

Card # **MAIN CHART**

- PA** You nail your finisher. Go for the Pin or Submission.
Automatic roll on Pin Chart.
- 1** Something wild is going to happen!
Go to Specialty Chart.
- 2** Throw your opponent outside of the ring and do some major damage.
Go to Out of the Ring Chart.
- 3** Tempers start to flare and a brawl breaks loose.
Go to Inside the Ring Brawling Chart Chart.
- 4** You throw your opponent into the corner.
Go to Into Turnbuckle Chart.
- 5** You whip your opponent into the ropes.
Go to Into the Ropes Chart.
- 6** Try setting your opponent up for your finisher.
Go to Set Up Holds Chart.
- 7** You are trying to wear down your opponent.
Go to Wear Down Holds Chart.

FINISHER / PIN CHART**PA**

You go for your finishing move. See if you can get the pinfall or get your opponent to submit.

<u>Roll</u>	<u>A+</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
2	Drop 2	Drop 2	Drop 2	Win!	Win!	Win!
3	Drop 2	Drop 2	Drop 2	Drop 2	Win!	Win!
4	Drop 1	Drop 2	Drop 2	Drop 2	Win!	Win!
5	Drop 1	Drop 1	Drop 2	Drop 2	Win!	Win!
6	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Win!
7	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Kick Out
8	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Win!
9	Drop 1	Drop 1	Drop 2	Drop 2	Win!	Win!
10	Drop 1	Drop 2	Drop 2	Drop 2	Win!	Win!
11	Drop 2	Drop 2	Drop 2	Drop 2	Win!	Win!
12	Drop 2	Drop 2	Drop 2	Win!	Win!	Win!

Win = You complete your finisher and it is over. You WIN !!!

Drop 2 = You do some major damage. Drop your opponents grade 2 and continue on offense.

Drop 1 = You do some damage. Drop your opponents grade 1 and continue on offense.

Kick Out = You complete your move but your opponent just won't go down. Continue on offense.

2	Roll for Double DQ. Roll of 7 to 12 ends the match in a Double DQ. If not ended, drop both wrestlers 1 grade and continue on offense.
3	Your opponent's ally/manager hits you with an illegal object. Did the ref see it? Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN!
4	Your opponent's ally/manager interferes in the match. Move your opponent's grade up 1 and he continues on offense.
5	You get caught in the ropes and your opponent pounds you over and over. Drop your grade 2 and he continues on offense.
6	Your opponent pulls the ref in front of him and you smash heads. Drop your grade 1 and he continues on offense.
7	Both wrestlers brawl outside the ring. Roll both wrestlers DQ separately. One or both wrestlers can be DQ'ed. If neither wrestler is DQ'ed, continue on offense.
8	You duck a swing from your opponent's ally/manager and they hit your opponent. Drop opponent's grade 1 and continue on offense.
9	You intercept a foreign object and hit your opponent with it. Drop opponent's grade 2 and continue on offense.
10	The crowd starts chanting and helps you get back into the match. Move your grade up 1 and you continue on offense.
11	You take the foreign object from your opp. and hit him with it. Did the ref see it? Roll your DQ. If you are not DQ'ed, you go for the WIN!
12	Roll for Double Count Out. Roll of 7 to 12 ends the match in a Double Count Out draw. If not ended, continue on offense.

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| 2 | Your opponent uses the ring bell to smash you in the head. (Roll of 9-12 = Blood)
Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN! |
| 3 | Your opponent smashes you with a steel chair.
Move your opponent's grade up 1 and he continues on offense. |
| 4 | Your opponent throws you into the steel steps.
Drop your grade 2 and he continues on offense. |
| 5 | Your opponent drops you across the steel rail.
Drop your grade 1 and he continues on offense. |
| 6 | Your opponent throws you into the crowd. Roll count out for you only.
Roll of 10 to 12, you lose by countout. If no countout, he continues on offense. |
| 7 | Something wild is happening!
Go to Specialty Chart. |
| 8 | You back body drop your opponent to the concrete floor. Roll count out for him only.
Roll of 10 to 12, your opp. loses by countout. If no countout, you continue on offense. |
| 9 | You reverse the throw and throw your opponent into the steel rail.
Drop opponent's grade 1 and continue on offense. |
| 10 | You ram your opponent's shoulder into the ring post.
Drop opponent's grade 2 and continue on offense. |
| 11 | You hold your opponent so a fan can slap him.
Move your grade up 1 and you continue on offense. |
| 12 | You take the steel chair away from your opponent and hit him with it.
Roll your DQ. If you are not DQ'ed, you go for the WIN! |

