

OUT OF RING CHART

- 2 Wild brawl; 10-12 both counted out; if any distraction rating is 5 or above, their partner(s)/manager interfere
- 3 Brawl; all results come from Column 2; double effects of all moves; after each move, roll dice - 2-6 both go back in ring
- 4 Run shoulder into ring post; -1 from break rating for remainder of match
- 5 Bust with chair; +1 to down rating for remainder; if opponents Bld rating is 6 or more, he is busted open
- 6 Smash head on table; 11-12 counted out
- 7 Wait in ring: 11-12 opponent counted out
- 8 Run into ringside railing; -1 from break rating for remainder of match
- 9 Roll on Column 2; double effects of all moves; 7-12 both go back in ring
- 10 Smash head into ring apron; 10-12 counted out
- 11 Run head into ringpost; if Bld rating is 4 or more, he is busted open; roll dice - if total is 10 or higher, he is knocked cold
- 12 Donnybrook Brawl; anyone chosen by Promoter can enter the battle; both/all wrestlers are counted out; no decision

SPECIAL EVENTS CHART

- 2 Fans throw debris into the ring; match cancelled for safety of wrestlers
- 3 FREE FOR ALL
- 4 Run shoulder into ring post; -1 from break rating for remainder
- 5 Chance for serious injury; roll dice - if roll is equal to or greater than BLD rating, wrestler is injured; consult Injury Chart
- 6 Heel grabs house mike and yells insults at fans
- 7 Heel cringes in corner and calls time out.
- 8 Both wrestlers criss-cross ring and run into each other; high roll gains control.
- 9 Referee knocked out; no pinfalls may occur for the next 6 offensive dice rolls ; any weapon can be acquired with a roll between 2-7.
- 10 Top rope comes loose; any whips or other rope moves become "Throw Opponent Out of Ring"
- 11 Referee gets knocked out for 6 offensive rolls (total between wrestlers); anything goes; any successful pins must also roll between 2-7 for the referee to revive in time to see pin
- 12 Referee loses control; other referees come from the back; match ends in a "no contest" ruling as all heck breaks loose

ADDITIONAL CHARTS

DISTRACTION CHART

Add the distraction ratings of wrestler(s) and their pal(s)/manager, then roll the dice. If the roll is less than or equal to the total of the combined ratings, roll again and use this chart.

- 2 Wild brawl; 10-12 both counted out; if any distraction rating is 5 or above, their partner(s)/manager interfere
- 3 Heels pals run in from dressing room; roll dice- 2-5 heels enter ring and attack face; heel wrestler disq. 6-12 heels prowl outside ring and distract for remainder of match (if a pin attempt results a roll of 2-5 has the heels interfering and breaking the pin attempt.)
- 4 Manager/partner tosses weapon to heel in ring; when he uses it, if the result is NOT a pin, then the heel accidentally hits pal with object and knocks him out.
- 5 Referee argues with manager/partner; wrestler has a weapon for 6 rolls—any punching type move is now use of the weapon; check weapons chart for results of any uses
- 6 Referee distracted momentarily; heel gets 1 roll on Column 2
- 7 Referee tells manager/partner to butt out
- 8 Referee distracted momentarily; heel gets 1 roll on Column 2
- 9 Referee argues with wrestler in ring; partner/manager chokes opponent; -1 from break rating for remainder
- 10 Referee warns manager/partner to leave; 2-3 they leave
- 11 Referee gets knocked out for 6 offensive rolls (total between wrestlers); anything goes; any successful pins must also roll between 2-7 for the referee to revive in time to see pin
- 12 Referee loses control; other referees come from the back; no contest as all heck breaks loose

To use a weapon, a wrestler must roll either a punch or forearm!