

GAME OVERVIEW

RING: 30"x30"

The game is played across several *game rounds*, with each player taking a single turn each round.

When moving a model or determining whether a model is in range of an effect or close enough to make an attack, measure from the model's base. A model cannot move across another model's base.

Players use an **Action Point** system to determine which maneuvers their model can perform each turn, as well as to determine which model goes first each round.

Once a wrestler has dealt enough damage to the enemy wrestler, it needs to knock it down and go for a **pinfall victory**!

STARTING THE GAME

Choose a single model from the Wrestlers. Each player rolls a d6. The player who rolls highest chooses one of the table corners and places his or her model centered 6" directly away from that corner. The second player then places his or her own model centered 6" directly away from the opposite corner.

ROUND OVERVIEW

Each round of the game proceeds as follows:

1. The players each gain 3 APs (5 AP, if it is the **FIRST** round of the game), up to a maximum of 10 APs in their pool.
2. The players secretly bid any number of APs from their respective pools and then simultaneously reveal their bids. The player who bids lowest takes the first turn in that round (this happens every round). Players can even bid 0 APs if they choose to. If both players bid the same number of APs, the players each roll a d6, and the player who rolls highest takes the first turn. The APs that players bid are the only APs they can use during their turn to perform maneuvers.
3. Unbid APs are returned to each player's *pool* at the end of the round.
4. The player taking the first turn spends APs to perform maneuvers using the APs the player bid.
5. The player taking the second turn spends APs to perform maneuvers using the APs the second player bid.
6. All APs that were bid but remain unspent are returned to each player's pool.
7. The next game round begins.

PERFORMING MANEUVERS

Both players can spend APs to perform *basic maneuvers* or each own wrestler's *unique maneuvers*.

Maneuvers are broken down into four categories: **moves**, **attacks**, **pin attempts**, and **special maneuvers**.

Each player can only perform each maneuver once per round!

Boosting die rolls

Each time players roll dice to perform or defend against an *attack* or *Pin Attempt*, or to perform a *Flaunt maneuver*, they can spend one of their bid APs to boost that roll by adding an additional die to the roll. Each roll can only be boosted once.

For Pin Attempts, each stage of the three-count must be boosted separately. *Move* rolls cannot be boosted.

MOVE MANEUVERS

Whenever a maneuver calls for a model to be moved it will either specify the exact distance the model is moved, or indicate that a die roll is required, in this case roll the appropriate *number of dice* and the result indicates the distance the model can be moved.

If a maneuver states that it *places* a model in a given area, do not measure normal movement. Instead, place the model as indicated by that maneuver. If a maneuver would place a model off the table, it is placed in contact with the table edge instead.

If a model is placed in such a way that it cannot physically fit, simply displace any models that are under the model being placed. Displaced models should be moved the least possible distance.

> the table edges in the game are considered to be the ring ropes (electrified steel): Any model that comes in contact with a table edge due to an enemy maneuver moving or placing them loses 2 Endurance (END) in addition to any other END lost due to that maneuver. A model can only lose END in this manner once per maneuver.

ATTACK MANEUVERS

Attack maneuvers require that the defending model ("defender") be within 2" of the attacking model ("attacker") and also within the attacker's front arc. A model has two arcs: front and back.

> when a maneuver references the term "opponent," it means the player controlling the model that was the target of the maneuver.

Attacks specify whether the attacking model must be in the defending model's front arc, back arc, or either to perform an attack maneuver.

This is indicated by the following icons:

The attacker must be completely within the defender's front arc, and not within the defender's back arc.	The attacker must be completely within the defender's back arc, and not within the defender's front arc.	The attacker can be in either of the defender's arcs.

1. An attack maneuver typically uses either a model's *Strength*(STR) or *Technical Skill*(TECH) for both attacker and defender.

Some models' special rules may use other stats. The attacking player rolls a number of dice equal to the attacker's appropriate stat, and the opponent rolls a number of dice equal to the defending model's stat.

↳ A die result of a 5 is a hit, and a result of a 6 is *critical hit*. *Critical hits* EXPLODE, meaning that not only is that die result considered a hit when resolving the maneuver, but the player also gets to roll an additional die for another chance to hit and to EXPLODE. There is no limit to the number of times a player's dice can EXPLODE during a maneuver.

2. If the attacker scores more hits than the defender(a.), the maneuver is a success, with results determined by the maneuver performed. On a successful attack, the difference between the attacker's hits and the defender's hits is referred to as the *Smash Down Value* (SDV). Most successful attacks cause the defender to lose END equal to the attacker's SDV.

A model's END can never drop below 1 ⇒ if an attack would cause a defender to lose END and the model cannot due to the previously stated rule, then the attacking player instead adds 1 AP to his or her pool equal to the amount of END the defender would normally have lost.

If the defender scores more hits than the attacker(b.), not only does the defender block the attack, but it can immediately perform a counter-maneuver. The defending player can spend any combination of bid and pool APs to execute the counter-maneuver. The defender performs the maneuver immediately, as if it were that model's turn and it were the attacker. Once the counter-maneuver is complete, the original attacker continues with its turn as normal. Counter-maneuvers cannot be counter-maneuvered in turn. > Remember, a player can only perform each maneuver once per round.