2	A chair is thrown into the ring. Your opponent grabs the chair first and hits you with it. Roll opponent's DQ. If he is not DQ'ed, drop your grade 2 and he continues on offense.
3	You go towards your opponent and he gets you with an eye gouge. Drop your grade 1 and he continues on offense.
4	You go up to your opponent and hit him with a hard kick to his midsection. Drop opponent's grade 1 and continue on offense.
5	You get behind your opponent and rake his back with your finger nails. Continue on offense.
6	Your opponent is ready for you and hits you with a fist to the head. Your opponent takes over on offense.
7	You grab your opponent and throw him over the top rope. Go to Out of the Ring or Into Cage Chart
8	Your opponent is ready and gives you a hard uppercut.. Your opponent takes over on offense.
9	You grab your opponent and give him a rope burn across the top rope. Continue on offense.
10	You catch your opponent and hit him with an inverted atomic drop. Drop opponent's grade 1 and continue on offense.
11	You grab your opponent and slam his head into the turnbuckle ten times. Drop opponent's grade 1 and continue on offense.
12	A chair is thrown into the ring. You beat your opponent to the chair and hit him with it. Roll your DQ. If you are not DQ'ed, drop opponent's grade 2 and continue on offense.

2	Your opponent reverses the throw and slams you into the turnbuckle. Move your opponent's grade up 1 and he takes over on offense.
3	You throw your opponent into the corner and follow with a running elbow smash. Drop opponent's grade 1 and continue on offense.
4	Your opponent bounces out of the corner into your back body drop. Continue on offense.
5	You follow your opponent into the corner and land a few punches. Continue on offense.
6	You follow with a running body smash but your opponent moves. Your opponent takes over on offense.
7	Your opponent hits the turnbuckle hard and falls to the mat. Tempers start to flare. Go to the Inside the Ring Brawling Chart
8	You throw your opponent into the corner. He comes back with a hard clothesline. Your opponent takes over on offense.
9	Your opponent bounces out of the corner into a hip toss. Continue on offense.
10	You follow your opponent into the corner and hit him with a running knee shot. Continue on offense.
11	You follow your opponent into the corner and smash his head into the turnbuckle. Move your grade up 1 and you continue on offense.
12	Your opponent hits his head on the steel ring post and falls to the mat. (Roll of 9-12 = Blood) Drop opponent's grade 2 and continue on offense.

2	You hit your opponent with a hard body tackle and drive him to the mat. Drop opponent's grade 1 and continue on offense.
3	You nail your opponent with a clothesline. Continue on offense.
4	You back body drop your opponent to the mat. Continue on offense.
5	You hit your opponent with a forearm smash. Continue on offense.
6	Your opponent comes back with a hard shoulder block and knocks you down. Your opponent takes over on offense.
7	You hit your opponent with a knee to the midsection. Now toss him into the corner. Go to Into Turnbuckle Chart.
8	You duck down for a back body drop but your opponent kicks you in the face. Your opponent takes over on offense.
9	Your opponent comes off the ropes into a hip toss Continue on offense.
10	You hit your opponent with a cross body block. Continue on offense.
11	You catch your opponent with an arm drag takedown. Continue on offense.
12	You hit your opponent with an elbow smash. Drop opponent's grade 1 and continue on offense.

2	You put your opponent in a sleeper and wear down your opponent. Drop opponent's grade 1 and continue on offense.
3	You surprise your opponent with a spinning heel kick Drop opponent's grade 1 and continue on offense.
4	You hit your opponent with a belly to back suplex. Continue on offense.
5	You suplex your opponent to the mat. Continue on offense.
6	You go for the bulldog but your opponent throws you into the corner. Your opponent takes over on offense.
7	If your manager is at ringside, roll on managers card. If not, Roll on Into the Ropes Chart.
8	You go for a ddt and your opponent back body drops you to the mat. Your opponent takes over on offense.
9	Your try to wear down your opponent in a bear hug. Continue on offense.
10	You pick up your opponent in a fireman's carry and drop him to the mat. Continue on offense.
11	You hold your opponent down with a spinning toe hold. Drop opponent's grade 1 and continue on offense.
12	You put your opponent in a reverse chinlock and wear down your opponent. Drop opponent's grade 1 and continue on offense.

