

# 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 remaining 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.

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## LIFTING & THROWING



### Lift - 1AP

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

If successful, enemy is Lifted. If 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)