

V1.0

RUMBLESLAM

MULTIPLAYER LEAGUE RULES SECOND EDITION



EXPANDED, REWORKED AND MORE EXCITING THAN EVER!
100% UNOFFICIAL, 110% CLASSIC RUMBLESLAM ACTION!



MULTIPLAYER LEAGUE RULES SECOND EDITION

LEAD WRITER:

Ben Collings

Writers:

Aitor Skallagrimsson, Cayden Bouton, David Sky Nuñez, Daz Burcombe, James Blount, Kyle LeRoy Dressler, Mike Moan, Mike Stowell, Ned Gramps Wildey, Oakwolf Dreadmarsh, Ray Livermore, Richard Parnell, Tommy Isaac, Tyler Howsare

ORIGINAL ARTWORK BY:

Ben Collings

EDITED BY:

Ben Collings

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Comments and questions can be directed via: benji_dude36@hotmail.com

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WELCOME WRESTLING MANAGERS!

So you've thrown out all your opponents from the ring! KO'd anyone who stood against you! Basked in the glory of the cheering fans! It's not enough though is it? You want more! More bloodshed! More glory! More money!

Well, here it comes! If you have the chops to handle it! Over the coming pages will be all you need to run a RumbleSlam League with as many (or few) players as you can muster!

To play in a RumbleSlam League, you will need the models, ring, rule book, dice, at least one deck of Event Cards and this PDF; otherwise, this won't make much sense! Recommended optional extras include Backstreet Brawl, Tables, Ladders and Chests and the Ref's expansions.

CHAIRMAN

First things first, you need to elect a League Chairman. The Chairman is the one who keeps everything in order, settles any out-of-hand rules disputes, dictates certain match-ups and sets the general schedule. They are the last word in what happens on league night. If you have any issues or rules conflicts, take them to the Chairman! Want to screw over the Champion? Talk with the Chairman! The Chairman is the boss, the big cheese, the head honcho, the CEO...

The Chairman is pretty important is what I'm driving at here. For without the Chairman, there is no league.

The chairman should be elected by the players taking part in the league and should be someone who can remain impartial and has a solid grasp of the RumbleSlam rules. If they're good at statistic tracking and scheduling, so much the better!

As Chairman you'll have to make some vital first decisions. There is the usual stuff like:

- ★ What night is game night?
- ★ What kind of schedule do you want to keep? One game a week? One game every two weeks? One game a month?
- ★ When the postseason starts, and how long it'll last for?
- ★ What title belt is up for grabs in the postseason?

Then there are the slightly more challenging questions like:

- ★ Which version of wrestler cards do you want to use? (Where wrestlers have been updated) Original cards only? New cards only? Players' choice (but they have to stick with their choice)? (We recommend you don't let them swap and choose on a game-by-game basis)
- ★ Will there be divisions in the league or not?

LEAGUE RULES

The RumbleSlam League is a pretty simple beast. Participants will play in a series of RumbleSlam matches, just like in any other game of RumbleSlam. This means all games are 5 rounds long and follow all the rules of the 2nd edition rule book. (unless otherwise noted in this PDF).

It is suggested that players play each other twice, once at "home" and once "away" (in the interest of fairness, you understand and not because paybacks a bitch!) but the Chairman can change that to suit, depending on how many players there are.

BUILDING YOUR STABLE

As a participant in the league, first, you'll want to pick which Casino you want to align yourself with from the choices in the main RumbleSlam rule book! Each new stable is then given **1,750,000 Dosh** with which to build their team roster. Every match will be played with **1,500,000 Dosh** built from your original roster, unless stated otherwise.

All Casino's are limited to the following:

- ★ **0-1** Free Agents
- ★ **0-8** Re-Rolls
- ★ **0-1** of each Star Player aligned to your chosen Casino
- ★ **0-1** Medic
- ★ **0+** Assistant Coaches
- ★ **0+** Cheerleaders

SPONSORSHIP

Once you've spent your money and amassed your wrestling tour de force, it's time to pick a Sponsor (because no RumbleSlam stable can get anywhere without a bit of monetary support). As in any RumbleSlam match, you choose your Sponsor before each game. **For each consecutive selection of the same Sponsor, you gain a cumulative +1 to the roll when using your Sponsorship to a maximum of +3.** If you change your Sponsorship, for any reason, you lose the bonus to the dice roll.

You can buy a secondary Sponsorship before each match (as detailed in the RumbleSlam rulebook). You get the same +1 bonus for purchasing the same Sponsorship as above, but **the bonus can never go above +1 for the purchased Sponsorship.**

MEDICS

Every team needs someone who'll put a plaster on your boo-boos and fix up those broken bones RumbleSlam is no different. Every stable may purchase a Medic for **50,000 Dosh**. **A stable can only ever have one medic.** More on when and how to use medics can be found on page 18.

ASSISTANT COACHES

A manager is just one man (or woman, or orc... or dinosaur... monster... anyone really...), and leading a wrestling stable can be a big job! Some Stables enlist the expertise of assistant coaches to lighten the workload. Each Assistant Coach costs **20,000 Dosh**. There is no limit to the number of assistant coaches a stable can have.

Assistant Coaches have no in-game benefit and are only used in the post-match sequence found on page 18.

CHEERLEADERS

Cheerleaders raise the crowd and impress with their good looks and even better dance routines. Each cheerleader costs **10,000 Dosh**. For more rules on cheerleaders see the post-match section on page 18.

BRIBES

No one is perfect, especially those in a position of power. Those in power like to remain in power by any means necessary. A bribe costs **10,000 Dosh**.

A bribe allows a player to **re-roll a failed No class or Dirty roll once per game**. A team can only ever have **one Bribe per match**.

DING! DING! TABLE

At the **start of every round**, after the initiative roll but **before any wrestlers activate**, the **player that lost the initiative roll** immediately **rolls 2G** and consults the table below:

DING! DING!	
Roll (2G)	Result
Blank	Everything Is Fine: Nothing special happens.
1	Blackout: <i>The lights in the arena suddenly go out!</i> All wrestlers this turn must make a 3+ Dex roll when activating, if failed their activation immediately ends and the opposing player moves the wrestler 3 squares in a random direction.
2	Cheering Fans: <i>The crowd are loving the action in the ring, spurring the wrestlers onto greater feats!</i> Both players roll 2G and add the number of cheerleaders in their stable to the result. The player with the higher score is roused to greatness by their adoring fans. Until the end of the round all friendly wrestler's gain +1 to all their stats. If the result is a tie nothing happens.
3	Low Blow: <i>While the ref is distracted elsewhere a wrestler siezes an oppotunity for a sneaky attack.</i> Pick an enemy wrestler adjacent to a friendly wrestler, the enemy wrestler must make a 3+ Dex roll, if failed the enemy wrestler immediately receives a knockdown counter.
4	Everything Is Fine: Nothing special happens.
5	Lightning Reflexes: <i>You catch the opposing team on the back foot.</i> Roll 1C on a 1+, one friendly wrestler immediately activates. This activation does not count as their activation for the round.
6	Replacement Ref: <i>The ref has been knock out cold! There is panic backstage as a replacement ref is rushed out!</i> Until the end of the round wrestlers can not be eliminated. Any wrestlers thrown out of the ring this round automatically pass their dex save.
7	Brilliant Coaching: <i>You scream and shout at your wrestlers, imparting some truly inspired advice while banging on the ring mat!</i> Both players roll 2G and add the number of Assistant Coaches in their stable to the result, the player who scores the highest improves the result of any beatdowns achieved by 1 for the rest of the round.
8	Pop Moment: <i>The jumbotron bursts into life, the speakers boom and the crowd goes wild as a superstar enters the arena.</i> Randomly select a Superstar from your casino and add them to your team roster for 1C+1 rounds. Place the Superstar in any square adjacent to a rope that is connected to your friendly turnbuckle (where you first deployed your team).



STABLE ROSTER

A lot of the league will revolve around your stables roster sheet (see Appendix H), its the one thing that keeps track of your wrestlers, their injuries, any skills they have, your treasury, everything relating to your stable. So its pretty important you understand what all the different colums are about.

A	B	C	E	STAB	F	G	I	J	K	M	O			
Name	Class	M	AP	Skills	M.N.M	Injury	KO's	R.A.	Eliminations	CP	B/R	MVW	XP	Cost
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
21														
22														
23														
24														

Team name:	Endorsements:	± \$25,000	League Points:	Title Belts Held
Casino:	Asst. Coaches:	± \$20,000	Stable Value (Dosh): \$	
Manager:	Cheerleaders:	± \$10,000	Sponsorship (free):	
Treasury (Dosh): \$	Medic:	± \$50,000	Sponsorship (paid):	
Eliminations:	KO's:		Number One Contender:	

- ★ **A: Name**
Pretty self explanatory, this is the wrestler's name, make it as exotic or plain as you like! Just make sure its unique to avoid any potential confusion!
- ★ **B: Class**
This denotes what kind of wrestler it is, be it a grappler, brawler or something else. For a ful breakdown of wrestler classes see the Casinos section (page 5).
- ★ **C: M**
Movement, how many Movement Points (MP) the wrestler has.
- ★ **D: AP**
Action Points, how many AP the wrestler has.
- ★ **E: Skills**
This is where you list all the fancy new skills your wrestler has leaned. For a ful breakdown of skills see the Skills section (page 19, page A).
- ★ **F: M.N.M**
Miss Next Match, make a note here if the wrestler is missing the next match or not.
- ★ **G: Injury**
Does the wrestler have a crippling or ongoing injury, if so write it here. For a ful breakdown of injuries see the injuries section (page 18).
- ★ **H: KO's**
Keep a tally of how many KO's this wrestler has achieved.
- ★ **I: R.A.**
Keep a tally of how many successful Rope Abilities (not rope attacks) this wrestler has performed.
- ★ **J: Eliminations**
Keep a tally of how many times this wrestler has eliminated enemy wrestlers.
- ★ **K: CP**
Keep a tally of how many successful Crowd Pleaser's this wrestler has performed.
- ★ **L: B/R**
Keep a tally of how many 8+ Beatdowns and Reversals this wrestler has achieved.
- ★ **M: MVW (Most Valuable Wrestler)**
Keep track of how many MVP's (most valuable player) this wrestler has scored. For more on MVP's see the experience section (page 18).

- ★ **N: Cost**
How much Dosh does this wrestler cost to put into the ring.
- ★ **Team name:**
Give your stable a suitably awesome name and write it here.
- ★ **Casino:**
Make a note of which Casino your stable is aligned to.
- ★ **Manager:**
This is where your name goes.
- ★ **Treasury:**
This is where your stables available Dosh goes.
- ★ **Eliminations:**
A tally of your stables total eliminations.
- ★ **Endorsements:**
How many endorsements (re-rolls) your stable has to use per a match.
- ★ **Asst. Coaches:**
How many assistant coaches your stable has. For more on assistant coaches see page 18.
- ★ **Cheerleaders:**
How many cheerleaders your stable has. For more on cheerleaders see page 18.
- ★ **Medic:**
Does your stable have a medic? Note it here. For more on medics see page 18.
- ★ **KO's:**
A tally of your stables total KO's.
- ★ **League Points:**
How many points your stable currently has. For more on league points see page 18.
- ★ **Stable Value (Dosh):**
How much your stable currently costs. For more on stable value see page 20.
- ★ **Sponsorship (free):**
What free sponsorship does your stable use, and its current multiplier go here. See page 2 for more on sponsorships.
- ★ **Sponsorship (paid):**
What paid for sponsorship does your stable use, and its current multiplier go here. See page 2 for more on sponsorships.
- ★ **Number One Contender:**
Are you the number one contender? Make a note of it here. More details on the Number One Contender can be found on page 21.



CASINOS

Each Casino has a slightly different way of wrestling. Some might call it cheating, but no one cares for whiny losers! Following are the rules to cover these slight differences.



DIAMOND OASIS ★ ★ ★ ★ ★

House rule: Divine Guidance:

At the **start of the first round, before the initiative roll**, the home team **rolls 1G**. The home team gains that many **Divine Guidance Points**. Divine Guidance Points **add +1 to any dice result for each point spent**. A Divine Guidance Point must be declared **before the dice are rolled**. The home team can use as many Divine Guidance Points as they wish on a single roll, however, Divine guidance Points can only be used once per a round. Once a Divine Guidance Point has been spent it is unavailable for the rest of the match.

