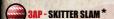


THROW 2

ATT DMG RNG





4

* If successful, move this wrestler up to 3 squares.









2AP - DISTRACTING STENCH

All enemy wrestlers within 2 squares gain 1 -MP counter.

SKITTER

At the end of the round this wrestler may move up to 3 squares in any direction.



This wrestler may re-roll Dirty rolls.

THE FERAL DEN 150K



THROW 2













2AP - SNEAKY RODENTS

All friendly wrestlers within 2 squares gain 1 +MP counter.



At the end of the round this wrestler may move up to 3 squares in any direction.



This wrestler may re-roll Dirty rolls.

THE FERAL DEN 150K



TT DMG RNG





















This wrestler may immediately move up to 3 squares.



At the end of the round this wrestler may move 1 square in any direction.

FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.

THE FERAL DEN 1777



THROW 4

TT DMG RNG





4

* If successful, immediately swap position with the target wrestler.





W. 150





FILTHY FIGHTER





The next Dirty roll made by any friendly wrestler is automatically passed.

SKITTER

At the end of the round this wrestler may move 1 square in any direction.

FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.





THROW 5

ATT DMG RNG









CLAWS & TEETH





FILTHY FIGHTER





Roll All friendly wrestlers may deal that much damage each to an enemy wrestler in base contact.



This wrestler's Brawl attacks deal 2DMG.

FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.

THE FERAL DEN 275K



THROW 0

ATT DMG RNG











No self-respecting fan is going to cheer for a rat!

FLEET OF CLAW

At the end of each round, any friendly wrestler with Skitter may - instead of moving normally - swap places with this wrestler.

RODENT

This wrestler automatically removes Knockdown counters at the start of its activation (unless KO'd).

THE FERAL DEN 25K

