

James J. Dillon

DQ: 10

Pin Save: 7

Title Save: 6

Roll	Result	Action
11	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
12	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
13	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
14	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
15	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
16	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
21	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
22	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
23	U1	Manager tries to call a timeout with the referee to get his wrestler a break. Move his wrestlers grade up 1.
24	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
25	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
26	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
31	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
32	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
33	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
34	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
35	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
36	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
41	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
42	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
43	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
44	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
45	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
46	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
51	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
52	DQ / PA	Manager hits opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
53	DQ / PA	Manager hits opponent with a steel chair. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
54	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
55	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
56	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
61	PA	Manager hits opponent with a steel chair knocking him out. His wrestler goes for the win.
62	PA	Manager grabs opponents leg during a suplex. His wrestler lands on the opponent and goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Bobby the Brain Heenan

DQ: 10

Pin Save: 8

Title Save: 6

Roll	Result	Action
11	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
12	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
13	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
14	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
15	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
16	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
21	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
22	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
23	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
24	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
25	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
26	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
31	U1	Manager tries to call a timeout with the referee to get his wrestler a break. Move his wrestlers grade up 1.
32	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
33	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
34	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
35	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
36	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
41	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
42	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
43	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
44	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
45	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
46	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
51	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
52	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
53	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
54	DQ / PA	Manager hits opponent with a steel chair. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
55	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
56	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
61	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
62	PA	Manager grabs opponents leg during a suplex. His wrestler lands on the opponent and goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Jim Cornette

DQ: 10

Pin Save: 7

Title Save: 6

Roll	Result	Action
11	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
12	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
13	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
14	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
15	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
16	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
21	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
22	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
23	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
24	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
25	U1	Manager tries to call a timeout with the referee to get his wrestler a break. Move his wrestlers grade up 1.
26	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
31	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
32	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
33	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
34	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
35	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
36	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
41	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
42	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
43	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
44	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
45	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
46	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
51	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
52	DQ / PA	Manager hits opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
53	DQ / PA	Manager hits opponent with a steel chair. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
54	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
55	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
56	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
61	PA	Manager hits opponent with a steel chair knocking him out. His wrestler goes for the win.
62	PA	Manager grabs opponents leg during a suplex. His wrestler lands on the opponent and goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Precious Paul Ellering

DQ: 8

Pin Save: 9

Title Save: 8

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
56	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
62	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
63	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
64	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Mouth of the South Jimmy Hart

DQ: 10

Pin Save: 8

Title Save: 6

Roll	Result	Action
11	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
12	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
13	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
14	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
15	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
16	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
21	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
22	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
23	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
24	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
25	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
26	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
31	U1	Manager tries to call a timeout with the referee to get his wrestler a break. Move his wrestlers grade up 1.
32	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
33	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
34	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
35	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
36	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
41	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
42	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
43	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
44	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
45	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
46	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
51	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
52	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
53	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
54	DQ / PA	Manager hits opponent with a steel chair. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
55	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
56	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
61	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
62	PA	Manager grabs opponents leg during a suplex. His wrestler lands on the opponent and goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Classy Freddie Blassie

DQ: 9

Pin Save: 8

Title Save: 7

Roll	Result	Action
11	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
15	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
16	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
21	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
24	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
25	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
26	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
31	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
32	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
33	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
34	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
35	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
36	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
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42	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
43	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
44	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
45	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
46	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
51	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
52	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
53	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
54	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
55	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
56	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
61	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
62	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Captain Lou Albano

DQ: 9

Pin Save: 8

Title Save: 7

Roll	Result	Action
11	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
12	RE	Manager and his wrestler argue. Opponent takes over on offense.
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32	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
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34	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
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41	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
42	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
43	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
44	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
45	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
46	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
51	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
52	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
53	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
54	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
55	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
56	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
61	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
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63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Paul E. Dangerously

DQ: 9

Pin Save: 8

Title Save: 7

Roll	Result	Action
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12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
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21	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
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25	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
26	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
31	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
32	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
33	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
34	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
35	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
36	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
41	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
42	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
43	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
44	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
45	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
46	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
51	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
52	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
53	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
54	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
55	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
56	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
61	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
62	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Paul Heyman