NAME	QUANTITY	BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE	HEEL
Shabti	0-25	✓							
Flexing Beetle	0-20	✓		✓	✓	✓		✓	
Rolling Beetle	0-20	✓	✓		✓		✓	✓	
Canopic Jar	0-3	N/A							
Magic Carpet	0-6	✓							
Catswort Burner	0-3	N/A							
Shabti Warrior	0-15	✓	✓		✓	✓		✓	
Embalmer	0-15	✓		✓	✓		✓	✓	
Withered Master	0-10	✓	✓	✓					✓
Anubti Doorkeeper	0-8	✓	✓		✓	✓			
Rostani Voyager	0-8	✓	✓		✓		✓		
Rostani Thief	0-8	✓		✓	✓		✓		✓
Rostani Charmer	0-8	✓		✓	✓		✓		
Sand Stalker	0-3	✓	✓	✓	✓	✓			
Yeetle	0-3	✓	✓	✓	✓	✓			
Cosmic Cat	0-3	✓	✓	✓	✓		✓	✓	
Star Players	0-1 of each	N/A							
Free Agents	0-1	N/A							



GOMORRAH ★ ★ ★ ★ ★

House rule: Lights out!:

At the **end of a round** where the home team did not have the initiative **all home team models without [Skitter] skitter 3 squares**.

NAME	QUANTITY	BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE	HEEL
Halfing Acrobat	0-20	✓	✓		✓	✓	✓		
Halfing Pinner	0-20	✓		✓	✓	✓	✓		
Shadowling Brawler	0-20	✓	✓		✓		✓		✓
Shadowling Grappler	0-20	✓		✓	✓		✓		✓
Shadow Flyer	0-18	✓			✓	✓			✓
Shadowling Hanger	0-18		✓		✓		✓		✓
Female Brawler	0-10	✓	✓		✓	✓		✓	
Female Grappler	0-10	✓		✓	✓		✓	✓	
Dark Elf Brawler	0-8	✓	✓		✓	✓			✓
Dark Elf Grappler	0-8	✓		✓	✓		✓		✓
Valet Hunk	0-8	✓	✓		✓		✓	✓	
Enforcer	0-8	✓	✓		✓	✓	✓		
Entertainer	0-9	✓			✓		✓	✓	
High Flyer	0-9	✓			✓		✓	✓	
Dark Elf Narcissist	0-8	✓	✓	✓	✓			✓	
Dark Elf Sadist	0-8	✓	✓		✓				✓
Shokan Officer	0-3	✓	✓	✓	✓	✓			
Gorgon	0-3	✓	✓	✓	✓		✓		✓
Ogress	0-3	✓	✓	✓	✓	✓			
Throwing Shade	0-3	✓	✓	✓	✓	✓	✓		✓
Star Players	0-1 of each	N/A							
Free Agents	0-1	N/A							





IL RIDOTTO



House rule: Choreographed performance:

Once per a game, after the initiative is rolled but before any wrestlers activate you can declare the use of this rule. If you do, every wrestler on the away team must immediately make a +3 Dex roll, if the wrestler fails they receive -1AP.

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Pulcinella Goon	0-20	✓		✓	✓		✓	
Pulcinella Bully	0-20	✓	✓		✓		✓	✓
Husk	0-20	✓	✓	✓			✓	
Lab Assistant	0-20	✓	✓		✓		✓	
Grumpy Pulcinella	0-12	✓	✓		✓		✓	✓
Angry Pulcinella	0-12	✓		✓	✓		✓	
Electron Engineer	0-12	✓		✓	✓	✓		
Dr of Brawlology	0-12	✓	✓		✓			✓
Big Punch	0-6	✓	✓	✓	✓	✓	✓	
Stitchsquatch	0-6	✓	✓	✓	✓	✓	✓	
Star Players	0-1 of each	N/A						
Free Agents	0-5	N/A						



THE KEEP



House rule: Shifting Allegiances

Once per a game, after the initiative roll but before any wrestlers activate, you can declare the use of this rule. If you do, until the end of the round, treat all home team Cheer results as Boo's and all Boo results as Cheers when making a Crowd Pleaser ability roll.

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Hobgoblin Squire	0-20	✓		✓	✓		✓	✓
Hobgoblin Page	0-20	✓	✓		✓	✓		✓
Sir Flexer	0-8	✓	✓		✓	✓		✓
Sir Poser	0-8	✓		✓	✓		✓	✓
Anemic Thrall	0-20	✓	✓	✓	✓			
Thrall Bloodbag	0-20	✓	✓	✓	✓			
Vampire Executioner	0-8	✓	✓	✓			✓	✓
Vampire Temptress	0-8	✓	✓	✓			✓	✓
Vampire Manbat	0-3	✓	✓		✓	✓	✓	✓
Wight Knight	0-3	✓	✓	✓	✓	✓		✓
Star Players	0-1 of each	N/A						
Free Agents	0-1	N/A						





KAISER'S PALACE ★ ★ ★ ★ ★

House rule: All the best deals:

Once per game, before deciding who'll take the initiative, one wrestler on the home team may take a drink of "Extra-Punchy! Orka Cola". If they do, **roll 1S**, that wrestler gains that many **+AP and +MP tokens for their next activation** in addition to any other sponsorship bonuses in effect that round. **This allows a wrestler to go above the normal limit of two tokens.**

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Followspots	0-20	✓	✓			✓	✓	
Oilbot	0-20	✓		✓		✓	✓	
Halfling Brawler	0-18	✓	✓		✓	✓		
Halfling Grappler	0-18	✓		✓	✓		✓	
Halfling High Flyer	0-18	✓	✓		✓		✓	✓
Lucky Winner	0-20	✓						✓
Turnbuckle-Up	0-8	✓	✓			✓	✓	
Punching Bag	0-8	✓	✓			✓	✓	✓
Dwarf Brawler	0-8	✓	✓		✓	✓		
Dwarf Grappler	0-8	✓		✓	✓	✓		
Human Brawler	0-8	✓	✓		✓	✓		✓
Human Grappler	0-8	✓		✓	✓	✓		✓
Dwarf Mechanic	0-8	✓			✓	✓		
Glory Seeker	0-8	✓			✓	✓		✓
Charging Blocker	0-8	✓	✓		✓	✓		✓
Martial Artist	0-8	✓	✓	✓			✓	
MechaBjorn	0-3	✓	✓	✓	✓	✓		✓
Ogre	0-3	✓	✓		✓	✓		✓
Ogre Flattener	0-3	✓	✓		✓	✓		✓
Golem	0-3	✓	✓		✓	✓		✓
Star Players	0-1 of each	N/A						
Free Agents	0-1	N/A						



MOOTE CARLO ★ ★ ★ ★ ★

House rule: Feel the rhythm!:

Once per game before the initiative roll the home team can **declare the use of this rule**, every wrestler in the match (both enemy and friendly) **make a dex roll**. On a 3+, nothing happens. If failed, **the wrestler moves 3 squares in a random direction** as they are overcome with the need to dance! If the wrestler rolling is **not from Moote Carlo**, they suffer **-1 to their dex roll**.

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Angelitos Brawler	0-18	✓	✓		✓		✓	
Angelitos Grappler	0-18	✓		✓	✓		✓	
Difuntos Brawler	0-8	✓	✓		✓		✓	
Difuntos Grappler	0-8	✓		✓	✓		✓	
Halfling Rudo	0-8	✓	✓		✓		✓	✓
Halfling Tecnico	0-8	✓		✓	✓		✓	✓
Halfling Exotico	0-8	✓	✓		✓		✓	✓
Halfling Limpio	0-8	✓		✓	✓		✓	✓
Halfling Ref	0-1	✓	✓	✓	✓		✓	
Brujo Gris	0-8	✓	✓	✓	✓		✓	
Alto Guardian	0-8	✓	✓	✓		✓	✓	
Parejas Increibles	0-8	✓	✓		✓		✓	✓
Pluma Luchadora	0-8	✓	✓		✓		✓	✓
Lunchador	0-18	✓	✓	✓	✓			✓
Bandido Esqueleto	0-3	✓	✓	✓	✓	✓	✓	
Peso Completo	0-3	✓	✓	✓	✓	✓		✓
Star Players	0-1 of each	N/A						
Free Agents	0-1	N/A						





PIECES OF D8 ★ ★ ★ ★ ★

House rule: Sea legs:

When using a rope or turnbuckle ability, before moving the wrestler, roll a crowd die, on a cheer the range of the attack is increased by 1, on a boo decrease the range by 1. All wrestlers from Pieces of D8 Casino can choose to ignore this roll.

NAME	QUANTITY	SKILLS							
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE	HEEL
Clownfish	0-20	✓	✓		✓	✓		✓	
Emo Nemo	0-20	✓		✓	✓		✓		
Grease Monkey	0-20	✓		✓	✓		✓		
Powder Monkey	0-20	✓	✓		✓	✓	✓		
Merefolk Siren	0-8	✓	✓		✓	✓	✓		
Merefolk Wavemaker	0-8	✓		✓	✓	✓	✓		
Pirate Boarder	0-8	✓	✓	✓	✓		✓		
Pirate Looter	0-8	✓		✓	✓		✓		
Cart Crab	0-3	✓	✓	✓	✓	✓		✓	
Sassyclops	0-3	✓	✓	✓	✓	✓	✓		
Star Players	0-1 of each	N/A							
Free Agents	0-1	N/A							



ROLLINGS BONES ★ ★ ★ ★ ★

House rule: A game of chance:

Once per game at the end of a round, the home team roll 1S and consult the table below:

Blank: No effect

- 1: Move any number of friendly wrestlers into any unoccupied squares including turnbuckles for 0MP.
- 2: Place an extra Weight 1 friendly wrestler from the Rolling Bones casino in the ring in base contact with the friendly turnbuckle. This model activates as normal in the next round, at the end of the round remove any friendly Weight 1 wrestler.
- 3: All enemy wrestlers take 1DMG and all friendly wrestlers heal 1 Stamina

NAME	QUANTITY	SKILLS							
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE	HEEL
Goblin Brawler	0-20	✓	✓		✓	✓			
Goblin Grappler	0-17	✓		✓	✓		✓		
Cannonballer	0-18	✓	✓		✓		✓	✓	
Sporing Gobloom	0-10	✓		✓	✓		✓		
Skeleton	0+	✓			✓				
Orc Skeleton	0+	✓			✓				
Mummy	0-15	✓	✓		✓	✓			
Zombie	0-15	✓		✓	✓	✓			
Orc Brawler	0-8	✓	✓		✓	✓			
Orc Grappler	0-8	✓		✓	✓	✓			
Toadstool Peddler	0-8	✓	✓	✓	✓		✓		✓
Juicer	0-8		✓		✓	✓			
Troll	0-3	✓	✓	✓	✓	✓			
Werewolf	0-3	✓	✓	✓	✓	✓	✓		
Henchroom	0-3	✓	✓	✓	✓	✓			
Star Players	0-1 of each	N/A							
Free Agents	0-1	N/A							





THE FERAL DEN



House rule: It's all fair game:

Wrestlers ending their activation in **base contact with the ropes** roll a Crowd Pleaser dice:

Home team:

Cheer/Blank: No effect

Boo!: Make a 3+ DEF roll, if failed wrestlers take 2DMG and gains a Bleeding token

Away team:

Cheer/Blank: Make a 3+ DEF roll, if failed wrestlers take 2DMG and gains a Bleeding token

Boo!: No effect

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Vermin Brawler	0-18	✓	✓		✓		✓	✓
Vermin Grappler	0-18	✓		✓	✓		✓	✓
Ralchemist	0-15	✓			✓		✓	✓
Dusk Runner	0-14	✓		✓	✓		✓	✓
Barberian Brawler	0-8	✓	✓		✓	✓		✓
Barberian Grappler	0-8	✓		✓	✓	✓		✓
Goatman Brawler	0-8	✓	✓		✓	✓		✓
Goatman Grappler	0-8	✓		✓	✓		✓	✓
Ratman Brawler	0-10	✓	✓		✓		✓	✓
Ratman Grappler	0-10	✓		✓	✓		✓	✓
Ring Rat	0-10	✓			✓		✓	✓
Mole Rat Pugilist	0-10	✓	✓		✓	✓		✓
Minotaur	0-3	✓	✓	✓	✓	✓		✓
Rat Abomination	0-3	✓	✓	✓	✓	✓		✓
Rodentia Bubonica	0-3	✓	✓	✓	✓	✓		✓
Sewer Rat*	0+	N/A						
Star Players	0-1 of each	N/A						
Free Agents	0-1	N/A						

* If this wrestler is included in your stable then lower your Stable Value by the value of this wrestler. If this wrestler is included in a match then lower your Roster Cost by the value of this wrestler.



