

**AT A GAME NIGHT NEAR YOU**

**WITNESS THE FIGHT OF THE CENTURY**

# **TRIHORN.VERSUS**

**AN ENTIRE CASINO OF WRESTLERS**

**WITNESS THE MOST  
CATASTROPHIC FIGHT  
YOU WILL EVER SEE!**



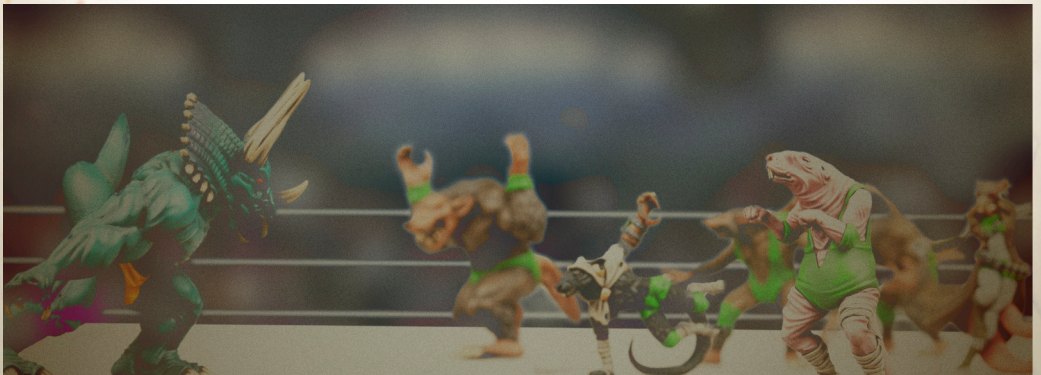
**PREHISTORIC  
DEVASTATION AS THE  
REIGNING CHAMPION  
FACES THE BIGGEST  
MOST EPIC FIGHT OF  
RUMBLESLAM  
HISTORY!**



**ALSO FEATURING THE BOOTY  
CHASERS VS THE KNIGHTS  
OF THE SQUARED CIRCLE**

**CENELEON VS GRANITE  
\*\*\*\*\*  
MISTER FISTER VS  
TIN KHAN**

**TRASH RATUS VS  
PYTHONG  
\*\*\*\*\*  
GOBBA VS TARTAN**



# RUMBLESLAM

## MAGICAL SCREWSPELL

*RUMBLESLAM organisers have it out for your Superstar! They've sent an entire team after them! This definitely wasn't in their contract. Luckily, you know a guy, that knows a Sorcerer, that knows a Warlock that knows a spell to keep your Superstar in the ring long enough to keep their title intact.*

### HOW TO PLAY

Magical ScrewsPELL is a game mode for those that want to have a little bit of drama in their games. Face a superstar against an entire team of enemy wrestlers sent by a vindictive manager intent on seeing the Superstar fall.

### TEAMS

*Teams used in Magical ScrewsPELL differ slightly to a regular match. What was going to be a standard one on one fight for a Superstar has turned into a one on many brawl to retain a title!*

The Superstar player gets to pick their choice of Superstar, up to a limit of **400K Dosh**. They get a Sponsorship (because the entire team is from one Casino) and any Dosh left over can be spent on Endorsement re-rolls as normal.

The Contender is allowed a **1 Million Dosh** team, following all the normal rules for building a team.


### RULES

The Contender must Pin the Superstar's Wrestler to win.

The Superstar must last all 5 rounds in the ring, or throw all the Contender's Wrestlers out of the ring to win.

If the Superstar is ever thrown out of the ring, they automatically count as passing their DEX roll, even if KO'd.

At the start of each Round, the Superstar's Wrestler replenishes **2 Stamina** and removes all tokens that aren't **+AP**, **+MP**, or **Crowd Pleaser**.

The Superstar then places  on their card. Each time they make an attack, they can add one of these dice to the attack. Any unused dice are discarded at the end of a round.

The Superstar's Wrestler may be activated a second time each Round, after the Contender has finished activating any of their Wrestlers, with full AP and MP.

The Contender's Wrestlers cannot be Pinned.