DQ: 8

Pin Save: 9

Title Save: 8

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
51	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
52	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
53	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
54	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
55	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
56	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
61	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
62	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
63	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
64	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

No. 1 Paul Jones

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Playboy Gary Hart

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Teddy Long

DQ: 8

Pin Save: 9

Title Save: 8

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
56	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
62	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
63	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
64	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Mr. Fuji

DQ: 8

Pin Save: 9

Title Save: 8

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
44	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
46	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
51	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
52	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
53	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
54	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
55	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
56	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
61	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
62	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
63	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
64	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Gamesmaster Kevin Sullivan

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
15	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
16	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
21	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
24	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
25	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
26	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
31	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
32	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
33	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
34	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
35	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
36	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
41	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
42	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
43	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
44	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
45	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
46	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
51	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
52	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
53	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
54	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
55	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
63	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Lucious Johnny Valiant

DQ: 8

Pin Save: 9

Title Save: 8

Roll	Result	Action
11	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
15	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
16	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
21	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
32	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
33	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
34	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
35	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
36	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
41	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
42	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
43	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
44	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
46	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
51	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
52	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
53	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
54	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
55	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
56	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
61	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
62	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
63	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
64	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Paul Bearer

DQ: 10

Pin Save: 7

Title Save: 6

Roll	Result	Action
11	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
12	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
13	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
14	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
15	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
16	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
21	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
22	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
23	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
24	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
25	U1	Manager tries to call a timeout with the referee to get his wrestler a break. Move his wrestlers grade up 1.
26	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
31	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
32	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
33	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
34	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
35	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
36	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
41	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
42	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
43	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
44	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
45	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
46	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
51	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
52	DQ / PA	Manager hits opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
53	DQ / PA	Manager hits opponent with a steel chair. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
54	DQ / PA	Manager slips his wrestler a foreign object. Roll Managers DQ. If not DQ'ed, his wrestler goes for the win.
55	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
56	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
61	PA	Manager hits opponent with a steel chair knocking him out. His wrestler goes for the win.
62	PA	Manager grabs opponents leg during a suplex. His wrestler lands on the opponent and goes for the win.
63	PA	Manager sneaks next to the apron holds opponents foot during the pin. His wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Percy Pringle III

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
34	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
41	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
42	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
46	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Sir Oliver Humperdink

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
15	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
16	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
21	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
31	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
32	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
33	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
34	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
35	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
36	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
41	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
42	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
43	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
44	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
45	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
46	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
51	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
52	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
53	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
54	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
55	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
63	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Slick

DQ: 7

Pin Save: 10

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
34	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
41	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
42	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
46	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
52	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
53	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
54	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
55	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
56	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
61	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Shiek Adnan Al-Kaissey

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
34	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
41	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
42	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
46	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
52	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Manager chokes opponent thru the ropes. Roll Manager's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Manager hits opponent with the heel of his loafer. Drop opponents grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

The Grand Wizard

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
13	RE	Manager and his wrestler argue. Opponent takes over on offense.
14	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
15	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
16	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
21	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
22	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
23	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
31	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
32	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
33	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
34	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
35	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
36	U1	Manager distracts ref while his wrestler takes a breather. Move his wrestlers grade up 1.
41	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
42	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
43	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
44	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
45	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
46	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
51	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
52	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
53	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
54	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
55	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Manager hits opponent with a foreign object. Roll manager's DQ. If not DQ'ed, his wrestler goes for the win.
63	DQ / PA	Manager hits opponent with the heel of his loafer. Roll Manager's DQ. If not DQ'ed, his wrestler goes for the win.
64	PA	Manager hits opponent with a foreign object knocking him out. His wrestler goes for the win
65	PA	Manager climbs on the ring apron and argues with opponent. His wrestler goes for a roll up pin.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Skandor Akbar