THE FOREST SOUL



House rule: Healing plantlife:

Once per game, before the initiative roll, **roll 1G**, all friendly wrestlers on the home team immediately **heal that much Stamina**.

NAME	QUANTITY	SKILLS						
		BASE	BRAWLER	GRAPPLER	GENERAL	DEFENCE	DEX	FACE
Sprite Brawler	0-18	✓	✓		✓		✓	✓
Sprite Grappler	0-18	✓		✓	✓		✓	✓
Gekko Brawler	0-18	✓	✓		✓	✓		
Gekko Grappler	0-18	✓		✓	✓		✓	
Pterodacrobat	0-18	✓	✓		✓		✓	
Axolotl Cutie	0-18	✓		✓	✓			✓
Gekko Firebreather	0-18	✓	✓		✓			✓
Amazonian Brawler	0-8	✓	✓		✓	✓		✓
Amazonian Grappler	0-8	✓		✓	✓		✓	✓
Saurian Brawler	0-8	✓	✓		✓	✓		
Saurian Grappler	0-8	✓		✓	✓		✓	
Krux	0-3	✓	✓	✓	✓	✓		
Treeman	0-3	✓	✓	✓	✓	✓		✓
Stubby Dunker	0-3	✓	✓	✓	✓	✓		
T-Flex	0-3	✓	✓	✓	✓	✓		✓
Star Players	0-1 of each	N/A						
Free Agents	0-1	N/A						



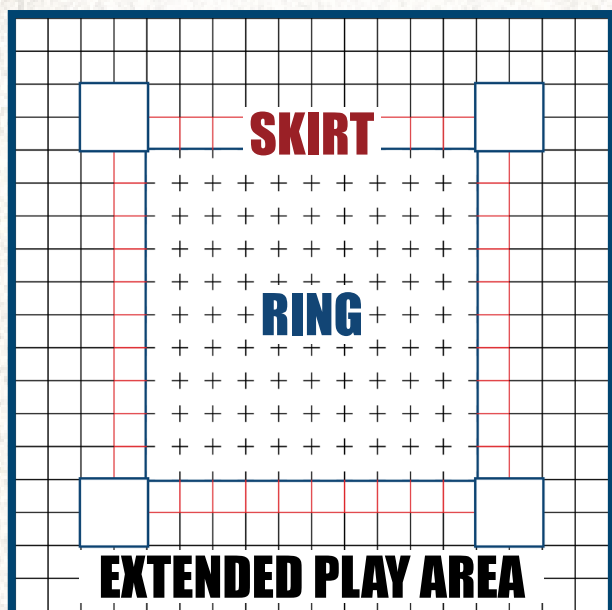
EXTRA RULES

Some matches in this league require a few extra rules to help things along. Any matches that require these extra rules will state so in the match description.

PLAYING OUTSIDE THE RING

Wrestling matches aren't always settled inside the ring or in the back streets of the local casino. Sometimes they spill onto the floor outside the ring allowing the fans a real close up look at the action. When a match allows for play outside of the ring the following rules apply:

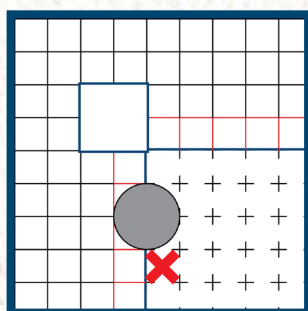
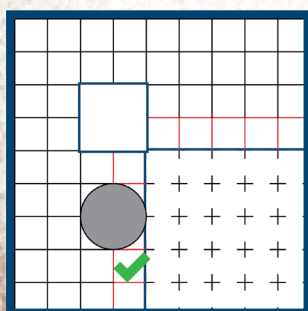
- ★ Extend the playable area by 4 squares; at least 1 square must be the ring skirt. There is an indestructible waist-high wall surrounding the arena.



- ★ Wrestlers are **only removed from the game** when they are **both KO'd and outside of the ring or pinned**.
- ★ Turnbuckle Abilities can be performed from the skirt into the extended play area.
- ★ Turnbuckle abilities performed from the Turnbuckle into the extended play area **gain +1DMG** but the wrestler performing the attack also **takes 1DMG and [DAZED]**.
- ★ Wrestlers whose movement is stopped by the skirt or Wall suffer **+1DMG and [DAZED]**.
- ★ Wrestlers thrown out of the ring suffer **+1DMG and [DAZED]**.

LARGE WRESTLERS AND THE SKIRT

Large wrestlers (generally meaning weight 3, but any wrestler occupying a 2x2 square) can stand on the ring skirt but **any movement along the skirt costs an additional MP**. For example, moving one square would cost 2MP instead of 1MP. A large wrestler can not stand on the skirt and inside the ring, they should be placed so they overhang the skirt (see diagram).

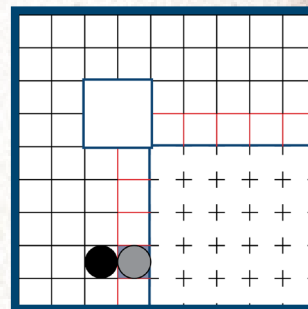


All wrestlers gain the following actions:



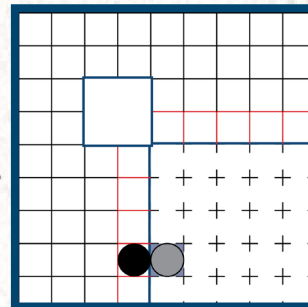
SKIRT CLIMB - 1AP

The wrestler climbs **from the extended play area** onto the ring's skirt. Or **from the ring skirt** to the extended play area.



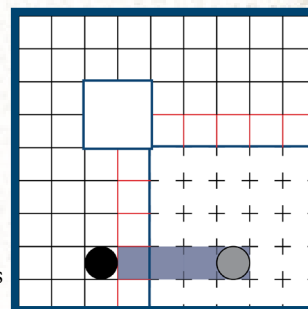
RING CLIMB - 1AP

The wrestler moves **from the skirt** into the ring. Or **from the ring** onto the skirt.



RING SLIDE - 2AP

The wrestler slides **from the extended play area 4 squares into the ring** (counting one square for the skirt) and **stands up for 0AP at the end of the move**. If the wrestlers movement is **interrupted for any reason** (such as another wrestler standing in the way) **their movement stops** and the sliding wrestler **recives a Knockdown counter**. If a large wrestler's movement is **stopped while straddling the ropes** (i.e. one square into the ring) then follow the rules for [IMPACT] **placing the large wrestler fully inside the ring**.



IMPACT AND THE SKIRT

If a wrestler performs an attack with the [IMPACT] special rule (such as a weight 3 wrestler performing a turnbuckle attack) **displace the target and surrounding wrestlers as detailed in the main rulebook**. Wrestlers that are displaced off the skirt **must make a 3+Dex roll**, if passed they land on their feet, **if they fail they recive a knockdown counter**.

ROPE ATTACKS AND THE SKIRT

Rope attacks and abilities **can not be performed while standing on the skirt unless the attack has the [JUMP] special rule**, in which case the wrestler **can choose to go either into the ring or out into the extended play** (following the normal rules for rope attacks/abilities).

THROWING WRESTLERS ONTO THE RING

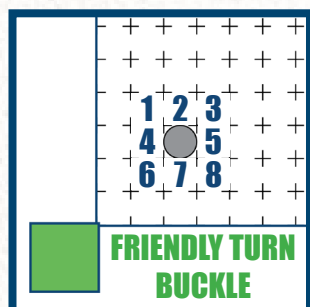
Throwing a wrestler, friendly or enemy, back into the ring is no easy feat, as such you **can not throw a wrestler from the extended play area into the ring** but you **can throw them onto the skirt**.

CAGES AND EXTENDED PLAY AREA

If a match calls for a cage and the Extended Play Area, then the cage surrounds the extended play area.

RANDOM DIRECTION

Some rules call for a wrestler or object to be moved, thrown or placed in a random direction. In such a case, **roll 1D8** and use the following diagram as a guide.



FIGHTING DIRTY

When this rule is in effect **ignore the [Dirty] rule**, though **No Class is still in effect**.

NO ELIMINATIONS

Wrestlers are never removed from the game, it doesn't matter how many times you throw them out of the ring or pin them they can always get back in the fight!

If a wrestler is thrown out of the ring and you are not using the extended play area rules, then the thrown wrestler re-enters the ring following the rules for "Throwing a wrestler out of the ring" in the main rulebook as if they had successfully passed their dex roll.

REFEREES

Every match needs a rules lawyer, someone who'll keep the wrestlers in line and ensure the match is a fair one well, almost fair! Usually, referees are heard but not seen in RumbleSlam. However if your league has an odd number of players, or someone failed to turn up to league night, then the lone player can choose to play a referee in any of the upcoming matches.

Players should choose any **basic rookie wrestler** from any **casino** to use as a referee, or **one of the referees from the referee expansion set**. The referee has the same stat line as the chosen wrestler but has **none of the abilities listed on that model's card**. They should also be painted with black and white stripes on their uniform to make them stand apart from the other wrestlers.

The referee will start as close to the centre of the ring as possible. The Referees job is to **remain within 3 squares of two opposing wrestlers each turn** so that they can make calls and interject as and when needed. The Referees turn takes place **after both teams have had a turn**.

At the end of the Referees turn, count how many squares away they are from two opposing wrestlers. **If the referee is within three squares**, then well done, they're doing a good job! Make a note of how many turns the referee is doing a good job. **If the referee is more than three squares away** then they're **not doing their job right** and face being sacked! **A knocked down or KO'D Referee does not count as not doing his job**.

REFEREE ACTIONS

During the Referees turn, you may perform the following actions:

- ★ Move
- ★ Brawl attack
- ★ Break it up!
- ★ You're OUT!
- ★ Watch the match

BREAK IT UP!
IMPACT! (SHOVE 1)
AP: 1 RANGE: - ATT DMG: -

The Referee **moves up to 3 squares** between two attacking wrestlers and pushes them apart. There is no dice roll required for this action.

YOU'RE OUT!
AP: 1 RANGE: 3 ATT DMG: -

Target a wrestler who had performed a **NO CLASS** or **DIRTY** roll within range **this turn**. The target wrestler and the Referee each make a **Dex roll**. If the Referee rolls higher, the wrestler is immediately ejected from the ring, scoring **0 Dosh** for either team. If the wrestler wins, nothing happens. If the target wrestler is a **HEEL** and rolls **higher than the Referee**, then they may immediately perform a **Brawl Attack for 0AP on the Referee**.

WATCH THE MATCH
AP: - RANGE: - PASSIVE DMG: -

A Referee is watching the match when they did not move or perform any actions during their turn. When they are Watching the Match they may perform You're OUT! actions for **0AP** as soon as a **NO CLASS** or **DIRTY** roll has been made.

BRAWL ATTACK
AP: 1 RANGE: - ATT DMG: 1

A referee may perform brawl attacks against any wrestler in the ring, though if the Referee is knocked down or KO'd as a result of this attack they **can not perform any more actions this turn** and **do not count as watching the match**.

REFEREE EXPERIENCE

At the end of a match, count how many turns the Referee was doing their job. **If it's 2 or less rounds or 40%, the Referee is immediately fired**, never to work in the RumbleSlam circuit again! **If it's 3 or more turns or 60%, the Referee gains 5XP**. The Referee also **gains 1XP for every successful You're OUT! Action**.

REFEREE SKILLS

The Referee gains new skills **at the same time as wrestlers** (see page 18) but can **only pick from the referees skill table**. (page 19)



SETTING UP A MATCH

So you've picked your casino, brought your wrestlers of renown (or lack of). Now it's time to make your managerial name! League matches have a little extra set-up before the wrestlers take their first steps into the ring. This section will guide you through the pre-match set-up.

ATTENDANCE

First things first! How many paying spectators are there in the arena! Am I right?!

Both players should roll 2Gx10,000 each and add up their totals. This is the number of spectators watching the match. In the event of a tie, each player **rolls an additional 2Sx10,000**, adding the total to their first roll. If, after that, it is still tied, then **roll an additional 2Cx10,000**, adding the total to their previous rolls. **If it is still a draw, neither player gains the draw of the crowd nor a home-field advantage**, and the match is **played at a neutral location.** (More on that later!)

