

CHOICE SITUATIONS

This chart is used when you roll an instruction that says (ch) followed by a letter. You must decide which of two moves on this chart to try against your opponent. When you have made your decision, roll two dice and see what happens. When a move is unsuccessful, the opponent rolls on Level 2 Offense.

CHOICE	MOVE 1	MOVE 2
A	Throw the opponent INTO THE ROPES (Opponent rolls on the Into the Ropes chart.)	Try a BELLY TO BELLY SUPLEX – 2 (Works on rolls of 8 or lower, plus or minus the opponent's Power Rating.)
B	Try a STANDING DROPKICK – 2 (Works on rolls of 8 or lower, plus or minus opponent's Agility Rating.)	Throw the opponent INTO THE TURNBUCKLE (Opponent rolls on the Into the Turnbuckle chart.)
C	Try a MOONSAULT -3 (Works on rolls of 7 or lower, plus or minus opponent's Agility Rating.)	Try a KICK TO KNEE – 2 (Works on rolls of 7 or lower, plus or minus opponent's Power Rating.)
D	Try a KICK TO FACE – 2 (Works on rolls of 9 or lower, plus or minus opponent's Agility Rating.)	Try a COBRA CLUTCH SUPLEX – 3 (Works on rolls of 9 or lower plus or minus opponent's Power Rating.)
E	Try a SCORPION DEATH LOCK – 3 (Works on rolls of 9 or lower, plus or minus opponent's Agility Rating.)	Try a POWER SLAM – 2 (Works on rolls of 9 or lower, plus or minus opponent's Power Rating.)
F	Try a LEG DROP – 2 (Works on rolls of 7 or lower, plus or minus opponent's Agility Rating.)	Try a RUNNING LARIAT – 3 (Works on rolls of 7 or lower, plus or minus opponent's Power Rating.)
G	Try a DEATHJUMP (Opponent rolls on Deathjump chart.)	Try a TOMBSTONE PILEDRIVER – 3 (Works on rolls of 8 or lower, plus or minus opponent's Power Rating.)
H	Try a FLYING ELBOW DROP – 3 (Works on rolls of 8 or lower, plus or minus opponent's Agility Rating.)	Try a DEATHJUMP (Opponent rolls on Deathjump chart.)

INTO THE ROPES

This chart is used when you have been thrown into the ropes by the opponent. Check your Ropes Rating at the bottom of the card. Roll two dice to see what happens!

OUTCOME	RATING A	RATING B	RATING C
The opponent tries a sunset flip but you grab his legs and roll him into a pinning combination! OPPONENT ROLLS PIN.	2-3	2	
The opponent gets into position for a back body drop but you grab him and hit him with an awesome piledriver! ROLL ON LEVEL 3 OFFENSE.	4-5	3-4	2-3
You come off the ropes with a powerful flying shoulder tackle! ROLL ON LEVEL 2 OFFENSE.	6	5	4
The opponent drops down you go into the ropes again. ROLL AGAIN ON THIS CHART.	7	6	5
You come off the ropes and the opponent puts you down hard with a running back elbow! OPPONENT ROLLS ON LEVEL 2 OFFENSE.	8-9	7-8	6-7
The opponent tries a big shoulder tackle, but whether it works depends on which wrestler is more powerful! If your Power Rating is better than the opponent's Power Rating then you knock the opponent to the mat with a shoulder tackle! ROLL ON LEVEL 2 OFFENSE. If the opponent's Power Rating is the same or better than yours then the opponent knocks you to the mat with a shoulder tackle! OPPONENT ROLLS ON LEVEL 2 OFFENSE.	10	9	8
The opponent tries a running clothesline but so do you! The result is a double clothesline and both of you go down! THE WRESTLER WITH THE BETTER ROPES RATING RECOVERS FIRST AND ROLLS ON LEVEL 3 OFFENSE. If both wrestlers have the same Ropes Rating then the opponent recovers first and rolls on Level 3 Offense.	11	10	9
The opponent uses one of his specialty moves (it's up to you which one!) on you and goes in for the kill! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	12	11-12	10-12

OUT OF THE RING

This chart is used when you have been thrown out of the ring by the opponent or when you have chosen to leave (lv) the ring. Check your Ring Rating at the bottom of your card. Then roll both dice and see what happens!