DQ: 7

Pin Save: 10

Title Save: 9

Roll	Result	Action
11	RP	Manager hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Manager hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Manager throws a foreign object into the ring. Opp. grabs it and hits his wrestler. Opponent goes for a pin.
14	RE	Manager and his wrestler argue. Opponent takes over on offense.
15	RE	Manager and his wrestler argue. Opponent takes over on offense.
16	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
21	RE	Manager jumps onto the apron and he and his wrestler collide. Opponent takes over on offense.
22	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
23	RE	Manager tries to hit opp. with shoe, misses and hits his own wrestler. Opponent takes over on offense.
24	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
25	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
26	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
31	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
32	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
33	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
34	CN	Manager climbs on the apron but the ref stops him from interfering. His wrestler continues on offense.
35	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
36	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
41	CO	Manager tries to stop his wrestler from getting back in the ring. Roll of 10 to 12 - his wrestler is counted out.
42	OCO	Manager hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Manager holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Manager gets opponent to chase him away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Manager acts as a human shield and takes the brunt of the attack. Move his wrestlers grade up 1.
46	DQ / D1	Manager stomps opp. multiple times outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Manager chokes opponent with cords outside the ring. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
52	DQ / D1	Manager attempts to hit opponent with the ring bell. Roll Manager's DQ. If not DQ'ed, drop opponents grade 1.
53	D1	Manager gets in a cheap shot on the opponent. Drop opponents grade 1.
54	D1	Manager trips opponent who was running into the ropes. Drop opponents grade 1.
55	D1	Manager kicks the downed opponent outside the ring. Drop opponents grade 1.
56	D1	Manager punches opponent through the ropes. Drop opponents grade 1.
61	DQ / D2	Manager pulls down the top rope and opp. hits the floor hard. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
62	DQ / D2	Manager bumps the ref out of the ring and dbl. teams opponent. Roll Manager's DQ. If not DQ'ed, drop opp. grade 2.
63	D2	Manager pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Manager pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Manager argues with ref while his wrestler chokes opponent. Drop opponents grade 2.
66	PA	Manager climbs on the ring apron and argues with opponent. His wrestler sneaks up and attempts his finisher.

Miss Elizabeth

DQ: 10

Pin Save: 7

Title Save: 6

Roll	Result	Action
11	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
12	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
13	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
14	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
15	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
16	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
21	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
22	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
23	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
24	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
25	U1	Valet tries to call a timeout with the referee to get her wrestler a break. Move her wrestlers grade up 1.
26	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
31	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
32	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
33	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
34	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
35	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
36	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
41	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
42	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
43	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
44	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
45	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
46	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
51	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
52	DQ / PA	Valet hits opponent with a loaded purse. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
53	DQ / PA	Valet hits opponent with a steel chair. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
54	DQ / PA	Valet slips her wrestler a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
55	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
56	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	PA	Valet hits opponent with a steel chair knocking him out. Her wrestler goes for the win.
62	PA	Valet grabs opponents leg during a suplex. Her wrestler lands on the opponent and goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win.
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Chyna

DQ: 10

Pin Save: 7

Title Save: 6

Roll	Result	Action
11	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
12	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
13	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
14	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
15	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
16	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
21	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
22	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
23	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
24	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
25	U1	Valet tries to call a timeout with the referee to get her wrestler a break. Move her wrestlers grade up 1.
26	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
31	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
32	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
33	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
34	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
35	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
36	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
41	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
42	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
43	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
44	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
45	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
46	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
51	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
52	DQ / PA	Valet hits opponent with a loaded purse. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
53	DQ / PA	Valet hits opponent with a steel chair. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
54	DQ / PA	Valet slips her wrestler a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
55	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
56	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	PA	Valet hits opponent with a steel chair knocking him out. Her wrestler goes for the win.
62	PA	Valet grabs opponents leg during a suplex. Her wrestler lands on the opponent and goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win.
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Perfect Ten Babydoll

