

Height: 6'8"
Weight: 254 lbs.
Parts Unknown

Height: 6'8"
Weight: 310 lbs.
Parts Unknown

187

211

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. snap mare - 1 2. arm drag - 1 3. turnbuckle smash - 2 4. over-the-shoulder chinlock - 2 5. hangman neckbreaker - 2 (ch A) 6. shoulder backbreaker - 3	1. 187 - 2 2. 187 - 1 3. dazed - 1 4. 187 - 2 5. 187 - 1 6. 187 - 2	1. punch to head - 1 2. back rake - 1 3. kidney punch - 2 4. into the turnbuckle 5. rope choke - 2 6. giant swing - 3 (pw)	1. 211 - 2 2. 211 - 1 3. dazed - 1 (tag) 4. 211 - 1 5. 211 - 2 6. 211 - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. rope choke - 2 2. shoulder arm breaker - 2 3. into the turnbuckle 4. clothesline - 3 5. short-arm shoulder tackle - 3 6. shoulder ram on ringpost - 3	1. dazed - 1 2. hurt - 2 3. 187 - 1 4. dazed - 1 5. hurt - 2 6. dazed - 1	1. shoulder tackle - 2 2. head butt - 2 3. hard whip into turnbuckle - 2 (ch A) 4. snake eyes - 3 5. suplex power bomb - 3 6. choke slam - 3	1. dazed - 1 2. 211 - 2 3. hurt - 2 4. 211 - 1 5. hurt - 2 (tag) 6. 211 - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. clubbing forearm - 2 2. power bomb - 3 (ch G) 3. out of the ring (c) 4. out of the ring (c) 5. piledriver - 3 6. HOMICIDE (*)	1. PIN 4(1) 2. dazed - 1 3. down - 3 (lv) 4. hurt - 2 5. hurt - 2 6. hurt - 2	1. inverted atomic drop - 2 2. heart punch - 3 (ch G) 3. out of the ring (c) 4. out of the ring 5. tilt-a-whirl backbreaker - 3 6. ADW (+4)	1. hurt - 2 2. down - 3 (lv) 3. hurt - 2 4. hurt - 2 5. PIN 4(1) 6. hurt - 2
Ropes - B Turnbuckle - A Ring - A Deathjump - B Disqualification - 6	Agility 0 Power -5 Cage 2	Ropes--B Turnbuckle--A Ring--A Deathjump--C Disqualification--6	Agility +1 Power -4 Cage 2

(*) see reverse side for HOMICIDE rules

(c), Filsinger Games

(c), Filsinger Games

Height: 6'2"
Weight: ??? lbs.
Parts Unknown

Height: 5'11"
Weight: 244 lbs.
Atlantic City, NY

666

ACE ENDEHOLE

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. stomp to head - 1 2. choke using ropes - 1 3. snap mare - 2 4. neck twist - 2 (ch A) 5. throat strike - 2 6. fisherman's neckbreaker - 3 (ag)	1. 666 - 2 2. 666 - 2 3. dazed - 1 (tag) 4. 666 - 1 5. dazed - 1 (tag) 6. 666 - 2	1. knife-hand chop - 1 2. arm drag - 1 3. belly-to-back suplex - 2 4. dropkick - 2 (ag) 5. clothesline - 2 6. Snake Eyes - 3 (pw)	1. dazed - 1 (tag) 2. hurt - 2 3. dazed - 1 (tag) 4. dazed - 1 (tag) 5. ACE ENDEHOLE - 1 6. ACE ENDEHOLE - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. neck snap - 2 2. head scissors - 2 3. into the turnbuckle (c) 4. clothesline - 3 5. choke slam - 3 6. piledriver - 3	1. dazed - 1 2. dazed - 1 3. 666 - 1 4. 666 - 1 5. hurt - 2 6. hurt - 2 (tag)	1. knee drop - 1 (ch B) 2. body slam - 2 3. tornado snap mare - 2 4. into the ropes (c) 5. fireman's carry power slam - 2 6. dragon sleeper - 3	1. ACE ENDEHOLE - 1 2. hurt - 2 (tag) 3. hurt - 2 4. hurt - 2 (tag) 5. down - 3 6. down - 3
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. snap suplex - 2 (ch F) 2. Asiatic Spike - 3 3. choke sleeper - 3 4. deathjump (c) 5. out of the ring 6. MARK OF THE BEAST (0)	1. hurt - 2 2. dazed - 1 3. PIN 5(2) 4. hurt - 2 5. hurt - 2 6. down - 3 (tag)(lv)	1. Deuces Wild - 2 2. out of the ring (c) 3. Hole Card - 3 (ch H) 4. out of the ring 5. superkick - 3 6. HOLD 'EM OR FOLD 'EM (ROLL "12")	1. down - 3 2. down - 3 (tag)(lv) 3. hurt - 2 4. PIN 8(5) 5. down - 3 6. hurt - 2
Ropes--A Turnbuckle--A Ring--A Deathjump--B Disqualification--6	Agility +2 Power -4 Cage 4	Ropes - C Turnbuckle - C Ring - C Deathjump - B Disqualification - 7	Agility 0 Power +3 Cage 11

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(* Each time 187's opponent is not pinned because of HOMICIDE, worsen the defensive results on all levels by one (**REVERSAL - 2** becomes **REVERSAL - 1**, (**REVERSAL - 1** becomes **dazed - 1**, **dazed - 1** becomes **hurt - 2**, **hurt - 2** becomes **down - 3**, **down - 3** becomes a **PIN ATTEMPT.**) HOMICIDE's finisher rating begins at 0 and increases by 1 each time HOMICIDE is rolled. The opponent is automatically injured after the match, regardless of whether or not he is pinned because of HOMICIDE. Roll 1 die and add the number of times HOMICIDE was rolled during the match for injury length.