



QUICK REFERENCE

BASICS

Brawl: 1AP - ATT vs DEF.
1DMG.



Grapple: GRP vs GRP.



Crowd Pleaser: AP cost = POP
Roll 1 Crowd die:
Cheer: follow text. Once per round.
Boo: receive 1 (-AP) counter. Once per round.
Blank: no effect.



(HEEL): When rolling Crowd Pleaser: Cheer: no effect.
Boo: success; follow text.
Once per round.
Blank: no effect.



Active Ability: Pay AP cost then either follow text or treat it as ATT vs DEF.



Tag Ability: Pay AP cost when in base contact with ropes (for traditional tag team) or tag team partner (for exhibition tag team). Treat as Active Ability.



Passive Ability: Always in play while wrestler is in the ring, unless wrestler is KO'd.



Choice Ability: Pick one option at the start of the activation. That option becomes a Passive Ability for that wrestler. Only one option in play at a time.

THE ROPES

1AP to bounce off the ropes.
Move 5 squares. If interrupted, make:
Rope Attack: ATT+1C vs DEF. 1DMG.



Rope Ability: Pay AP cost listed on card instead of 1AP to bounce off the ropes. Use the 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 get to attack with ATT+1C vs DEF.

THE TURNBUCKLE

Climb the turnbuckle: 1AP.

Dismount: 1AP, roll a Crowd die:
Cheer: no effect.
Boo: receive 1 (-AP) counter.



Turnbuckle Ability: Pay AP cost listed on card. Pick a target within the RNG. May ignore other wrestlers in the path.
Place wrestler in base contact with target, then roll ATT listed on card vs DEF.

All successful Turnbuckle Abilities roll a Crowd Pleaser.

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 attack gains +1DMG and (DAZED).





LIFTING & THROWING

Lift: 1AP - GRP vs GRP/DEX. Lifting friendly wrestlers on their WEIGHT.
If defender wins on: GRP - attacker takes +1DMG. If DEX - move 1 square.

Throw: 1AP - Place wrestler within THROW range. Target square can be:

- **Occupied by enemy wrestler:** Live Ammunition. Thrown wrestler takes 1DMG. Defender rolls 3+ DEX. If failed, 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:** roll a 3+ DEX to stay in the game. If successful, roll a Crowd Pleaser.

KNOCKED DOWN

DEF reduced to 0. 1AP to remove counter.

KO'd

Also Knocked Down. DEX reduced to 0. GRP reduced to WEIGHT-1.
At start of activation roll a Crowd die:
Cheer: recover 1STA.
Boo and blank: end activation.

COUNTERS

Remove (-AP) and (-MP) counters and apply effects at the **start of the activation**. No more than one of each unless attack states so.

BLEEDING

Roll a Crowd die at the **start of activation**:
Cheer: remove counter.
Boo and blank: take 1DMG, don't remove.

DAZED

Roll a Crowd die immediately:
Cheer: no effect
Boo: Receive 1 (-AP) and 1 (-MP) counter.
Blank: Receive Knockdown, 1 (-AP) and 1 (-MP) counters.

NO CLASS!

On **third identical action** in an activation, roll a Crowd die first. On fourth or more, roll **two**.
Cheer and blank: no effect.
Boo: receive 1 (-AP) counter, end activation immediately.

BEATDOWNS

Beat roll by:	Additional attack effect:
0-3	No additional effect
4	+1DMG
5	+1DMG (SHOVE 2)
6	+2DMG (DAZED)
7	+2DMG (KNOCKDOWN)
8+	Opponent instantly reduces STA to 0.

REVERSALS

Beat roll by:	Effect on attacker:
0-3	No additional effect
4	Activation ended immediately
5	Activation ended immediately, +1DMG (SHOVE 2)
6	Activation ended immediately, attack hits them instead
7	Activation ended immediately, attack hits them instead with +1DMG
8+	Activation ended immediately, attack hits them instead with +1DMG (CROWD PLEASE)





SPONSORSHIP BONUSES

If your **entire team is made up of wrestlers from one casino, or one casino and any number of Free Agents**, you will gain the advantage of a **Sponsorship** for your game. Simply pick a Sponsorship from the list below at the start of the game. Each sponsorship confers a specific rule, and may be used **once per game**. At the start of any round, 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.



• **Snori's Stoneskin Supplements**
"One Little Pill And You'll Be ROCK HARD"

- Roll 1G. The result is the number of friendly wrestlers that receive +1DEF 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.



• **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 1G. The result is the number of friendly wrestlers that immediately gain a 1 (+AP) counter.



• **Eagle Airways**
"Whatever Corner You're Backed Into, Always Rely on Eagles"

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



• **Tauran Tacos**
"Grab Flavour By the Horns!"

- Every friendly wrestler adds +2 to their movement when bouncing off the ropes or using Rope Abilities until the end of the round.