DQ: 10

Pin Save: 8

Title Save: 6

Roll	Result	Action
11	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
12	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
13	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
14	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
15	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
16	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
21	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
22	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
23	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
24	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
25	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
26	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
31	U1	Valet tries to call a timeout with the referee to get her wrestler a break. Move her wrestlers grade up 1.
32	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
33	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
34	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
35	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
36	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
41	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
42	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
43	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
44	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
45	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
46	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
51	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
52	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
53	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
54	DQ / PA	Valet hits opponent with a steel chair. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
55	DQ / PA	Valet slips her wrestler a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
56	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
62	PA	Valet grabs opponents leg during a suplex. Her wrestler lands on the opponent and goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win.
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Sensational Sherri

DQ: 10

Pin Save: 8

Title Save: 6

Roll	Result	Action
11	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
12	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
13	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
14	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
15	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
16	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
21	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
22	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
23	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
24	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
25	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
26	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
31	U1	Valet tries to call a timeout with the referee to get her wrestler a break. Move her wrestlers grade up 1.
32	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
33	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
34	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
35	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
36	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
41	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
42	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
43	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
44	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
45	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
46	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
51	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
52	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
53	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
54	DQ / PA	Valet hits opponent with a steel chair. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
55	DQ / PA	Valet slips her wrestler a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
56	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
62	PA	Valet grabs opponents leg during a suplex. Her wrestler lands on the opponent and goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win.
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Sunny

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
13	RE	Valet and her wrestler argue. Opponent takes over on offense.
14	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
15	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
16	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
21	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
22	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
23	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
24	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
25	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
26	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
31	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
32	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
33	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
34	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
35	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
36	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
41	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
42	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
43	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
44	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
45	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
46	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
51	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
52	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
53	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
54	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
55	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
63	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Missy Hyatt

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
13	RE	Valet and her wrestler argue. Opponent takes over on offense.
14	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
15	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
16	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
21	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
22	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
23	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
24	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
25	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
26	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
31	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
32	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
33	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
34	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
35	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
36	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
41	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
42	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
43	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
44	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
45	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
46	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
51	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
52	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
53	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
54	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
55	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
63	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Sunshine

DQ: 7

Pin Save: 10

Title Save: 9

Roll	Result	Action
11	RP	Valet hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
14	RE	Valet and her wrestler argue. Opponent takes over on offense.
15	RE	Valet and her wrestler argue. Opponent takes over on offense.
16	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
21	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
22	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
23	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
24	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
25	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
26	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
31	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
32	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
33	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
34	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
35	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
36	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
41	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
42	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
46	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
52	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
53	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
54	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
55	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
56	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
61	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
62	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
63	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Precious

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Valet hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
14	RE	Valet and her wrestler argue. Opponent takes over on offense.
15	RE	Valet and her wrestler argue. Opponent takes over on offense.
16	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
21	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
22	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
23	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
24	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
25	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
26	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
31	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
32	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
33	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
34	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
35	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
36	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
41	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
42	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
43	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
44	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
45	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
46	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
51	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
52	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
63	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Terri Runnels

DQ: 9

Pin Save: 8

Title Save: 7

Roll	Result	Action
11	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
13	RE	Valet and her wrestler argue. Opponent takes over on offense.
14	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
15	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
16	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
21	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
22	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
23	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
24	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
25	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
26	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
31	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
32	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
33	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
34	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
35	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
36	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
41	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
42	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
43	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
44	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
45	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
46	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
51	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
52	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
53	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
54	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
55	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
56	DQ / PA	Valet slips her wrestler a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
62	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win.
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Dark Journey

DQ: 7

Pin Save: 9

Title Save: 9

Roll	Result	Action
11	RP	Valet hits own wrestler with foreign object by accident. Opponent goes for a pin attempt.
12	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
13	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
14	RE	Valet and her wrestler argue. Opponent takes over on offense.
15	RE	Valet and her wrestler argue. Opponent takes over on offense.
16	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
21	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
22	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
23	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
24	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
25	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
26	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
31	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
32	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
33	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
34	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
35	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
36	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
41	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
42	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
43	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
44	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
45	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
46	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
51	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
52	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
53	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
54	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
55	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
56	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
61	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
62	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
63	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
64	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
65	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Luna Vachon

DQ: 9

Pin Save: 9

Title Save: 7

Roll	Result	Action
11	RP	Valet hits own wrestler with steel chair by accident. Opponent goes for a pin attempt.
12	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
13	RE	Valet and her wrestler argue. Opponent takes over on offense.
14	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
15	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
16	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
21	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
22	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
23	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
24	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
25	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
26	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
31	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
32	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
33	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
34	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
35	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
36	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
41	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
42	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
43	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
44	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
45	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
46	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
51	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
52	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
53	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
54	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
55	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
56	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
61	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
62	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
63	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.

