

Height: 6' 2"  
Weight: 260 lbs.  
Parts Unknown

Height: 6'3"  
Weight: 255 lbs.  
Andromeda

## TNT TRACEY

## UGLY COYOTE

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. arm drag - 1 2. hip toss - 1 3. hammerlock slam - 2 4. suplex - 2 (ch B) 5. sidewalk slam - 2 6. shoulder breaker - 3	1. dazed - 1 (tag) 2. TNT TRACEY - 1 3. TNT TRACEY - 1 4. dazed - 1 (tag) 5. TNT TRACEY - 2 6. dazed - 1	1. bite - 1 2. swipe with claw - 1 3. monkey flip - 2 (pw) 4. clothesline - 2 (ch A) 5. backbreaker - 2 (pw) 6. running bulldog - 3	1. UGLY COYOTE - 2 2. UGLY COYOTE - 1 3. dazed - 1 4. dazed - 1 5. dazed - 1 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. clothesline - 2 2. body slam - 2 3. into the ropes (c) 4. full-nelson slam - 3 5. hangman neckbreaker - 3 6. Ground-Shaker - 3	1. TNT TRACEY - 1 2. dazed - 1 3. hurt - 2 (tag) 4. hurt - 2 5. hurt - 2 6. TNT TRACEY - 2	1. straightjacket suplex - 2 2. shoulder breaker - 2 3. scoop slam - 2 (ch E) 4. into the turnbuckle 5. piledriver - 3 6. Can't Fight the Moonlight - 3	1. dazed - 1 2. hurt - 2 3. UGLY COYOTE - 1 4. hurt - 2 (tag) 5. hurt - 2 6. UGLY COYOTE - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. backbreaker - 2 2. gut wrench power bomb - 3 (ch G) 3. power slam - 3 4. out of the ring (c) 5. out of the ring 6. IMPLOSION (+3) tag	1. hurt - 2 2. hurt - 2 3. down - 3 (tag)(lv) 4. PIN 5(2) 5. hurt - 2 6. hurt - 2	1. deathjump (c) 2. out of the ring (c) 3. electric chair drop - 3 4. swinging cradle neckbreaker - 3 5. Andromeda Drop - 3 6. MESA MOON HOWL (+4)	1. down - 3 (tag) 2. hurt - 2 3. hurt - 2 4. hurt - 2 5. PIN 6(3) 6. down - 3 (lv)
Ropes - B Turnbuckle - A Ring - B Deathjump - B Disqualification - 5	Agility -1 Power -4 Cage 2	Ropes--B Turnbuckle--B Ring--A Deathjump--B Disqualification--6	Agility -2 Power -4 Cage 1

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Height: 5' 7"  
Weight: 241 lbs.  
Southern Mason-Dixon Line

Height: 6'5"  
Weight: 210 lbs.  
Norway, Earth

## UNION JACK REBEL

## VAL KIRA

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. arm drag - 1 2. arm twist - 1 3. elbow smash - 2 (ag) 4. snap mare - 2 (ch B) 5. reverse knife-edge - 2 6. backbreaker - 3	1. dazed - 1 (tag) 2. dazed - 1 (tag) 3. UNION JACK REBEL - 1 4. hurt - 2 5. dazed - 1 (tag) 6. UNION JACK REBEL - 2	1. punch - 1 2. hair pull snap mare - 1 3. scoop slam - 2 (ch A) 4. into the turnbuckle 5. shoulder tackle - 2 6. bear hug - 3 (pw)	1. VAL KIRA - 2 2. VAL KIRA - 1 3. VAL KIRA - 1 4. dazed - 1 5. VAL KIRA - 2 6. dazed - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. arm bar - 2 2. headlock - 2 3. into the ropes (c) 4. body slam - 2 (ch C) 5. power bomb - 3 6. shoulder tackle - 3	1. hurt - 2 (tag) 2. hurt - 2 3. dazed - 1 4. UNION JACK REBEL - 2 5. UNION JACK REBEL - 2 6. hurt - 2 (tag)	1. stomp on opp. shoulder blades - 2 2. clubbing forearm on shoulders - 2 3. shoulder breaker - 2 4. chinlock surfboard - 2 5. pumphandle backbreaker - 3 (ch D) 6. Death Valley Driver - 3	1. hurt - 2 2. dazed - 1 3. dazed - 1 4. VAL KIRA - 1 5. hurt - 2 6. VAL KIRA - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. side slam - 3 2. deathjump (c) 3. out of the ring 4. power slam - 3 5. shoulder pole ram - 3 6. CONFEDERATE CRUNCH (+3) tag	1. PIN 6(3) 2. hurt - 2 3. down - 3 (tag)(lv) 4. down - 3 5. down - 3 6. hurt - 2	1. torture rack - 3 2. deathjump (c) 3. out of the ring 4. clothesline - 3 5. missile shoulder - 3 6. VAL KIRA'S RIDE (+4)	1. down - 3 (lv) 2. hurt - 2 3. hurt - 2 4. hurt - 2 5. PIN 6(3) 6. down - 3
Ropes - A Turnbuckle - A Ring - B Deathjump - B Disqualification - 4	Agility 0 Power -4 Cage 6	Ropes - A Turnbuckle - A Ring - A Deathjump - B Disqualification - 5	Agility 0 Power -4 Cage 4

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