2	Your opponent stumbles and falls through the ropes. Go to Out of the Ring or Into Cage Chart
3	You nail your opponent with a leg drop. Continue on offense.
4	You wear down your opponent with the leg scissors. Continue on offense.
5	You hold your opponent in a headlock. Continue on offense.
6	Your opponent reverses your sleeper hold. Your opponent takes over on offense.
7	If your manager is at ringside, roll on managers card. If not, Roll on Set Up Chart.
8	Your opponent reverses a suplex and drops you to the mat. Your opponent takes over on offense.
9	You karate chop your opponent. Continue on offense.
10	You hit your opponent with an atomic drop. Continue on offense.
11	You hit your opponent with a series of elbow drops. Continue on offense.
12	Something wild is happening! Go to Specialty Chart

2	Roll for Double DQ. Roll of 7 to 12 ends the match in a Double DQ. If not ended, drop all wrestlers 1 grade and continue on offense.
3	You are being double teamed for a long time inside the ring. Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN!
4	Your opponent distracts the ref while his partner chokes you. Move your opponent's grade up 1 and he continues on offense.
5	Your opponent throws you into his corner. His partner chokes you with the tag rope. Drop your grade 2 and he continues on offense.
6	Your opponent's partner comes in for a blindside attack. Drop your grade 1 and he continues on offense.
7	All wrestlers brawl outside the ring. Roll all wrestlers DQ separately. Any wrestler can be DQ'ed. If no wrestler is DQ'ed, continue on offense.
8	You duck a swing from your opponent's partner and he nails your opponent. Drop opponent's grade 1 and continue on offense.
9	You and your partner double team your opp. and ram him into the steel ring post. Drop opponent's grade 2 and continue on offense.
10	You and your partner use a blind tag and switch without tagging. Move incoming partner's grade up 1 and he continues on offense.
11	You grab a steel chair away from your opponent and smash his head with it. Roll your DQ. If you are not DQ'ed, you go for the WIN!
12	Roll for Double Count Out. Roll of 7 to 12 ends the match in a Double Count Out draw. If not ended, continue on offense.

2	You are being double teamed outside the ring. You are rolled back into the ring. Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN!
3	Your opponent throws you over the top rope onto the floor. Move your opponent's grade up 1 and he continues on offense.
4	Your opponents deliver a double piledriver to you on the concrete floor. Drop your grade 2 and he continues on offense.
5	Your opponent's partner distracts the ref and the other uses camera cords to choke you. Drop your grade 1 and he continues on offense.
6	Your opponent jumps back in the ring and attacks you as you enter the ring. Your opponent takes over on offense.
7	Something wild is happening! Go to Specialty Chart.
8	The crowd goes crazy and your team gains momentum in the match. You continue on offense.
9	Your opponent runs from you and is hit with a clothesline by your partner. Drop opponent's grade 1 and continue on offense.
10	You chase your opp. around the ring to your partner. You both slam the his into the ring post. Drop opponent's grade 2 and continue on offense.
11	You and your partner throw your opponents over the top rope. The crowd goes crazy. Move your grade up 1 and you continue on offense.
12	You use a steel chair to bash your opponent. You may get DQ'ed. Roll your DQ. If you are not DQ'ed, you go for the WIN!

2	Chaos erupts and the ref loses control. Roll of 7 to 12 ends the match in a No Contest. If not ended, drop both wrestlers 1 grade and continue on offense.
3	A foreign object is thrown into the ring and your opponent hits you with it. Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN!
4	You get caught between the ropes and cage and your opponent pounds you over and over. Move your opponent's grade up 1 and he continues on offense.
5	Your opponent throws you head first into the cage. Roll for blood. (Roll of 9-12 = Blood) Drop your grade 2 and he continues on offense.
6	Your opponent pulls your trunks ramming you into the cage. Drop your grade 1 and he continues on offense.
7	A foreign object is thrown into the ring. Both wrestlers try to use it. Roll for both DQ. Both wrestlers can be DQ'ed. If no wrestler is DQ'ed, continue on offense.
8	You atomic drop your opponent into the cage. Drop opponent's grade 1 and continue on offense.
9	You throw your opponent head first into the cage. Roll for blood. (Roll of 9-12 = Blood) Drop opponent's grade 2 and continue on offense.
10	Your opponent gets caught between the ropes and cage and you pound him over and over. Move your grade up 1 and you continue on offense.
11	A foreign object is thrown into the ring and you hit your opponent with it. Roll your DQ. If you are not DQ'ed, you go for the WIN!
12	Both wrestlers throw the ref out of the way. Roll of 7 to 12 ends the match in a Double DQ. If not ended, continue on offense.