Woman

DQ: 10

Pin Save: 8

Title Save: 6

<u>Roll</u>	<u>Result</u>	<u>Action</u>
11	RP	Valet throws a foreign object into the ring. Opp. grabs it and hits her wrestler. Opponent goes for a pin.
12	RE	Valet jumps onto the apron and she and her wrestler collide. Opponent takes over on offense.
13	RE	Valet tries to hit opp. with shoe, misses and hits her own wrestler. Opponent takes over on offense.
14	CN	Valet climbs on the apron but the ref stops her from interfering. Her wrestler continues on offense.
15	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
16	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
21	CO	Valet tries to stop her wrestler from getting back in the ring. Roll of 10 to 12 - her wrestler is counted out.
22	OCO	Valet hits opponent with a chair from behind outside the ring. Roll of 9 to 12 - opponent loses by count out.
23	OCO	Valet holds opponent's foot as he tries to get back into the ring. Roll of 9 to 12 - opponent loses by count out.
24	OCO	Valet gets opponent to chase her away from ringside. Roll of 9 to 12 - opponent loses by count out.
25	U1	Valet tries to call a timeout with the referee to get her wrestler a break. Move her wrestlers grade up 1.
26	U1	Valet distracts ref while her wrestler takes a breather. Move her wrestlers grade up 1.
31	U1	Valet acts as a human shield and takes the brunt of the attack. Move her wrestlers grade up 1.
32	DQ / D1	Valet kicks opp. multiple times outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
33	DQ / D1	Valet chokes opponent with cords outside the ring. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
34	DQ / D1	Valet attempts to hit opponent with the ring bell. Roll Valet's DQ. If not DQ'ed, drop opponents grade 1.
35	D1	Valet gets in a cheap shot on the opponent. Drop opponents grade 1.
36	D1	Valet trips opponent who was running into the ropes. Drop opponents grade 1.
41	D1	Valet kicks the downed opponent outside the ring. Drop opponents grade 1.
42	D1	Valet slaps opponent through the ropes. Drop opponents grade 1.
43	DQ / D2	Valet chokes opponent thru the ropes. Roll Valet's DQ. If not DQ'ed, drop opponents grade 2.
44	DQ / D2	Valet pulls down the top rope and opp. hits the floor hard. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
45	DQ / D2	Valet bumps the ref out of the ring and dbl. teams opponent. Roll Valet's DQ. If not DQ'ed, drop opp. grade 2.
46	D2	Valet hits opponent with the heel of her shoe. Drop opponents grade 2.
51	D2	Valet pushes opponent off of top turnbuckle. Drop opponents grade 2.
52	D2	Valet pulls down the top rope and opponent hits the floor hard. Drop opponents grade 2.
53	D2	Valet argues with ref while her wrestler chokes opponent. Drop opponents grade 2.
54	DQ / PA	Valet hits opponent with a steel chair. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
55	DQ / PA	Valet slips her wrestler a foreign object. Roll Valets DQ. If not DQ'ed, her wrestler goes for the win.
56	DQ / PA	Valet hits opponent with a foreign object. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
61	DQ / PA	Valet hits opponent with the heel of her shoe. Roll Valet's DQ. If not DQ'ed, her wrestler goes for the win.
62	PA	Valet grabs opponents leg during a suplex. Her wrestler lands on the opponent and goes for the win.
63	PA	Valet sneaks next to the apron holds opponents foot during the pin. Her wrestler goes for the win.
64	PA	Valet hits opponent with a foreign object knocking him out. Her wrestler goes for the win
65	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler goes for a roll up pin.
66	PA	Valet climbs on the ring apron and argues with opponent. Her wrestler sneaks up and attempts his finisher.