The player who scored higher gains the draw of the crowd and the home-field advantage. (more on that later!)

If the winner's total **doubles or more their opponent's total**, then **the winner gets to choose which match stipulation is played.**

HOME ARENA ADVANTAGE

The player who scored the higher attendance has the home-field advantage and plays at their home Casino unless they have already had the home-field advantage against their opponent this season. In this case, their opponent has the home-field advantage, but the match is still played at the venue of the player who scored the higher attendance.

NEUTRAL LOCATIONS

Sometimes the crowd can be so evenly split in their support for both teams that no one has a home-field advantage. In these rare occurrences, both players should agree on a venue to play at however none of the casino rules are in play for the match.

MATCH STIPULATION

Now that the attendance and home-field advantage have been determined, it's time to see which match type is played. **Roll a D8** (or a D12 if its the Postseason) and consult the table below. If the home-field advantage was double or more then the **winner gets to select the match stipulation** instead of rolling.

- | | |
|---------------------|--------------------------|
| 1. Standard | 9. Money in the Bank* |
| 2. Casket Match | 10. Last Man Standing* |
| 3. Street Fight | 11. Royal Rumble* |
| 4. TLC | 12. Elimination Chamber* |
| 5. Cage Match | |
| 6. Hell in a Cell | |
| 7. Lumberjack Match | |
| 8. Tag-team match | |

* Pay-per-view matches. Can only be selected in the post season

FEUD MATCHES

A feud match is when two stables have had enough of each other, maybe one side has been mouthing off too much, or maybe they think they've been cheated out of a victory. Whatever it is, it's time to settle things once and for all!

Any of the match stipulations can be a feud match as long as one of the players **declares it before determining the type of match.** **The winnings from the match are doubled** (more on that on page 18) and when **rolling for injuries** (see page 18) **move up one category**, for example, if you rolled a 1-3 you'd take the result for 4-5.

A player can only call for a feud match once a season but can be involved in multiple feud matches.

HANDICAP MATCHES

RumbleSlam matches are rarely an equal affair, even more so in the indiscriminate leagues that go on! If at the **start of a match**, before the type of match is determined, **Player Roster Costs are not within 50,000 dosh of each other**, the match is considered a handicap match. The player with the **lower Roster Cost gains 1 free Event Card** for every **50,000 dosh difference** in Roster costs (in addition to any they may have purchased). If a player has **five or more Event Cards**, they may **play any number of Event Cards a turn** instead of just one.

CALCULATING ROSTER COSTS

"What the hell is my roster cost?!" I hear you cry well, worry not! Working out your roster cost is a straightforward process and is calculated by; **Combing the costs of all your wrestlers taking part in the match**, all your **assistant coaches, cheerleaders, medics, bribes, endorsements, purchased event cards and any paid sponsorships** together.

*For example, Susan's Goth Rockers is going up against Gabby's Anubis Jackels in a standard match. Susan selects **five wrestlers totalling 1.5 million Dosh** as per the match stipulations. Susan also has a **medic (50,000 Dosh)**, **four assistant coaches (80,000 Dosh)**, **three cheerleaders (30,000 Dosh)**, **one endorsement (25,000 Dosh)** and a **paid for Sponsorship (50,000 Dosh)** giving her a **total roster score of 1,735,000.***

*Gabby did likewise, and her **total roster score was 1,675,000.** This means that the game is a **handicap match** in favour of the Goth Rockers, so the Anubis Jackels **gain one free endorsement card** because the **difference in roster score is 60,000 Dosh.***



CAGE MATCH ★ ★ ★ ★ ★

Players **pick one wrestler in their roster** each instead of building a team from 1,500,000 as usual. The match is **won when one wrestler pins the other OR when one wrestler escapes the cage.**

Wrestlers can not be thrown out of the ring (there is a huge metal cage around it, after all). Instead any wrestler that would be thrown out of the ring suffers +1DMG and DAZED.

The cage has a height of 5

All wrestlers in a Cage Match gain the following abilities:



CLIMB

AP: 2 RANGE: 1 DEX DMG: -

Make a DEX roll on a 3+ the wrestler **successfully climbs one level of the cage**. If an **enemy wrestler is within 2 squares** they may make an **opposing DEX roll**. If the **enemy wrestler wins**, the **CLIMB** action fails. Only one **CLIMB** action can be performed per an activation.



SLAM!

IDAZED! ISHOVE 1!

AP: 1 RANGE: - ATT DMG: 1

A **SLAM!** attack can only be performed when the **target wrestler is adjacent to the ropes**. Move the **attacking wrestler** upto 3 squares as if bouncing from the ropes into base contact with the target wrestler before making the attack roll.



FACE RAKE

IDAZED! IBLEEDING! ISHOVE 1!

AP: 1 RANGE: - GRP DMG: 1

A **Face Rake** attack can only be performed when the **target wrestler is adjacent to the ropes**.



GET DOWN HERE!

IDAZED! IKNOCKDOWN! ICROWD PLEASER!

AP: 1 RANGE: 1 DEX DMG: 3

Both wrestlers make a DEX roll. If the attacker wins, the defending wrestler climbing the cage falls back into the ring. If the defender wins or its a draw, nothing happens.

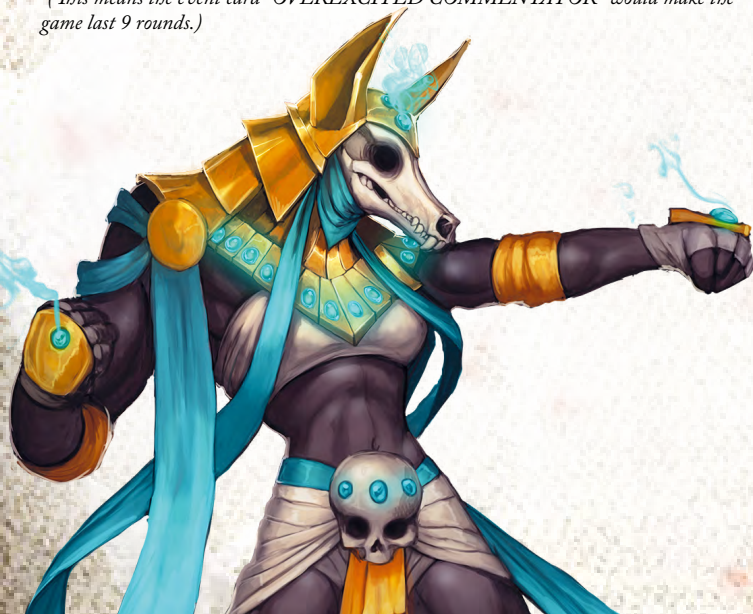
STIPULATIONS:

- ★ Dosh limit: Any single wrestler
- ★ Rounds: 7*

EXTRA RULES:

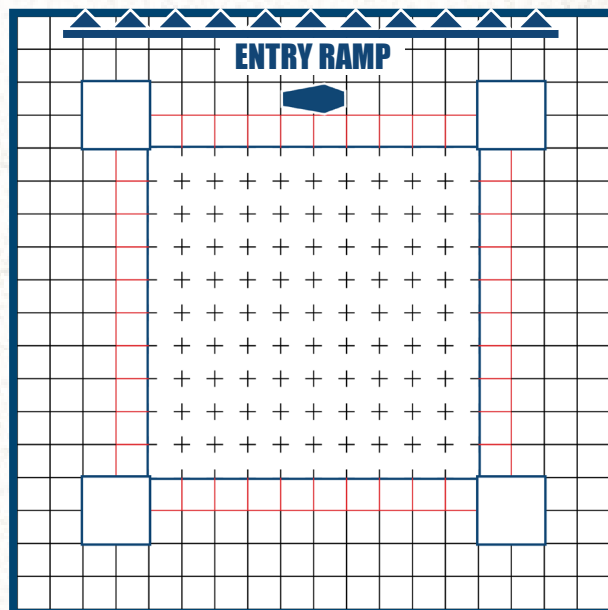
- ★ None

*(This means the event card "OVEREXCITED COMMENTATOR" would make the game last 9 rounds.)



CASKET MATCH ★ ★ ★ ★ ★

Players should decide which edge of the ring the entry ramp is on and place a casket-shaped token or model parallel to the ramp in contact with the wrestling ring (see diagram). Wrestlers are only eliminated if they are within the closed casket.



All wrestlers gain the following abilities:



IN YOU GO!

AP: 1 RANGE: 1 GRP DMG: -

The attacking wrestler moves an enemy wrestler that is in base contact with the attacking wrestler and within 1 square of the casket into the casket. **Only one wrestler can be inside the casket at any time.**



NOT YOUR TIME

AP: 1 RANGE: 1 PASS DMG: -

A **friendly wrestler in base contact with the coffin** hauls out his teammate from inside the coffin. Places the rescued wrestler in **any empty square adjacent to the coffin and the active wrestler.**



REST IN PEACE

AP: 2 RANGE: 1 * DMG: -

The attacking wrestler attempts to close the coffin. The defending wrestler must **make a 3+ save on 2C**, with a bonus **+1 for every 2 Stamina remaining** (even if KO!). If the defender is successful the **REST IN PEACE** action fails and **can not be attempted again this activation**. The defender performs a **[CROWD PLEASER]** for **0AP**, if they were **KO** they **heal 1 Stamina** before attempting the **[CROWD PLEASER]**. If the defender fails the save, the attacking wrestler successfully closes the casket and the defending wrestler is removed from the game (as if being thrown out of the ring or pinned.)

STIPULATIONS:

- ★ Dosh limit: 1.5 million
- ★ Rounds: 7 rounds*

EXTRA RULES:

- ★ Extended play area

*(This means the event card "OVEREXCITED COMMENTATOR" would make the game last 9 rounds.)

HELL IN A CELL ★ ★ ★ ★ ★

Players **pick one wrestler in their roster** each instead of building a team from 1,500,000 as usual. The match is **won when one wrestler pins the other**.

Wrestlers can not be thrown out of the ring (there is a huge metal cage around it, after all). Instead any wrestler that would be thrown out of the ring suffers +1DMG and DAZED.

The cage has a height of 5

All wrestlers in a Cage Match gain the following abilities:

TABLES, LADDERS AND CHARS

Wrestlers gain **all the actions** from the **Tables, Ladders and Chairs** match.



CLIMB ABILITY TRAITS

AP: 2 RANGE: 1 DEX DMG: -

Make a DEX roll on a 3+ the wrestler **successfully climbs one level of the cage**. If an **enemy wrestler is within 2 squares** they may make an **opposing DEX** roll. If the **enemy wrestler wins**, the CLIMB action fails. Only one CLIMB action can be performed per an activation.

Standing atop the cage counts as being on a Turnbuckle. A wrestler standing atop a cage **can not be targeted by any Rope or Turnbuckle Abilities** and can only be **targeted by Brawl attacks** if both wrestlers are standing atop the cage.

Any Turnbuckle abilities performed while atop a cage gain +2 RNG +2DMG [DAZED] [-1AP] [-1MP] [IMPACT] [DEVASTATING] [KNOCKDOWN] after performing this attack, the attacker **must roll as if hit by an attack with the [DAZED] condition**, and they **suffer 1DMG**. In addition, they may **re-roll any failed CROWD PLEASER** rolls from this attack.



SLAM! [DAZED] [SHOVE 1]

AP: 1 RANGE: - ATT DMG: 1

A SLAM! attack can only be performed when the **target wrestler is adjacent to the ropes**. Move the **attacking wrestler** upto 3 squares as if bouncing from the ropes into base contact with the target wrestler before making the attack roll.



FACE RAKE [DAZED] [BLEEDING] [SHOVE 1]

AP: 1 RANGE: - GRP DMG: 1

A Face Rake attack can only be performed when the **target wrestler is adjacent to the ropes**.



GET DOWN HERE! [DAZED] [KNOCKDOWN] [CROWD PLEASER]

AP: 1 RANGE: 1 DEX DMG: 3

Both wrestlers make a DEX roll. If the attacker wins, the defending wrestler climbing the cage falls back into the ring. If the defender wins or its a draw, nothing happens.