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| 2 | A steel chair is thrown over the cage into the ring and your opponent hits you with it.
Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN! |
| 3 | Your opponent slams your head onto the top bar of the cage and you fall to the mat.
Move your opponent's grade up 1 and he continues on offense. |
| 4 | Your opponent grinds your face into the cage. Roll for blood. (Roll of 9-12 = Blood)
Drop your grade 2 and he continues on offense. |
| 5 | Your opponent breaks a headlock throwing you into the cage.
Drop your grade 1 and he continues on offense. |
| 6 | Your opponent slams you into the cage knocking you out. Roll in ring count out for you only.
Roll of 10 to 12, you do not make the ten count. If no countout, he continues on offense. |
| 7 | Something wild is happening!
Go to Cage Match Specialty Chart. |
| 8 | You slam your opponent into the cage knocking him out. Roll in ring count out for him only.
Roll of 10 to 12, your opp. does not make the ten count. If no countout, you continue on offense. |
| 9 | You slingshot your opponent into the cage.
Drop opponent's grade 1 and continue on offense. |
| 10 | You grind your opponent's face into the cage. Roll for blood. (Roll of 9-12 = Blood)
Drop opponent's grade 2 and continue on offense. |
| 11 | Your opponent falls between the ropes and cage and you get a breather.
Move your grade up 1 and you continue on offense. |
| 12 | A steel chair is thrown over the cage and into the ring and you hit your opponent with it.
Roll your DQ. If you are not DQ'ed, you go for the WIN! |

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| 2 | Chaos erupts and the ref loses control. Roll of 7 to 12 ends the match in a No Contest.
If not ended, drop all wrestlers 1 grade and continue on offense. |
| 3 | A foreign object is thrown into the ring and your opponent hits you with it.
Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN! |
| 4 | Your opponent throws you into his corner. His partner chokes you with the tag rope.
Move your opponent's grade up 1 and he continues on offense. |
| 5 | You get double teamed and slammed head first into the cage. (Roll of 9-12 = Blood)
Drop your grade 2 and he continues on offense. |
| 6 | Your opponent distracts the ref while his partner attacks you.
Drop your grade 1 and he continues on offense. |
| 7 | All wrestlers brawl inside the ring. Roll all wrestlers DQ separately.
Any wrestler can be DQ'ed. If no wrestler is DQ'ed, continue on offense. |
| 8 | You duck a swing from your opponent's partner and he nails your opponent.
Drop opponent's grade 1 and continue on offense. |
| 9 | You double team your opponent and ram him into the cage. (Roll of 9-12 = Blood)
Drop opponent's grade 2 and continue on offense. |
| 10 | You and your partner use a blind tag and switch without tagging.
Move incoming partner's grade up 1 and he continues on offense. |
| 11 | A foreign object is thrown into the ring and you hit your opponent with it.
Roll your DQ. If you are not DQ'ed, you go for the WIN! |
| 12 | All wrestlers brawl inside the ring. Roll of 7 to 12 ends the match in a Double DQ.
If not ended, continue on offense. |

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| 2 | A steel chair is thrown over the cage and into the ring and your opponent hits you with it.
Roll opponent's DQ. If he is not DQ'ed, he goes for the WIN! |
| 3 | Your opponents throw you over the top rope into the cage.
Move your opponent's grade up 1 and he continues on offense. |
| 4 | Your opponents double team you slamming you into the cage repeatedly.
Drop your grade 2 and he continues on offense. |
| 5 | You try to escape the cage and your opponents double belly to back suplex you to the mat.
Drop your grade 1 and he continues on offense. |
| 6 | Your opponent reverses your throw and slams you into the cage.
Your opponent takes over on offense. |
| 7 | Something wild is happening!
Go to Cage Match Specialty Chart. |
| 8 | The crowd goes crazy and your team gains momentum in the match.
You continue on offense. |
| 9 | Your opponent tries to escape the cage and you double belly to back suplex him to the mat.
Drop opponent's grade 1 and continue on offense. |
| 10 | You and your partner double team your opponent slamming his head into the cage repeatedly.
Drop opponent's grade 2 and continue on offense. |
| 11 | You and your partner throw your opponent into the cage. The crowd goes crazy.
Move your grade up 1 and you continue on offense. |
| 12 | A steel chair is thrown over the cage and into the ring and you hit your opponent with it.
Roll your DQ. If you are not DQ'ed, you go for the WIN! |

