

Tag-Team Match Rules  
for  
Main Event Wrestling  
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Before the match, each team SKGs to see which partner is in the ring. Tag Teams share card hands. When they tag-off, the partner entering the ring receives the cards from the partner leaving the ring. However, the partner outside the ring is allowed to view the cards and play any card that allows him to interfere, such as the cards marked *Come To The Rescue* or *Double Team*.

Each wrestler keeps track of their own Damage and Fatigue. Both partners receive the Damage and Fatigue costs as listed when they perform or are the victim of Double Team Attacks.

Tag-Offs can be made at any time providing the Wrestler in the ring has Momentum and is in his assigned corner near his partner. An Opponent without Momentum can still make a tag-off through the use of any Defense or Special Move card which allows him to make a tag-off.

Free For All

If during any point in the match all four wrestlers are in the ring at the same time, then the illegal partners from each time has until the Count Of Three to leave the ring or be Disqualified. Each illegal wrestler rolls a die three times. If he fails to roll his Skill or below in any of the rolls, his team is Disqualified.

Partners can try to confuse the referee as to which one of them is the legal combatant and which one is the illegal one. Before the roll begins for the Count Of Three, each partner SKGs to see which one will lay claim to being the legal partner. The one who loses the SKG will then roll for the Count Of Three.

Also, before the Count Of Three is issued, each tag-team can try to inflict Damage to the other tag-team. Each team partner SKGs to see who will battle who. The winners of the SKG from each team lock-up with one another while the losers of the SKG from each team do the same. In each battle, the wrestlers SKG for Momentum. The winner is allowed to play one Attack card. The loser is allowed to play one Defense or Special Move card (if able to). After this, the illegal partner from each team rolls for the Count Of Three.

If both illegal partners successfully make their Count Of Three rolls, then repeat the Free For All procedure again. This sequence of events continues until one team loses the Count of Three and is Disqualified, or when one or more wrestlers leave (or is removed from) the ring. In which case the match continues as normal.