STIPULATIONS:

- ★ Dosh limit: Any single wrestler
- ★ Rounds: Unlimited

EXTRA RULES:

- ★ Extended play area
- ★ Fighting Dirty

LUMBERJACK MATCH ★ ★ ★ ★

Place a 2x2 base (or suitable prop) in the centre of the ring, this represents the Lumberjack Trunk. **The Lumberjack Trunk can not be moved or knocked down in any way**, it has a DEF of 3 and 100 Stamina points, it can **not cause reversals** and can **only receive up to +7 on the Beatdowns table**, it can **not be grappled in any way** and **only takes damage from Brawl Attacks and Rope Attacks (but not Rope Abilities)**.

The match is **instantly won** if a wrestler reduces the **Lumberjack Trunk to 0 stamina** or if there are **no opponent wrestlers left in the ring**. The Lumberjack Trunk **can only be damaged by wrestlers holding an axe**.

Wrestlers hold onto an axe (there's enough in the Lumberjack Trunk to go around) **until they are either successfully attacked by another wrestler, throw it away, or willingly drop it**. Any wrestler **shoved, bounced or has their movement stopped by the Lumberjack trunk** suffer +1DMG [DAZED].

All Wrestlers gain the following abilities:



AXE GRAB

AP: 1 RANGE: - DEX DMG: -

On a DEX roll of 2+, the wrestler pulls an axe out of the Lumberjack Trunk and gains the following Skills:



AXE ATTACK

AP: 1 RANGE: - ATT DMG: 3

If targeting an enemy wrestler, this attack gains [DIRTY] [BLEEDING 2]. After the attack is resolved, the attacking wrestler **must roll a CROWD PLEASER** dice:

Cheer: No effect

Blank: Instantly perform the **DROP** action for 0AP and gain [-1AP] [-1MP]

BOO!: Instantly perform the **DROP** action for 0AP and reduce their AP to 0 for their next activation



AXE THROW

AP: 1 RANGE: * ATT DMG: 3

An axe throw has a range equal to the wrestlers throw stat +1. An ATT roll of 1+ successfully throws the axe into the target square. If **targeting an enemy wrestler**, roll as if performing a **Brawl Attack**. The attack gains +1DMG [DIRTY] [BLEEDING 2]. The target wrestler may use **either DEX or DEF against this attack**. If using DEX they may **catch the axe** on a **successful Reversal of 4+**. After the attack is resolved the attacking wrestler **must roll a CROWD PLEASER** dice:

Cheer: No effect

Blank: The Wrestler gains [-1AP] [-1MP]

BOO!: Remove the Wrestler from the game.

If **successfully thrown into a turnbuckle** the Axe is **lodged into place** and a wrestler can **spend 1AP for the AXE GRAB Action**.



AXE DROP

AP: 1 **RANGE: -** **DEX** **DMG: -**

The axe is placed in **any empty square adjacent to the wrestler**. Any wrestler holding an axe that suffers damage makes a 3+DEX roll, if successful, they hold onto the axe. If they fail, they immediately perform the DROP Action for 0AP.

STIPULATIONS:

- ★ Dosh limit: 1.5 million
- ★ Rounds: 5

EXTRA RULES:

- ★ Extended play area (optional)

STANDARD MATCH ★ ★ ★ ★

No explanation needed, a **normal 1.5 million dosh match**. Just follow the rules in the main rule book.

STIPULATIONS:

- ★ Dosh limit: 1.5 million
- ★ Rounds: 5

EXTRA RULES:

- ★ None.

STREET FIGHT ★ ★ ★ ★ ★

No rules, no regulations, just down and dirty fighting! Use the Rules for Back Alley Brawl from the Back Alley Brawl expansion.

STIPULATIONS:

- ★ Dosh limit: 1.5 million
- ★ Rounds: 5

EXTRA RULES:

- ★ Fighting Dirty

TABLES, LADDERS AND CHAIRS ★

A normal 1.5 million dosh match with the added excitement of ladders, tables and chairs as legal weapons.

All wrestlers gain the following abilities:



GET THE CHAIR

ABILITY TRAITS

AP: 1 **RANGE: 1** **DMG: -**

When a wrestler is standing in the **extended play area** and **next to the ring skirt** (not on top of it) they may spend 1AP to pull out a chair from under the ring and can perform any of the following actions while **holding onto a chair**:



CHAIR SWING ATTACK

[FURY*]

AP: 1 **RANGE: 1** **ATT** **DMG: 1**

The wrestler swings wildly with the folded chair.

*If the **attack is successful**, instead of making a normal brawl attack for 0AP perform **another Chair Swing Attack** for 0AP, this extra attack **does not generate further attacks**.



CHAIR GUT ATTACK

[DAZED] [SHOVE 1]

AP: 1 **RANGE: 1** **ATT** **DMG: 1**

A swift and sharp stab to the gut that is sure to knock a wrestler back.



SMACKDOWN

[DAZED] [KNOCKDOWN] [CROWD PLEASER]

AP: 2 **RANGE: 1** **ATT** **DMG: 2**

Any **BEATDOWN** of a 4+ gains the **BLEEDING** effect in addition to any other bonuses.



SET UP THE CHAIR

AP: 1 **RANGE: 1** **DMG: -**

Place a token or suitable model in any **empty adjacent square** to the **wrestler that is holding a chair**. Any wrestler whose movement is interrupted by the chair suffers 1DMG [DAZED] [KNOCKDOWN]

Any wrestler can pick up a placed chair for 1AP. A placed chair has DEF 0 and a weight of 1



GET THE TABLE

AP: 1 **RANGE: 1** **DMG: -**

When a wrestler is standing in the **extended play area** and **next to the ring skirt** (not on top of it) they may spend 1AP to pull out a table from under the ring and can perform any of the following actions while **holding onto a table**:



BONK!

[DAZED] [SHOVE 1]

AP: 1 **RANGE: 1** **ATT** **DMG: -**

The wrestler runs blindly forward holding the table up like a shield. This attack **causes no damage as standard** but any **BEATDOWN** of a 4+ gains the **BLEEDING** effect in addition to any other bonuses.



SET UP THE TABLE

[DAZED] [SHOVE 1]

AP: 2 **RANGE: 1** **DMG: -**

Place a token or suitable model in any **2 empty adjacent squares** to the **wrestler that is holding a table**. Any wrestler whose movement is interrupted by the table suffers 1DMG [DAZED] [KNOCKDOWN]. A wrestler who is thrown into a table suffers +1DMG and the [BLEEDING] condition.

A KO'd or **Knocked Down** wrestler can be placed atop a set up table for 1AP.

A Ladder can be placed **on top of a set up table**. If done so, any DMG bonuses gain an **additional +1 DMG** and the [BLEEDING] condition.





GET THE LADDER

AP: 1 RANGE: 1 DMG: -

When a wrestler is standing in the **extended play area** and **next to the ring skirt** (not on top of it) they may **spend 1AP** to pull out a ladder from under the ring and can perform any of the following actions while **holding onto a ladder**:



JOUST [DAZED]

AP: 1 RANGE: 2 ATT DMG: -

The wrestler lunges forward thrusting the ladder out ahead of them. Make an attack roll against any enemy wrestler **within two squares** as if performing a brawl attack.



GET BACK!

[SHOVE 1] [KNOCKDOWN] [DEVASTATING]

AP: 3 RANGE: 3 ATT DMG: 1

The wrestler lunges forward while holding the ladder close to their chest. Make an attack roll against all wrestlers **within range** as if performing a brawl attack.



SPIKE!

[KNOCKDOWN] [CROWD PLEASER]

AP: 2 RANGE: 1 ATT DMG: 2

Any **BEATDOWN** of a 4+ gains the **BLEEDING** effect in addition to any other bonuses.



SET UP THE LADDER

AP: 2 RANGE: 1 DMG: -

Place a token or suitable model in any **empty adjacent squares** to the **wrestler that is holding the ladder**. Any wrestler whose movement is interrupted by the ladder suffers 1DMG [DAZED] [KNOCKDOWN].

A **placed ladder is a Turnbuckle**. Any Turnbuckle Abilities or attacks performed from the top of a set up ladder **gain +1 DMG** [IMPACT] [DEVASTATING]

Any wrestler can either pick up the ladder for 1AP, if there are no wrestlers on the ladder, or perform a brawl attack on the ladder. If a wrestler is atop the ladder when the ladder is the target of a brawl attack that wrestler must make a 3+ DEX roll or suffer 1DMG [DAZED] [KNOCKDOWN]. If the attacking wrestler scores 8+ on the beatdown table the DEX roll is automatically failed. Any successful attack on the ladder causes the ladder to fall over and no longer be set up but may still be picked up as normal.

A placed Ladder has DEF 0 and a weight of 2.

STIPULATIONS:

- ★ Dosh limit: 1.5 million
- ★ Rounds: 5

EXTRA RULES:

- ★ Extended play area
- ★ Fighting Dirty

TAG-TEAM MATCH



Follow the rules in the RumbleSlam rule book for traditional tag teams. All wrestlers in this match gain the Tag Out ability regardless if they're an official tag team or not.

STIPULATIONS:

- ★ Dosh limit: Any two wrestlers up to 700k
- ★ Rounds: 5

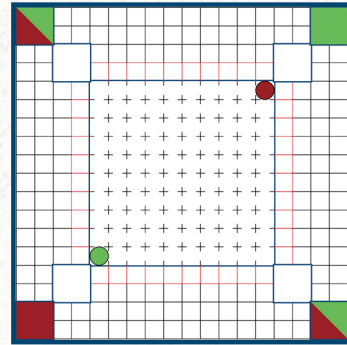
EXTRA RULES:

- ★ Extended play area (optional)

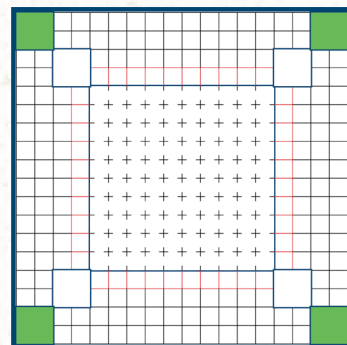
ELIMINATION CHAMBER



Each player makes a **team of three wrestlers** (or **two if there are four players**) from their stable. Each player chooses **one wrestler to start in the ring** in base contact with their chosen turnbuckle as per the standard deployment rules. **The second wrestler** in each team goes into a "pod" **behind the turnbuckle of the opposite corner to their deployed wrestler** (e.g. if the Ork Team deploy a wrestler in the ring at the top left turnbuckle, their second wrestler would be behind the bottom right turnbuckle). The third wrestler can go in either of the remaining corner pods. The match has no turn limit and continues until there is one wrestler left in the ring after all pods have been opened.



Place four 2x2 pods or tokens **behind each turnbuckle** in contact with the turnbuckles and inside the extended play area. The pods should **block the 4 squares of the extended play area** in the corners



From **turn two onwards**, after the initiative has been determined but **before any wrestler activates**, all players **roll 1G**. The player with the highest result can choose to either **release one of their own wrestlers from their pod** or **one of their opponent's wrestlers**. When a wrestler is released place them in **base contact with the nearest turnbuckle** or as close as possible inside the ring (not in the extended play area). **If the roll is a tie no wrestlers are released.**

If at **any point only one wrestler is in the ring** with pods still occupied, the player with **no wrestlers in the ring** must immediately open a pod with **one of their wrestlers in**.

Any wrestler released from a pod **immediately performs a [CROWD PLEASER] action for 0AP**. Wrestlers inside a pod **do not benefit from crowd pleasers**, nor can they perform crowd pleasers.

STIPULATIONS:

- ★ Dosh limit: Any three wrestlers (two if four players)
- ★ Rounds: Unlimited

EXTRA RULES:

- ★ Extended play area
- ★ Fighting Dirty
- ★ Tables, Ladders and Chairs (optional)

LAST MAN STANDING ★ ★ ★ ★

All but one wrestler from each stable starts on the skirt of the ring. Deploying as if they were inside the ring (so at least one model on each side of the turnbuckle in base contact with the turnbuckle, then base-to-base with each model). The wrestlers in the ring deploy in base contact with the turnbuckle as standard. If there is **not enough space** to deploy all your wrestlers, then the **remaining wrestlers step up** when a space becomes available.

At the start of the next round, before the initiative has been determined. If a wrestler was eliminated in the previous round, the defeated player selects a new wrestler and **moves them 1 square into the ring for OMP**.

The match ends when there is only one wrestler left standing in the ring.

STIPULATIONS:

- ★ Dosh limit: none
- ★ Rounds: Unlimited

EXTRA RULES:

- ★ Fighting Dirty

MONEY IN THE BANK ★ ★ ★ ★

Place a **height 5 ladder** in the **centre of the ring** and place a briefcase (we recommend the briefcase from the Tables, Ladders and Chests expansion) or suitable token **on top of the ladder**. This is The Money In The Bank case.