OUTCOME	RATING A	RATING B	RATING C
You grab the opponent by the leg, drag him out of the ring, and smash him into the turnbuckle post (or any other mayhem you can come up with!). ROLL ON LEVEL 3 OFFENSE.	2-4	2-3	2
The opponent comes out of the ring and a wild brawl erupts! BOTH WRESTLERS ROLL DISQUALIFICATION. If nobody is disqualified, roll one die to see who wins the brawl and rolls on LEVEL 3 OFFENSE. Even roll – You win. Odd roll – The opponent wins.	5	4	3
The opponent comes out of the ring to continue the fight, but you grab him and smash him onto the announcer's table with an awesome specialty move (it's up to you which one!). The referee may disqualify you. ROLL DISQUALIFICATION. If there is no disqualification, you toss the downed opponent back into the ring and go for the kill! ROLL ON LEVEL 3 OFFENSE.	6	5	4
The opponent comes out of the ring to attack you and a wild brawl erupts. The wrestler with the better Ring Rating wins the brawl and rolls on LEVEL 3 OFFENSE. If both wrestlers have the same Ring Rating then the opponent rolls on LEVEL 3 OFFENSE.	7	6	5
In order to meet the referees count you crawl helplessly back into the ring. OPPONENT ROLLS ON LEVEL 3 OFFENSE.	8-9	7-9	6-9
The opponent comes out of the ring and tries to hit you with an object like a steel chair! The referee comes out and warns him to stop, but he pushes the referee aside and continues! OPPONENT ROLLS DISQUALIFICATION. If there is no disqualification, the opponent throws you back in the ring and goes for the kill! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	10-11	10	10
The opponent crushes you with a spectacular move (It's up to you, promoter!) outside the ring! ROLL COUNT OUT (Use your PIN Rating). If you are not counted out, add one to your PIN Rating. The opponent comes out and throws you back in the ring! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	12	11-12	11-12

DEATHJUMP

This chart is used when the opponent climbs to the top turnbuckle to try a devastating move while you are helplessly on the mat. Check your Deathjump Rating at the bottom of your playing card. Then roll both dice and see what happens!

OUTCOME	RATING A	RATING B	RATING C
The opponent tries a spectacular move but accidentally smashes into the referee! The referee is down! Roll two dice to see how many moves the referee will miss as a result of his injury. Then roll one die to see which wrestler rolls on LEVEL 3 OFFENSE. Even roll – The opponent is distracted by the referee being down and you make a big move! ROLL ON LEVEL 3 OFFENSE . Odd roll – You are still down and the opponent goes for the kill! OPPONENT ROLLS ON LEVEL 3 OFFENSE. Note: While the referee is down anything can happen since the referee can't see a pin or disqualify anyone. Add fatigue tokens as needed but keep playing. When the referee recovers play normally.	2	2	
The opponent comes off the top rope with an awesome cross body block but you counter with a specialty move (It's up to you, promoter!). OPPONENT ROLLS PIN.	3-4	3	2
The opponent climbs to the top but you recover, and throw him off the turnbuckle and into the ring! He goes down hard! ROLL ON LEVEL 3 OFFENSE.	5-6	4-5	3-4
The opponent blasts you with a flying clothesline (or some other awesome move!) from the top ropes! You are in trouble! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	7-9	6-9	5-8
The opponent climbs to the top but you recover and climb up and a struggle takes place! If you have a better Agility Rating than the opponent you win the struggle and superplex the opponent back into the ring! ROLL ON LEVEL 3 OFFENSE. If your Agility Rating is the same or worse than the opponent he pushes you off the top rope and you fall hard on the mat! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	10-11	10	9
You stumble to your feet and the opponent comes off the top turnbuckle with a perfect cross body block and covers you! ROLL YOUR PIN	12	11-12	10-12

INTO THE TURNBUCKLE

This chart is used when you have been thrown into the turnbuckle and the opponent is running at you with some devastating move. Check your Turnbuckle Rating at the bottom of your playing card. Then roll both dice and see what happens!

OUTCOME	RATING A	RATING B	RATING C
The opponent tries a running clothesline, but you move and he crashes into the turnbuckle! You cover him for the pin! OPPONENT ROLLS PIN.	2-3	2	
The opponent charges you with a running shoulder dive but you move and he goes crashing outside of the ring! OPPONENT ROLLS ON THE OUT OF THE RING CHART.	4	3	2
You bounce forward off the turnbuckle and catch the charging opponent with a skull-splitting running lariat! He goes down hard! OPPONENT ROLLS ON LEVEL 3 DEFENSE.	5	4	3
You lift a knee to the oncoming opponent's head! He is hurt! ROLL ON LEVEL 2 OFFENSE.	6	5	4
REVERSAL! You reverse the move and throw the opponent into the turnbuckle! OPPONENT ROLLS ON THIS CHART.	7	6	5
You are crushed by a big kick by the opponent! OPPONENT ROLLS ON LEVEL 2 OFFENSE.	8-10	7-9	6-8
IT'S UP TO YOU, PROMOTER! You come off the turnbuckle with a big specialty move, but the opponent tries a specialty move of his own! Both wrestlers go down! The wrestler with the better Turnbuckle Rating recovers first and ROLLS ON LEVEL 3 OFFENSE. If both wrestlers have the same Turnbuckle Rating, the opponent recovers first and ROLLS ON LEVEL 3 OFFENSE.	11	10	9
You bounce forward off the turnbuckle and into an incredible neck-breaking clothesline! OPPONENT ROLLS ON LEVEL 3 OFFENSE.	12	11-12	10-12

FEUD TABLE

This table is used when a feud match ends with a roll of doubles. You have just won the match by pin or submission or lost by disqualification. The opponent is down. Roll two dice to see what happens!

