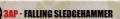


THROW 4

TT DMC RNC

















### 1AP - IMMOVABLE OBJECT

This wrestler cannot be **Shoved** or **Knocked Down** (unless KO'd) until the end of the round.



## STURDY

This wrestler always takes 1 less DMG from each attack (including Beatdowns) to a minimum of 1.

#### DID YOU KNOW?

Kaiser's Palace seems like a regular place, where what you see is what you get. But in reality there's a deep underground network beneath the marble columns and golden statues.

The dwarfs of Kaiser's have been petitioned many times to curb their endeavours, but telling a dwarf to stop mining is much like telling a dwarf to stop drinking: it's just not going to happen.

Structural analyst trolls have been called in to evaluate the stength of the rockbed beneath the casino, although their verdict is still under consideration.

# KAISER'S PALACE 200K



THROW 4

TT DMG RNG









5









## 1AP - THICK SKIN

This wrestler is immune to the **Bleeding** and **Dazed** special rules until the end of the round. In addition, remove any **Bleeding** counters this wrestler has.



## STURDY

This wrestler always takes 1 less DMG from each attack (including Beatdowns) to a minimum of 1.

#### DID YOU KNOW?

There are many RUMBLESLAM rings in Kaiser's Palace, each with their own theme and speciality. Cragum's Roar is one such ring, and is where the most battle-bardened dwarfs can be found.

The Roar (as the dwarfs call it) is a cavernous arena, carved out of the rock itself. The ring has been shaped not with pick-axe, but with wrestling! Rather than a raised bed, the ring is a hollow in the ground, carved away through many years of suplexes, powerbombs, and hurricanranas. It is truly the arena of ancient champions - a fitting place for dwarfs.

KAISER'S PALACE 200K





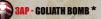
THROW 2

ATT DMG RNG





1





3

\*This attack rolls different dice depending on the WEIGHT of the target: WEIGHT1: WEIGHT2: WEIGHT3+:



DEATH IN BATTLE









## 2AP - THE BIGGER THEY ARE

Until the end of the round, this wrestler's Brawl attacks instead do DMG equal to the target's WEIGHT.



# DEATH IN BATTLE

This wrestler cannot be Pinned, even when KO'd.



## STURDY

This wrestler always takes 1 less DMG from each attack (including Beatdowns) to a minimum of 1.

#### DID YOU KNOW?

Among the dwarfs, none are more stange than the Glory Seekers.

An ancient order, these dwarfs eschew worldly pleasures, seeking to die in battle in order to earn their immortal glory. Of course, with no more wars to fight, the Glory Seekers now congregate in the most dangerous sport left.

KAISER'S PALACE





**THROW 3** 

TT DMC RNC



















2AP - INVENTOR

This wrestler cobbles together a bunch of scrap parts into some kind of gizmo.

It's got gears and makes noise and provides the team with 1 extra Endorsement re-roll.

Don't ask us how, we don't know how it works either!



## 1AP - TINKERER

Pick a friendly wrestler in base contact with the **AUTOMATON** ability to attempt to fix. Roll 1 Silver dice. They replenish that much Stamina.



## IAP - OVERCLOCKER

Pick a friendly wrestler in base contact with the AUTOMATON ability to overclock. That wrestler loses 2 Stamina but gains 1 +AP counter, even though not usually able to. Each wrestler may only be overclocked once per round!



## STURDY

This wrestler always takes 1 less DMG from each attack (including Beatdowns) to a minimum of 1.

#### DID YOU KNOW?

Dwarfs are natural mechanics.

KAISER'S PALACE 150K





THROW 5

ATT DMG RNG

















## 1AP - FULL STEAM AHEAD

This wrestler immediately moves any direction in a straight line, stopping when interrupted. This does not cause it to bounce from the ropes.



This wrestler cannot receive AP or MP counters (+ or -).

#### DID YOU KNOW?

Golems have been manufactured by the dwarfs for many hundreds of years, and are many hundreds of years ahead of the technology of other races.

Part machine and part magic, these metallic creatures serve the dwarfs loyally. A blazing fire burns in their eyes (and most have a fire in their bellies to make them work), although they're surprisingly docile and very loving of their creators.

To the dwarfs' credit, they have never held any position of power over the golems - their serving nature is something natural, rather than purposeful. Indeed, there have been no fewer than a dozen golem kings, leaders, and statesmen over the years.

ISER'S PALAC