The **first wrestler to grab** The Money In The Bank case **wins the match**.

Due to the extra tall and narrow ladder, it costs **2AP to go up one level** instead of the usual 1AP. Otherwise follow the standard rules laid-out in the Tables, Ladders and Chairs expansion. **Grabbing The Money In The Bank case costs 3AP**.

STIPULATIONS:

- ★ Dosh: 1.5million
- ★ Rounds: Unlimited

EXTRA RULES:

- ★ No eliminations
- ★ Extended play area

ROYAL RUMBLE ★ ★ ★ ★ ★

All players roll 1G, re-rolling any ties. The **top two scorers** each place **one of their wrestlers in the ring**, following the usual rules for deployment. At the start of the second round, **before the initiative is determined**, the two players **without a wrestler in the ring roll 1G each**, the winner places **one of their wrestlers in the ring in base contact with the ropes**. At the start of the third round, **before the initiative is determined**, the fourth player places **one of their wrestlers in the ring in base contact with the ropes**. From the fourth round onwards, **before the initiative is determined**, all players roll 1G at the start of the round, the winner getting to place **one of their remaining wrestlers in the ring in base contact with the ropes**. This continues until there are **no more wrestlers left to enter the ring**.

If there is **no space for a wrestler** to be placed in the ring then **no wrestler enters that round**.

The only way to **eliminate a wrestler** is by **throwing them out of the ring**, pinning has **no effect** in this match.

The winner is the team with the last wrestler(s) remaining in the ring.

STIPULATIONS:

- ★ Dosh limit: any 30 wrestlers (divided evenly between the number of players)
- ★ Rounds: Unlimited

EXTRA RULES:

- ★ None



LOCKER ROOM

So you spilt the blood, sweat and tears of your opponents. The crowd was thoroughly entertained, and hopefully, you've come out on top! So what happens next? Well, let me tell you! Admin! All the admin comes next!

The following sections cover everything from winnings to injuries to experience points and more! Complete each step in the order they're presented here, so no skipping steps! Or the RumbleSlam Chairman will be onto you! And you don't want that, trust me!

POINTS

Points mean prizes, right! Whether you win or lose, you'll always gain some points! So that's a good thing!... Right?

Win: 3 points Draw: 2 points Loss: 1 point

Once the points from the match have been confirmed, the participating players should **mark the result on their stable roster** and **then inform the league's Chairman** so that they can **keep track of league positions**. I recommend a spreadsheet or a whiteboard, but you could use pigeons for all I care! Not like I can stop you!

INJURY

At the **end of the match**, roll **1C dice for every wrestler** that was **KO'd at least once** in the match. **On a 2+** roll on the following table:

INJURY TABLE	
Roll 3C dice, adding +1 to the roll for every time the wrestler was KO'd after the first time:	
Roll	Injury
0	Fine, no injury
1-3	Miss the next match
4-5	-1MP for the next match
6-7	-1AP for the next match
8-9	Wrestler gains the Dazed special rule*
10+	Retired**
* At the start of each activation roll as if hit by an attack with the dazed special rule and immediately apply any effects.	
** Star Players/Free Agents' contracts expire but they can be brought back at their full Dosh cost.	

Once you have determined the **injury your wrestler has gained**, and you have a **medic as part of your stable**, you can choose to re-roll the injury roll. **The new result stands, even if it is worse.** A medic can only be **used once per match**. Each injured wrestler should be **rolled one at a time**. No rolling all the injuries and choosing where to use the medic!



WINNINGS

This is the good part! Show me the money! This is where it pays off to keep a wrestler in the match a little longer than is normally expected. Tally up all the KO's for each stable and roll on the following table:

WINNINGS TABLE	
Winner	Roll 2Gx10,000 dosh adding 1Cx10,000 dosh to the roll per a KO'd opponent wrestler
Loser	Roll 1Cx10,000 dosh adding 1Cx10,000 dosh to the roll per a KO'd opponent wrestler
Draw	Players roll 2Sx10,000 dosh adding 1Cx10,000 dosh to the roll per a K.O.'D opponent wrestler
The player who has the draw of the fans gains an additional +10,000 Dosh to their winnings rolls.	
<i>For example, Dave's Red Hot Tacos beat Jim's Shadow Bruisers, as such Dave rolls 2G for his winnings, however, Dave also KO'd six of Jim's Shadow Bruisers, so he adds 6C to the roll. Dave also adds +10,000 dosh to the roll for having the draw of the crowd for a total of (2Gx10,000)+(6Cx10,000)+10,000.</i>	

For each cheerleader in your stable, roll **1C**. For each roll of a **3+** add **10,000 dosh to your total winnings**. For **every five cheerleaders in your stable**, you may **re-roll 1 result of a blank from your cheerleaders roll**.

EXPERIENCE POINTS

With every wrestling match played, even the oldest and wisest wrestlers can learn something new!

Non-Superstar/ Free Agents gain XP after each match, depending on how they performed during the fight. Assuming, of course, they didn't get punched so hard as to retire! **Tally up relevant XP rewards from the table opposite for each wrestler and add it to the wrestler's existing XP total.**

Once all the participating wrestlers have tallied up their XP, you can see **how well your assistant coaches have done**, if you have any. **For each assistant coach in your team**, you may **roll 1C dice**. **For each roll of a 1+**, you may reward any wrestler in your team with an **additional point of XP**. In addition, for every five assistant coaches in your team, **you may re-roll one new skill result**, but the new result must be taken even if it is worse than the original roll.

XP GAINS	
+1XP	Per KO of an opponent wrestler
+1XP	Per successful Rope Ability (not rope attack) (RA on Stable Roster sheet)
+2XP	Per elimination of an opponent wrestler
+3XP	For a successful Crowd Pleaser (CP on Stable Roster sheet)
+4XP	Per 8+ Beatdown/8+Reversal (B/R on Stable Roster sheet)
+5XP	For MVW*, **
*MVW must be agreed upon by both players. If there's any disagreement then no MVW is awarded	
** Roll 1C1S1G adding one to the result for every successful Crowd Pleaser the MVW performed this match. On a roll of 7+ the wrestler gains a re-roll that can only be used on Crowd Pleaser ability roles in their next match.	

SKILLS

What do experience points mean? They mean new skills and abilities, of course! Wrestlers gain new skills as their experience goes up. **Wrestlers gain new skills when their XP moves from one bracket to the next**, as follows:

EXPERIENCE TABLE					
Baby face	Low-carder	Jobber	Mid-carder	Main eventer	Superstar
0-5	6-15	16-30	31-50	51-75	76+

Wrestlers can only roll on tables listed for their profile on page 5. Wrestlers only **roll once each time they move up a bracket**. Players should **pick the table they want to roll on before rolling any dice**. Any **new skills are applied to a single applicable move** belonging to the wrestler.

For example, Martin's Ogre, Tiny McPhee, moves from 5XP to 6XP, granting him a skill role. Martin chooses to roll on the Brawler table and rolls a 1, giving Tiny McPhee the [Bleeding] special rule. Martin decides to add the [Bleeding] special rule to Tiny McPhee's brawl attacks.

With each new skill acquired, a wrestler gains renown and their prospects of a high stakes game increase. To reflect this, their **base cost increases by 25,000 Dosh for each new skill they gain**.

Skill descriptions can be found in the main rulebook or in the appendices (page A).

BASE SKILLS		GRAPPLER (GRP) SKILLS	
1	+1MP*	1	-1AP*
2	+1AP*	2	Shove 1*
3	+2MP*	3	Lifted
4	+2AP*	4	-1MP*
Blank	Player's choice from above list	Blank	Player's choice from above list
*skills stack to a maximum of +4 in any combination		*skills stack to a maximum of +4 in any combination	

GENERAL SKILLS		BRAWLER (ATT) SKILLS	
1	Imposing	1	Bleeding
2	No Sell	2	Dazed
3	Fend	3	Fury
4	Bulging Biceps	4	Devastating
Blank	Player's choice from above list	Blank	Player's choice from above list

DEXTERITY (DEX) SKILLS		HEEL SKILLS	
1	Sidestep	1	Double Team
2	Jump	2	Juggernaut
3	Rocket	3	Pile on
4	Bounceback 1*	4	Knockdown
Blank	Player's choice from above list	Blank	Player's choice from above list
*skills stack to a maximum of +4 in any combination			

DEFENCE (DEF) SKILLS		FACE SKILLS	
1	Guard	1	Fan Favourite
2	Unyielding	2	Get Up!
3	Stalwart	3	Something Left In The Tank
4	Kick Out	4	Sterner Stuff
Blank	Player's choice from above list	Blank	Player's choice from above list

REF SKILLS	
Lifted	Eagle Eyes
Shove	Loves Heels
Fury	Hates Heels
Skitter	Bias



TERMINATING A WRESTLER

Sometimes a wrestler just doesn't work out the way you had wanted, giving that Goblin Brawler devastating on their brawl attacks may seem like a master stroke but as it turns out, he's still just a goblin. We've all been there, there's no shame in admitting it. Maybe, you had a close call with those escalating costs and realised that having so many wrestlers is more of a liability than it's worth. Whatever the reason, now is the time you can ditch wrestlers in your stable. Simply remove any undesired wrestlers from your roster sheet and update your Stable Value accordingly.

CALCULATING STABLE VALUE

"Stable value?! Isn't that my roster score?!" I hear you cry well yes but actually no. Calculating your **Stable Value** is much the same as the Roster Score, with a some key differences. Work out your Stable Value by; **Combing the costs of all your wrestlers available to wrestle** (so none that are missing the next match), **all your assistant coaches, cheerleaders, medics, bribes, endorsements, purchased event cards, any paid sponsorships and your treasury together.**

For example, Brians Heisenberg Blues has 20 wrestlers totalling 3.25 million Dosh. Brian also has a medic (50,000 Dosh), 10 assistant coaches (200,000 Dosh), 7 cheerleaders (70,000 Dosh), 5 endorsements (100,000 Dosh), a Bribe (10,000 Dosh), a paid-for Sponsorship (50,000 Dosh) and 30,000 dosh in his treasury, giving him a total Stable Value of 3,580,000. This means that this time, Brian avoids paying any Escalating Costs.

Adam's Twilight Takdowns, however, has 23 wrestlers totalling 3.9 million Dosh. Adam also has a medic (50,000 Dosh), 15 assistant coaches (300,000 Dosh), 15 cheerleaders (150,000 Dosh), 8 endorsements (200,000 Dosh), a Bribe (10,000 Dosh), a paid-for Sponsorship (50,000 Dosh) and 195,000 Dosh in his treasury, giving him a total Stable Value of 4,855,000. This means that Adam has to pay 20,000 Dosh in Escalating costs.

ESCALATING COSTS

As a wrestling team gains in popularity, the cost of running the team increases as sponsors, merchandisers and advertisers all want a piece of the success train!

Once all other post-match details have been resolved, each team **must pay running costs** depending on the **total value of their stable** as as laid out on the table below.

ESCALATING COSTS	
Stable Value	Running costs
3,000,000 - 4,000,000 Dosh	0
4,000,001 - 5,000,000 Dosh	20,000 Dosh
5,000,001 - 6,000,000 Dosh	50,000 Dosh
6,000,001 - 7,000,000 Dosh	100,000 Dosh
7,000,001 - 8,000,000 Dosh	200,000 Dosh
8,000,001 - 9,000,000 Dosh	400,000 Dosh
9,000,001 Dosh and above	500,000 Dosh

FAILURE TO PAY

So you've managed to mishandle your stables savings, and those escalating costs have caught you a little short-handed! What now? Thankfully the RumbleSlam Commission has a slush fund

for such events, however, this isn't a free-for-all cash grab. The Commission will want its money back sooner or later. If a player is **unable to pay their escalating costs**, then **any winnings from the following game are immediately deducted** to cover the Escalating Costs. If those winnings are sufficient enough to pay off the remaining amount then good job, nothing else happens. If your winnings weren't enough to cover the costs, then things start to go bad. **Any Superstars** (the ones with their names in gold) **or Free Agents** in your stable **immediatly leave** in favour of more profitable contracts and you are **unable to hire any Superstars or Free Agents for 2G+2 matches** as your stable is blacklisted.

