On Cheer, replenish 1 STA, on anything else, end activation.

BEATDOWNS & REVERSALS

Dice	Effect
4	+1DMG
5	+1DMG (SHOVE 2)
6	+2DMG (DAZED)
7	+2DMG (KNOCKDOWN)
8+	INSTANT KO!

Dice	Effect:
4	End activation.
5	End activation, +1DMG (SHOVE 2)
6	End activation, hits attacking wrestler instead.
7	End activation, hits attacking wrestler instead with +1DMG.
8+	End activation, hits attacking wrestler instead with +1DMG (CROWD)

50¢

RUMBLESLAM

THE GAME OF FANTASY WRESTLING!

NEW RULEBOOK!
NEW RULES!



TTCOMBAT