ROLL	OUTCOME
2-4	You celebrate your victory! The opponent recovers and attacks you from behind! He drags you to the middle of the ring and uses his finisher on you in a vicious and cruel way, perhaps multiple times! You need to be taken from the ring on a stretcher. YOU ARE INJURED FOR TWO FIGHT CARDS.
5-6	One of your allies storms the ring and you double-team the opponent, leaving him battered and beaten in the ring! After you and your ally leave the ring the opponent recovers and grabs a microphone. He challenges your ally to a match on the next card. Will he accept?
7	You continue your attack on the opponent after the bell! An ally of the opponent storms the ring to stop you but it's too late, the damage is done and this feud is more intense than ever! OPPONENT IS INJURED FOR ONE FIGHT CARD.
8-9	You are attacked from behind by an ally of the opponent. All of a sudden an ally of yours rushes to the ring and a wild brawl involving all four men erupts! It takes the entire security force to break it up! When the smoke clears the commissioner books the four wrestlers in a tag team super match for later in the show or the next card, it's up to you!
10	You are attacked by the opponent's ally! The opponent and his ally double team you with deadly moves! You are badly hurt! YOU ARE INJURED FOR TWO FIGHT CARDS.
11-12	You call your allies down to ringside. The group acts like a gang of street thugs beating the opponent down, one by one with their finishing moves! As medics attend to the fallen opponent, you and your allies destroy everything and everyone at ringside, including the ring crew, the announcers and the even the camera men! You and your allies claim you are ready to take over! ROLL ONE DIE FOR INJURY! ROLL ONE DIE FOR SUSPENSION FOR YOU AND YOUR ALLIES. (If this scenario doesn't make sense for a certain wrestler, imagine your own ideas on how it all goes down! It's up to you, promoter!)

PIN SAVES

Use this chart when you are trying to save your tag team partner from being pinned (or losing by submission or being counted out of the ring). You may attempt a maximum of two pin saves per match or pin fall. Remember to add one to your PIN Rating after all pin attempts.

ROLL	RESULT
2-3	Your tag partner goes crazy and interferes in a big way! Roll again on the WRESTLER INTERFERENCE CHART.
4-6	Your tag partner saves you and breaks the referee's count! OPPONENT ROLLS ON LEVEL 3 OFFENSE.
7-10	Your tag partner tries to help, but is stopped by the opponent's tag partner! ROLL YOUR PIN.
11	Your tag partner runs in and so does the opponent's tag partner. A wild brawl erupts with all the wrestlers! The referee may disqualify both teams. ROLL DOUBLE DISQUALIFICATION 4. If there is no double disqualification roll one die: Even roll – Your team wins the brawl. ROLL ON LEVEL 3 OFFENSE. Odd roll – The opponent wins the brawl. OPPONENT ROLLS ON LEVEL 3 OFFENSE.
12	Your tag partner runs in and so does the opponent's tag partner. While the referee is distracted your partner drops an elbow on the opponent and reverses the pinning combination to put you on top! OPPONENT ROLLS PIN.



OUTSIDE INTERFERENCE

Use this chart when you want a wrestler (or ally) to interfere during the match. The wrestler does not have to be at ringside at the beginning of the match, but can storm the ring at any time! You can call for an ally to interfere when you have rolled "down-3" or "PIN" on your card. You can only roll on an interference chart one time per match. Don't forget to add one to wrestler PIN ratings after all pin attempts. Roll two dice and see what happens. Use your imagination to make the interference of wrestlers fit their personality and style!

ROLL	RESULT
2-3	Your ally attacks the opponent from behind. Then both of you double-team the opponent with deadly specialty moves. ADD ONE TO THE OPPONENT'S PIN RATING. ROLL DISQUALIFICATION 8. If you are not disqualified, you cover the opponent. OPPONENT ROLLS PIN.
4	Your ally attacks the opponent with a deadly specialty move. ROLL DISQUALIFICATION 7. If there is no disqualification, you recover and use your finisher on the opponent! OPPONENT ROLLS PIN PLUS YOUR FINISHER RATING.
5	Your ally attacks the opponent with a deadly specialty move. ROLL DISQUALIFICATION 6. If there is no disqualification, you recover and pin the opponent. OPPONENT ROLLS PIN.
6	Your ally attacks the opponent with a deadly specialty move! ROLL DISQUALIFICATION 5. If there is no disqualification, you recover and attack the opponent! ROLL ON LEVEL 3 OFFENSE.
7	Your ally attacks the opponent and a brawl results! ROLL DISQUALIFICATION 4. If there is no disqualification roll one die: Even roll – Your ally flattens the opponent and you take over! ROLL ON LEVEL 3 OFFENSE. Odd roll – The opponent smashes your ally and then attacks you! OPPONENT ROLLS ON LEVEL 3 OFFENSE.
8-9	Your ally distracts the referee breaking the pin count. The referee orders him to leave. OPPONENT ROLLS ON LEVEL 3 OFFENSE.
10	Your ally storms the ring but the opponent wins the ensuing brawl and throws him out of the ring! Then he performs another big move on you and pins you. ROLL YOUR PIN.
11-12	Your ally storms the ring but the opponent wins the ensuing brawl and throws him out of the ring! Then he motions to the crowd that he's going for his finisher! ROLL YOUR PIN PLUS THE OPPONENT'S FINISHER RATING.