Card # **MAIN CHART FOR BATTLE ROYAL MATCHES**

- EC** You are in control and try to throw your opponent over the top rope. See if you are successful.
Roll on Battle Royal Elimination Chart!
- 1** Battle Royal Action Chart.
Roll on Battle Royal Action Chart
- 2** Battle Royal Action Chart.
Roll on Battle Royal Action Chart
- 3** Battle Royal Action Chart.
Roll on Battle Royal Action Chart
- 4** Battle Royal Action Chart.
Roll on Battle Royal Action Chart
- 5** Battle Royal Action Chart.
Roll on Battle Royal Action Chart
- 6** You are in control.
Roll on the Wrestler Action Chart for outcome.
- 7** Roll again on all rolls that have a result of 7 on the wrestlers card.
Roll Again.

BATTLE ROYAL ELIMINATION CHART**EC**

You are in control and try to throw your opponent over the top rope. See if you are successful.

<u>Roll</u>	<u>A+</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
2	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!	Eliminated!
3	Drop 2	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!
4	Drop 1	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!
5	Drop 1	Drop 1	Drop 2	Drop 2	Eliminated!	Eliminated!
6	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Eliminated!
7	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Break Free!
8	Drop 1	Drop 1	Drop 1	Drop 1	Drop 1	Eliminated!
9	Drop 1	Drop 1	Drop 2	Drop 2	Eliminated!	Eliminated!
10	Drop 1	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!
11	Drop 2	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!
12	Drop 2	Drop 2	Drop 2	Eliminated!	Eliminated!	Eliminated!

Eliminated = You throw your opponent over the top rope and to the floor! Chose two new wrestlers to battle.

Drop 2 = Drop your opponents Battle Royal grade by 2.

Drop 1 = Drop your opponents Battle Royal grade by 1.

Break Free = Your opponent breaks free. Choose two new wrestlers to battle.

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| 2 | Another wrestler gets into the mix and you both try to eliminate him.
The chosen wrestler must roll on Elimination Chart. |
| 3 | You almost have your opponent out but his ally smashes you with a chair from the floor.
Drop your grade 2 and your opponent takes over on offense. |
| 4 | Some outside interference helps your opponent out.
Drop your grade 1 and your opponent takes over on offense. |
| 5 | You charge your opp. but he moves out of the way and throws you into the corner post.
Drop your grade 1 and your opponent takes over on offense. |
| 6 | Both wrestlers are in a battle.
The heavier wrestler takes control. |
| 7 | Both wrestlers separate and go for different opponents.
Put these two back in the mix and choose two new wrestlers to battle. |
| 8 | Both wrestlers are in a battle.
The heavier wrestler takes control. |
| 9 | You take off your boot and bash your opponent in the head.
Drop opponent's grade 1 and continue on offense. |
| 10 | You get a little help from an ally inside the ring.
Drop opponent's grade 1 and continue on offense. |
| 11 | You go for a piledriver to your opponent and another wrestler helps drive him to the mat.
Drop your opponents grade 2 and continue on offense. |
| 12 | Two other wrestlers come from behind and try to eliminate you and your opponent.
Both wrestlers must roll on the elimination chart to see the damage. |

2	Another wrestler gets into the mix and you both try to eliminate him. The chosen wrestler must roll on Elimination Chart.
3	You choke your opponent with the top rope. Drop opponent's grade 1 and continue on offense.
4	You work to push your opponent over the top rope. Continue on offense.
5	You apply a corner foot choke to your opponent. Continue on offense.
6	Both wrestlers are in a battle. The heavier wrestler takes control.
7	Both wrestlers separate and go for different opponents. Put these two back in the mix and choose two new wrestlers to battle.
8	Both wrestlers are in a battle. The heavier wrestler takes control.
9	You land some kicks and punches to your opponent. Continue on offense.
10	You work to push your opponent over the top rope. Continue on offense.
11	You back your opponent into the corner and land some hard kicks and punches. Drop opponent's grade 1 and continue on offense.
12	Two other wrestlers come from behind and try to eliminate you and your opponent. Both wrestlers must roll on the elimination chart to see the damage.