

















This wrestler gains +1 ATT, +1 DEF, +1 GRP, and +1 DEX until the end of the round.

(2)

CINCO DE CONDADO

If this wrestler is in base contact with a friendly wrestler with this same special rule, it may use a Turnbuckle Attack as if on a Turnbuckle. If it does so, reduce the Range of the Turnbuckle Attack by 2.

EL CAPITÁN

At the start of the game, after setting up your wrestlers, pick 1 wrestler in your team with this rule.

For the rest of the game, that wrestler gains +1 ATT, +1 DEF, +1 GRP, and +1 DEX.

DID YOU KNOW?

The Halfling Rudos have a long history of being the baddies in wrestling matches. They'll do whatever it takes to win, usually bribing the ref with a tasty pastry treat to look the other way.

MOOTE CARLO 175K



EL CAPITÁN





2AP - FIVE HALFLINGS TO RULE THEM ALL

This wrestler gains +1 ATT, +1 DEF, +1 GRP, and +1 DEX until the end of the round.



CINCO DE CONDADO

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DID YOU KNOW?

Moote Carlo isn't actually a single casino, but is an entire village full of wrestling, gambling, eating, and drinking! Any single building could contain one or more varied entertainments!

MOOTE CARLO



EL CAPITÁN





2AP - FIVE HALFLINGS TO RULE THEM ALL

This wrestler gains +1 ATT, +1 DEF, +1 GRP, and +1 DEX until the end of the round.



AP - ANTAGONISE

Pick an enemy wrestler within 3 squares and roll On a 1+ that wrestler receives 1-AP counter and +1ATT until the end of their next activation.



This wrestler can spend its remaining MP to increase the Range on Turnbuckle Attacks and Abilities by the amount of MP spent.

CINCO DE CONDADO

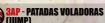
If this wrestler is in base contact with a friendly wrestler with this same special rule, it may use a Turnbuckle Attack as if on a Turnbuckle. If it does so, reduce the Range of the Turnbuckle Attack by 2.

EL GAPITÁN

At the start of the game, after setting up your wrestlers, pick 1 wrestler in your team with this rule. For the rest of the game, that wrestler gains +1 ATT, +1 DEF, +1 GRP, and +1 DEX.

MOOTE CARLO 175K



























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CINCO DE CONDADO

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EL CAPITÁN

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DID YOU KNOW?

Limpios train cross-discipline, trying to be the best at everything. Of course, like most Halflings from Moote Carlo, they can't resist being flung high into the air by their teammates.

MOOTE CARLO 200K



WEIGHT 3

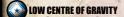
IROW 4

3AP - GOLPE DE ESTÓMAGO (SHOVE 5)



MINI EXTINCIÓN







CINCO DE CONDADO









2AP - I BROUGHT SNACKS!

Every friendly wrestler with the Cinco de Condado Passive Ability replenishes 2 Stamina.



LOW CENTRE OF GRAVITY

This wrestler is WEIGHT 3, but uses a 25mm base. It cannot receive **Knockdown** counters unless **KOd**. If this wrestler uses **Cinco de Condado**, the friendly wrestler used as a Turnbuckle takes 3 Damage - Peso Completo squashes them!



CINCO DE CONDADO

If this wrestler is in base contact with a friendly wrestler with this same special rule, it may use a Turnbuckle Attack as if on a Turnbuckle. If it does so, reduce the Range of the Turnbuckle Attack by 2.

DID YOU KNOW?

Moote Carlo has over a hundred restaurants just in the village limits. To become a Peso Completo, you'd better be sure to try them all!

MOOTE CARLO 250K



WEIGHT 1

THROW 0

ATT DMG RNG

GOT MY EYE ON YOU

Any wrestler within 2 squares of this wrestler is affected by **No Class** on the **second** identical action in an activation.

GEDDON BOY, 'AV A PASTY

GET UP, REF!







JUST A WATCHER

It's rare for the crowd to cheer for the ref, and he doesn't care when they do anyway!



EDDON BOY, 'AV A PASTY

Once during this wrestler's activation, pick 1 wrestler in base contact and roll

That wrestler replenishes that much Stamina. If a Blank is rolled, the pasty is cold and the wrestler instead receives 1 -AP counter.



GET UP. REF!

This wrestler cannot receive any counters, although still gets Knocked Down when KO'd. If he wakes back up again, remove the Knockdown counter for OAP.

DID YOU KNOW?

Halflings aren't the most likely on candidates to become RUMBLESLAM referees, but in Moote Carlo a ref is treated with utmost respect. That respect usually comes in the form of baked goods, so it's a popular profession.

MOOTE CARLO



WEIGHT 1

THROW 3

ATT DMG RNG









3 6





3









ZAP - HEALING GLOW-SHROOMS

If this wrestler has fewer than 3 Stamina, it replenishes Stamina until it has 3.



AM MUSHCLES

If this wrestler has 3 Stamina or less remaining, it gains +2ATT and +2GRP.



TINY DANCER

This wrestler may choose to use its DEX instead of its GRP when being hit by a Grapple Attack.

DID YOU KNOW?

You may be surprised at how small Mushcles is. Indeed, many people think of him as a massive tree barely able to fit into most rooms. And they're right!

This Mushcles is actually an offshoot from the much larger, tree. Apparently one day he had just had enough of being a finger, popped himself off and decided to make a name for himself as a RUMBLESLAM wrestler.

MOOTE CARLO 300K