At the start of your next match, before any wrestlers are placed in the ring but after all other pre-game details have been determined, select your most expensive wrestler taking part and roll a silver die. On a 2+, that wrestler is stricken with a "crippling injury" and **is immediately removed from the game** scoring both teams **0 Dosh**. Roll a gold die and add 1 to the result. The wrestler **misses that many matches** before they are healed.

For example, Kevin's Legion of Dismay has failed to cover its Escalating Costs. He selected his wrestlers to fight in the upcoming match, so before placing any wrestlers in the ring, Kevin rolls a silver die for his most expensive wrestler in the game, "Billy-Bob-Baine". Kevin rolls a 3, which means that Billy-Bob-Baine is immediately removed from the game. Kevin then rolls a gold die to see how many more matches he misses and rolls a 2, meaning that Billy-Bob-Baine is unavailable for selection for the next three matches.

At the start of the next match, before placing any wrestlers in the ring, if you still owe money, then select your two most expensive wrestlers taking part in the match and roll a silver die for each wrestler individually. On a 2+, the wrestler is stricken with a, "crippling injury", **roll a gold die and add 1 to the result**, the wrestler **misses that many matches** before they are healed. If your most expensive wrestler managed to avoid the, "crippling injury" then the next time you roll for the, "crippling injury" **add one to the result of the silver dice.**

For example, Rachel's Flower Power Brigade are onto their third game of owing money to the RumbleSlam Commission. Her Star player, "Lilly Lylac" managed to avoid getting a, "crippling injury" in the last game, so is one of the two wrestlers selected at the start of this match. Rachel rolled a 1 for Lilly Lylac, but with the +1 to the roll that becomes a 2, meaning Lilly Lylac's luck has run out and is immediately removed from the game and misses one gold plus one worth of matches. Her teammate, however, "Daffodil Daisy" blanked out on their silver die roll, which means she is safe, for now at least.



POSTSEASON

So the season is over, you've played all the other teams and come out the other side to tell the tale, or not! Now is the time to claim that all-important championship belt! This section will detail how to handle matches in the postseason.

KNOCK OUT TOURNAMENT

Once the season is over, players will go into a knock-out tournament to see which stable is the RumbleSlam Champions! Which stables make it through to this stage will depend on how you've run your season:

NO DIVISIONS:

If you played with no divisions, **all players** are entered into the postseason, **unless there is an odd number of players**, in which case it's so long to the wooden spoon winner better luck next season! Or you can organise a one-off playoff between the bottom players to see who is worthy of progressing, as the league Chairman its your choice!

The **stable that came top** should **play the bottom placed stable**. The **second-placed stable** should then **play the second from the bottom stable**, and so forth.

In the case of any ties between two or more stables within a league use the following order of tiebreakers

- ★ Number of Wins
- ★ Number of Draws
- ★ Number of Losses
- ★ Number of enemy wrestlers eliminated (high is good)
- ★ Number of Friendly wrestlers eliminated (low is good)
- ★ Number of 8+ Beatdowns/Reversals
- ★ Number of successful Crowd Pleasers
- ★ Number of successful Rope Abilities
- ★ Stable Value (low is good)

WITH DIVISIONS:

If you've played with divisions, then the **top two stables from each group** will progress into the postseason.

The winner of the first Division should play the runner-up in the second division and vice versa.

In the case of any ties between two or more stables within a league use the following order of tiebreakers

- ★ Number of Wins
- ★ Number of Draws
- ★ Number of Losses
- ★ Number of enemy wrestlers eliminated (high is good)
- ★ Number of Friendly wrestlers eliminated (low is good)
- ★ Number of 8+ Beatdowns/Reversals
- ★ Number of successful Crowd Pleasers
- ★ Number of successful Rope Abilities
- ★ Stable Value (low is good)

NUMBER ONE CONTENDER

The Number One Contender is the stable that is currently carrying favour with the RumbleSlam Chairman, or the favourite to win the title belt. **The Number One Contender is the stable that scored the most points in the preceding season and is not currently holding a championship belt** and is rewarded with the following for the **postseason only**:

- ★ +1 endorsement (up to the maximum number of endorsements allowed)
- ★ Can either choose:
 - ★ Which casino the match is played at
 - or -
 - ★ Which type of match to play

If **two or more** teams are **tied on points** for the Number One contender spot, compare the **number of Eliminations performed** to decide the Number One Contender. If there's still a tie, go to the **number of KOs**. If, after that, there is still a tie, then kudos for running such a tight season! The Chairman should decide on a suitable match to play between the Number One Contenders, be it a Triple Threat Last Man Standing Match, a Four-way Hell in a Cell match or any other type of match you can imagine. Whoever wins that match is the Number One Contender.

There is only ever one Number One Contender.

If the Number One Contender is eliminated during the postseason, then **there is no Number One Contender**. The Number One Contender title **only gets passed along** if the Number One Contender **becomes the Champion**.

THE CHAMPION

You've battled through the season. Managed to beat off the competition in the Postseason. Now you stand proud in the centre of the ring with the title belt around your waist (or flung over your shoulder), soaking up the roar of the cheering fans.

So what now?

Well, congratulations on your hard-fought victory! But there's more to being the Champion than just a belt (even if it's a *really* flashy belt!)

Being the Champion grants you the following boons:

1 GOLDEN ENDORSEMENT

This re-roll can be used to **re-roll anything in game or anything post match**, even things that usually **can't be re-rolled!** Even **re-roll a re-roll!** This Golden Re-roll **does not count towards your re-roll maximum**. Stables only gain a golden endorsement as long as **they are the Champion**. If they lose the belt, they lose the golden endorsement.

ARGUE THE CALL

Once per game, you can argue to the ref or the Chairman about a call in the game, be it one of your team being thrown out, pinned, ejected from the game, anything, even a fluffed brawl attack! It's then up to the Ref or the Chairman (depending on who you're

making the call to) to decide whether or not to overturn the result. The Ref or Chairman can request compensation if they so wish for the favour of reversing a result, be it a handy 10,000 Dosh or a favourable match-up in the future, its their choice. Hell they could even do it for free (though it is frowned upon). **A stable can only argue the call while they are the Champion. If they lose the belt, they lose the ability to argue the call.**

BIG PRIZE MONEY

Upon winning the Championship Belt, the stable gains 1,000,000 Dosh into their treasury in addition to any winnings from the match.

If the Champion was the Number One Contender, then the number one contender title moves on to the runner-up of the Post Season. As though you may have many championship belts to your name, you can't be both Champion and Number One Contender.

CHALLENGE ACCEPTED

It's not all roses being the Champion. You have responsibilities, marketing, appearances, and title defences!

That last one's probably the most important.

As Champion, **you must accept any challenge** issued to you **at any time by the Number One Contender** for the Championship Belt! If the Number One Contender has buttered up the chairman it may be that he gets to dictate the terms of the challenge, type of match and location. Or it could be that the Chairman chooses the type and location of the match. If not, then roll set up as normal.

DROP OUTS

During the Post Season, stables not taking part in the postseason or teams who have been eliminated from the knockout stage should play a number of **friendly Exhibition matches equal to the number of matches played by the title winner.** So every team has **played the same number of games before the new season starts.**

Exhibition matches are always standard matches with little drama. As such, **any injury rolls of an 8+ count as scoring 6-7 on the injury table instead.** **An exhibition match can never be a feud match.**

Once every team is up to the same number of matches played, it's up to the Chairman to declare when the next season will start, and this roller coaster of fun begins all over again!

So there we are! All you need to know to run your very own RumbleSlam League. Now it is time to polish those spotlights, straighten your spandex, practise your game face and...

Let's get ready to **RUMBLE!**



APPENDICES

SKILLS DESCRIPTIONS

Following is a detailed descriptions of all the new skills as listed in the skills section of the Locker room in alphabetical order.

BIAS: (REF)

Choose which way the referee is biased **when you select this skill**:

- ★ **Glory Grabber:**

The referee will always **target wrestlers on the losing team with brawl attacks**. The referee **suffers -1** to their **You're OUT!** rolls **against the winning team** and **+1** against the **losing team**.

- ★ **Underdog:**

The referee will always **target wrestlers on the winning side with brawl attacks**. The referee **suffers -1** to their **You're OUT!** rolls **against the losing team** and **+1** against the **winning team**.

BULGING BICEPS: (GENERAL)

Once per activation, before the roll is made a wrestler with this skill **can add +1 to a brawl attack**.

DOUBLE TEAM: (HEEL)

When a friendly wrestler targets an enemy wrestler with a **brawl or rope attack** and a **friendly wrestler with this skill is in an adjacent square to both the attacker and the target**. Then, **before the roll is made**, the attacking wrestler **can add +1 to their attack roll**.

EAGLE EYES: (REF)

The referee only needs to be **within 4 squares** instead of 3 to count as doing their job.

FAN FAVOURITE: (FACE)

When a wrestler with this skill is involved in a match, **the stable owner adds +1 to their attendance and winning rolls**.

FEND: (GENERAL)

A wrestler with this skill is adept at blocking other wrestlers from gaining favourable ground. A wrestler with this skill **prevents all adjacent enemy wrestlers** from using **Skitter** or **Sidestep**.

FURY: (REF)

See main rule book.

GET UP!: (FACE)

If a wrestler with this skill is in an adjacent square to a **friendly wrestler with a knockdown counter**, this wrestler can spend 1AP to **remove the knockdown counter on the friendly wrestler**.

GUARD: (DEFENCE)

When a **friendly wrestler is the target** of an **enemy brawl or rope attack** and a **friendly wrestler with this skill is in an adjacent square to both the attacker and the target**. The **target of the attack gains +1 to their defence roll**.

HATES HEELS: (REF)

When rolling for **You're OUT!** the referee **gains +1** to their rolls when **targeting HEEL** wrestlers.

IMPOSING: (GENERAL)

A wrestler with this skill possesses a particularly imposing or repugnant presence. Whenever an enemy wrestler **targets this wrestler with an attack**, the attacking wrestler must **first roll 1S dice**. On a **2+**, the **attack proceeds** as normal. **Any other result and the attack fails** and the AP counts as having been spent.

JUGGERNAUT: (HEEL)

When a wrestler with this skill **performs a rope attack or rope ability**, if their movement was interrupted and the target of the attack **receives a knockdown token** or is otherwise **moved out of the way**, then the wrestler with this skill may **move the remainder of their movement from bouncing off the ropes** as if their movement was not interrupted.

KICK OUT: (DEFENCE)

Wrestlers with this skill **add +1 to the result** when **defending against a pin action**, even when KO.

LIFTED: (REF)

See main rule book.

LOVES HEELS: (REF)

When rolling for **You're OUT!** the referee **suffers -1** to their rolls when **targeting HEEL** wrestlers.

NO SELL: (GENERAL)

Once per round, when a wrestler with this skill is successfully hit by an enemy attack, the target wrestler **can choose to No Sell the attack**. If you do, **roll a gold dice and reduce the damage by the amount rolled**, to a minimum of one.

PILE ON: (HEEL)

When a **friendly wrestler attempts a pin action** in an **adjacent square to a friendly wrestler with this skill**, before the roll is made, you **can add +1 to the result** of the friendly wrestler's pin action.

SHOVE: (REF)

See main rule book.

SIDESTEP: (DEX)

When a wrestler with this skill is **missed by an enemy wrestler's attack**, this wrestler **can immediately move one space** in any direction.

SKITTER: (REF)

At the end of the round the referee may **move 3 squares** in any direction.

SOMETHING LEFT IN THE TANK: (FACE)

When a wrestler with this skill **recovers from being KO** they **recover an additional point of stamina**.

STALWART: (DEFENCE)

A wrestler with this skill **ignores any knockdown tokens** it has **unless it has 0 stamina**.

STERNER STUFF: (FACE)

When a wrestler with this skill **rolls on the injury table**, you may **roll twice and take the best result**.

UNYIELDING: (DEFENCE)

A wrestler with this skill is **not affected by the [SHOVE] special rule**.

QUICK PLAY REFERENCE SHEET

PRE MATCH STEPS

1. ATTENDANCE

Both players should roll 2Gx10,000 each and add up their totals. If tied roll an additional 2Sx10,000. If still tied, roll an additional 2Cx10,000. If it is still a draw, neither player gains the draw of the crowd nor a home-field advantage, and the match is played at a neutral location.

The player who scored higher gains the draw of the crowd and the home-field advantage.

If the winner's total doubles or more their opponent's total, then the winner gets to choose which match stipulation is played.