Some attacks indicate that they stagger the defending model: an attacker can only perform a Pin Attempt maneuver against a staggered defender; some wrestlers' unique maneuvers can only be performed against a staggered defender. Once a model is staggered, it remains so until it performs a maneuver that removes the stagger effect(e.g. Shake the Cobwebs).

PIN ATTEMPT MANEUVERS

To succeed in a Pin Attempt against a staggered defender, an attacker must win three consecutive rolls using either its STR or TECH(the attacking player chooses) against the defender's END in the same Pin Attempt maneuver.

↳ The attacker wins each roll-off if they get more hits than the defender, as for normal attack maneuvers.

- If the attacking player wins the first roll off, the player slams a hand down on the table, counts "One!" and immediately repeats the process.
- If the attacking player wins the second roll-off, the player counts "Two!" and immediately repeats the process.
- Finally, if the attacking player wins the thirdroll off, that player counts "Three!" and wins the game.

If the defending player ever wins one of the roll-offs, that means the defender has successfully kicked out of the Pin Attempt, which ends without the players making any further rolls.







> remember: Pin Attempts are attacks, which means the defender can perform a counter-maneuver

SPECIAL MANEUVERS

There are other maneuvers that, unlike attacks, do not involve an opposed die roll: for these maneuvers, players spend AP to perform the maneuver and simply make an unopposed roll using the appropriate stat to determine their results.

> Flaunt maneuver: just as for attacks and Pin Attempts, a die result of a 5 is a hit, and a result of a 6 is critical hit, which EXPLODES. The maximum number of hits a Flaunt maneuver can score is 3. For each hit scored, the player chooses one of the following effects but can only choose each effect once per Flaunt.

BASIC MANEUVER CHART

MANUEVER	AP COST		RULES			
JOCKEY	1 AP	MOVE	Roll [SPD]. Roll one die fewer if this model is staggered. Total the results. Move this model up to that many inches.	SUPLEX	3 AP	 ATTACK Attacker [TECH + 1] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is placed base-to-base (B2B) in the attacker's back arc by the attacking player. The attacking model can be turned to face the defending model afterward. The defending model's facing does not change.
HUSTLE	2 AP	MOVE	Can only be performed if this model performed a Jockey this round. Roll [SPD]. Roll one die fewer if this model is staggered. Total the results. Move this model up to that many inches.	WHIP	1 AP	 ATTACK Attacker [STR or TECH] vs. defender [STR or TECH] The attacking player chooses which stat both players use, and it must be the same stat. If the attack is successful, the attacking player rolls a number of dice = the attacker's SDV and totals the results. The defender can then be moved up to that many inches. (Note: It does not have to be moved in a straight line, and its facing can be changed.)
STRIKE	2 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV and is moved up to 2 x the attacker's SDV in inches in a straight line directly away from the attacker. The defending model's facing does not change.	PIN ATTEMPT	2 AP	 PIN ATTEMPT Attacker [STR or TECH] vs. defender [END] Can only be performed against a staggered defender. The attacking player chooses which stat to use. See the Making Maneuvers section for an explanation of Pin Attempts.
CLOTHESLINE	2 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed if this model performed a Jockey this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.	FLAUNT	2 AP	SPECIAL Roll [SHOW]. Choose one of the following effects per hit. Each effect can only occur once per Flaunt. <ul style="list-style-type: none">This model gains 1 [END] up to maximum starting value.Gain +1 die on all Pin Attempt rolls this round.If your opponent has 1 or more AP in his or her pool, the opponent loses 1 pool AP Add 1 AP to your pool.
BODY SLAM	3 AP	 ATTACK	Attacker [TECH] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.	SHAKE THE COBWEBS	2 AP	SPECIAL Can only be performed if this model is staggered. This model is no longer staggered.


MATCH TYPES

SINGLES MATCH(standard): the singles match is a one-on-one battle between two players, each controlling a single wrestler: winner determined by pinfall.

FATAL FOUR-WAY MATCH: this match is a four-way free-for-all battle with four players, each controlling a single wrestler. The first player to score a pinfall against any opponent wins the match.

TAG MATCH: a team battle played by two players, each controlling two wrestlers. Only one wrestler from each team is deployed at the start of the game, and only one wrestler from each team can be in the ring during the game. The wrestler(tag partner) that is not currently in the ring is placed just outside near the corner where its teammate began the game.

All wrestlers gain the following maneuvers in Tag Matches:

TAG MANUEVER	AP COST		RULES
TAG	2 AP	SPECIAL	Can only be performed if this model is completely within 10" of its starting corner. Replace this model with its tag partner model.
DOUBLETEAM	2 AP	 ATTACK	Attacker [STR] + Tag Partner [STR] vs. Defender [STR] Can only be performed against a defender completely within 10" of this model's starting corner. If the attack is successful, the defender loses [END] = the attacker's SDV, and the AP cost of your opponent's next Tag maneuver this round doubles.

Remember, each player can perform each maneuver only once per round. This means if you Tag during your turn, you cannot perform maneuvers with the newly placed wrestler that were performed by the previous one this round.