2. CALCULATING ROSTER COSTS

Combining the costs of all your wrestlers taking part in the match, all your assistant coaches, cheerleaders, medics, bribes, endorsements, purchased event cards and any paid sponsorships together.

3. MATCH STIPULATION

Now that the attendance and home-field advantage have been determined, it's time to see which match type is played. Roll a D8 (or a D12 if its the Postseason) and consult the table below. If the home-field advantage was double or more then the winner gets to select the match stipulation instead of rolling.

- | | |
|---------------------|---|
| 1. Standard | 9. Money in the Bank* |
| 2. Casket Match | 10. Last Man Standing* |
| 3. Street Fight | 11. Royal Rumble* |
| 4. TLC | 12. Elimination Chamber* |
| 5. Cage Match | |
| 6. Hell in a Cell | |
| 7. Lumberjack Match | |
| 8. Tag-team match | * Pay-per-view matches. Can only be selected in the post season |

POST MATCH STEPS

- | | |
|----------------------|------------------------------|
| 1. Determine points | 5. Skills |
| 2. Injuries | 6. Terminating any wrestlers |
| 3. Winnings | 7. Calculate stable value |
| 4. Experience points | 8. Escalating costs |

INJURY

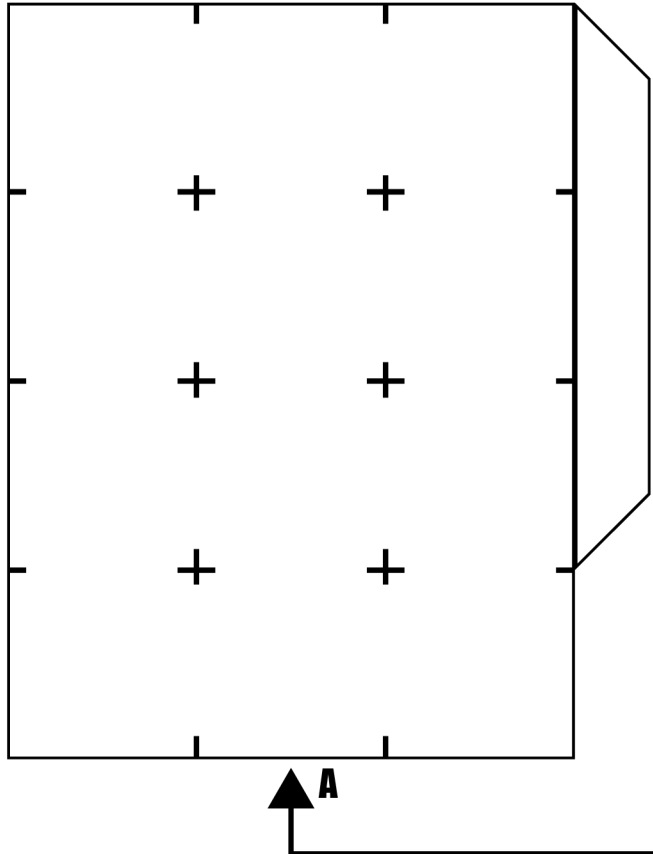
At the end of the match, roll 1C dice for every wrestler that was KO'd at least once in the match. On a 2+ roll on the following table:

INJURY TABLE	
Roll 3C dice, adding +1 to the roll for every time the wrestler was KO'd after the first time:	
Roll	Injury
0	Fine, no injury
1-3	Miss the next match
4-5	-1MP for the next match
6-7	-1AP for the next match
8-9	Wrestler gains the Dazed special rule*
10+	Retired**

DING! DING! TABLE

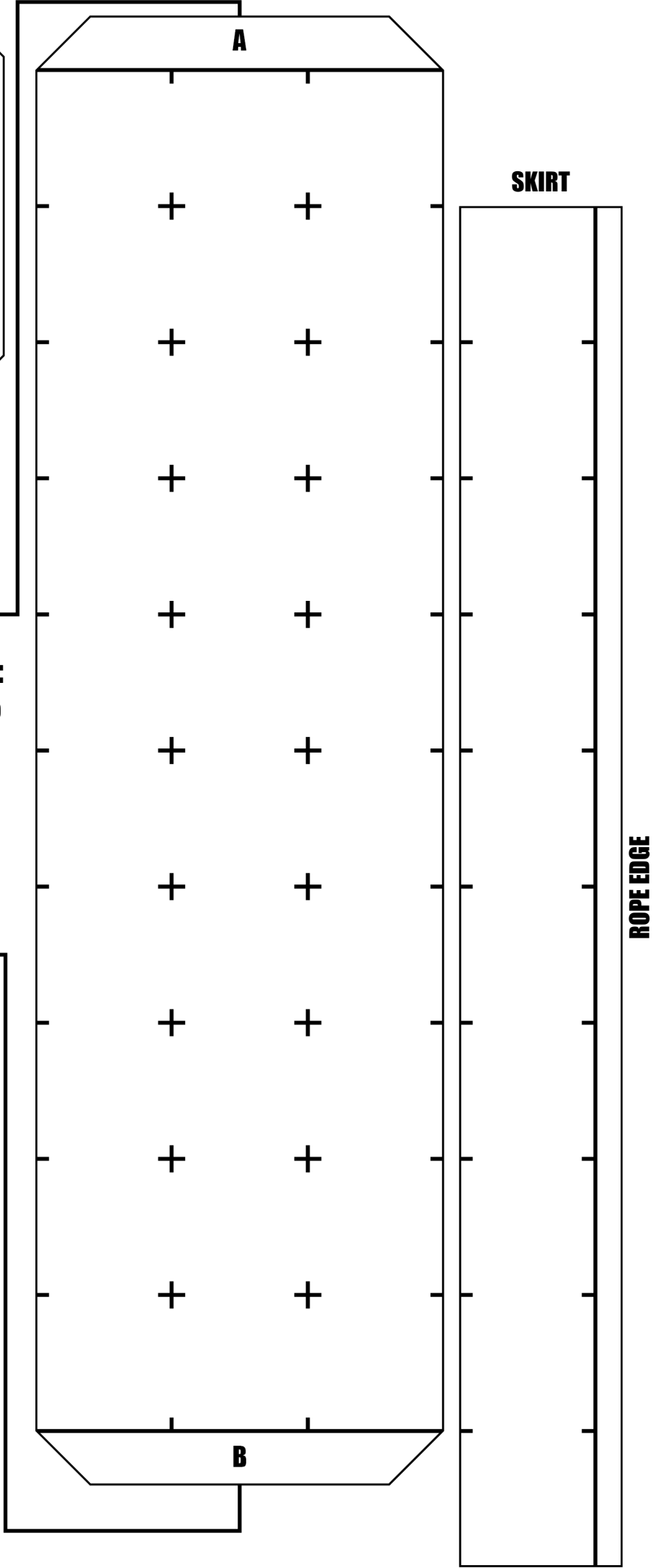
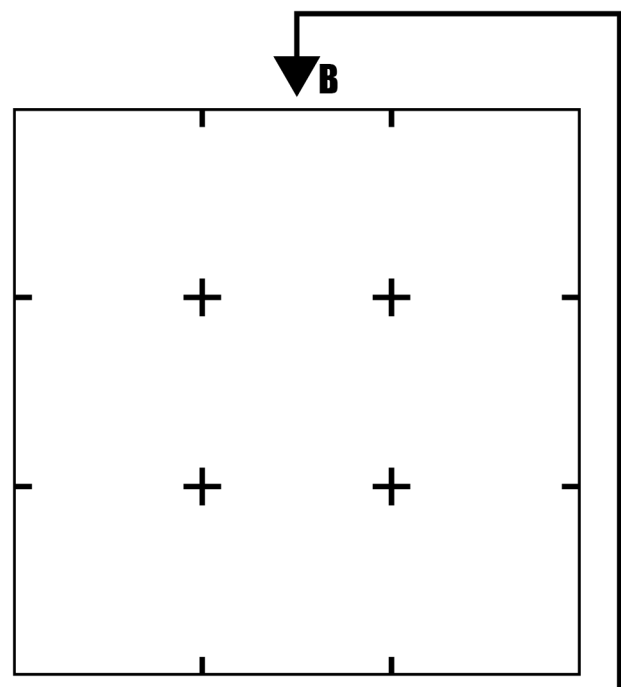
At the start of every round, after the initiative roll but before any wrestlers activate, the player that lost the initiative roll immediately rolls 2G and consults the table below:

DING! DING!	
Roll (2G)	Result
Blank	Everything Is Fine: Nothing special happens.
1	Blackout: <i>The lights in the arena suddenly go out!</i> All wrestlers this turn must make a 3+ Dex roll when activating, if failed their activation immediately ends and the opposing player moves the wrestler 3 squares in a random direction.
2	Cheering Fans: <i>The crowd are loving the action in the ring, spurring the wrestlers onto greater feats!</i> Both players roll 2G and add the number of cheerleaders in their stable to the result. The player with the higher score is roused to greatness by their adoring fans. Until the end of the round all friendly wrestler's gain +1 to all their stats. If the result is a tie nothing happens.
3	Low Blow: <i>While the ref is distracted elsewhere a wrestler siezes an oppotunity for a sneaky attack.</i> Pick an enemy wrestler adjacent to a friendly wrestler, the enemy wrestler must make a 3+ Dex roll, if failed the enemy wrestler immediately receives a knockdown counter.
4	Everything Is Fine: Nothing special happens.
5	Lightning Reflexes: <i>You catch the opposing team on the back foot.</i> Roll 1C on a 1+, one friendly wrestler immediately activates. This activation does not count as their activation for the round.
6	Replacement Ref: <i>The ref has been knock out cold! There is panic backstage as a replacement ref is rushed out!</i> Until the end of the round wrestlers can not be eliminated. Any wrestlers thrown out of the ring this round automatically pass their dex save.
7	Brilliant Coaching: <i>You scream and shout at your wrestlers, imparting some truly inspired advice while banging on the ring mat!</i> Both players roll 2G and add the number of Assistant Coaches in their stable to the result, the player who scores the highest improves the result of any beatdowns achieved by 1 for the rest of the round.
8	Pop Moment: <i>The jumbotron bursts into life, the speakers boom and the crowd goes wild as a superstar enters the arena.</i> Randomly select a Superstar from your casino and add them to your team roster for 1C+1 rounds. Place the Superstar in any square adjacent to a rope that is connected to your friendly turnbuckle (where you first deployed your team).

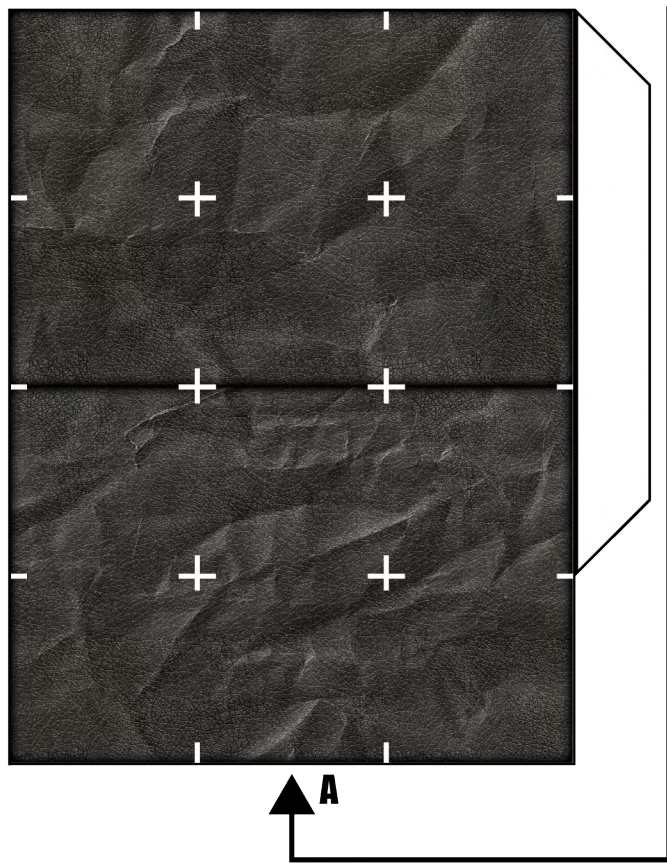


**OUTSIDE THE RING TEMPLATE:
MDF DELUXE/CHAMPIONSHIP
RING (1 SIDE) - PRINTER
FRIENDLY**

 **100%**

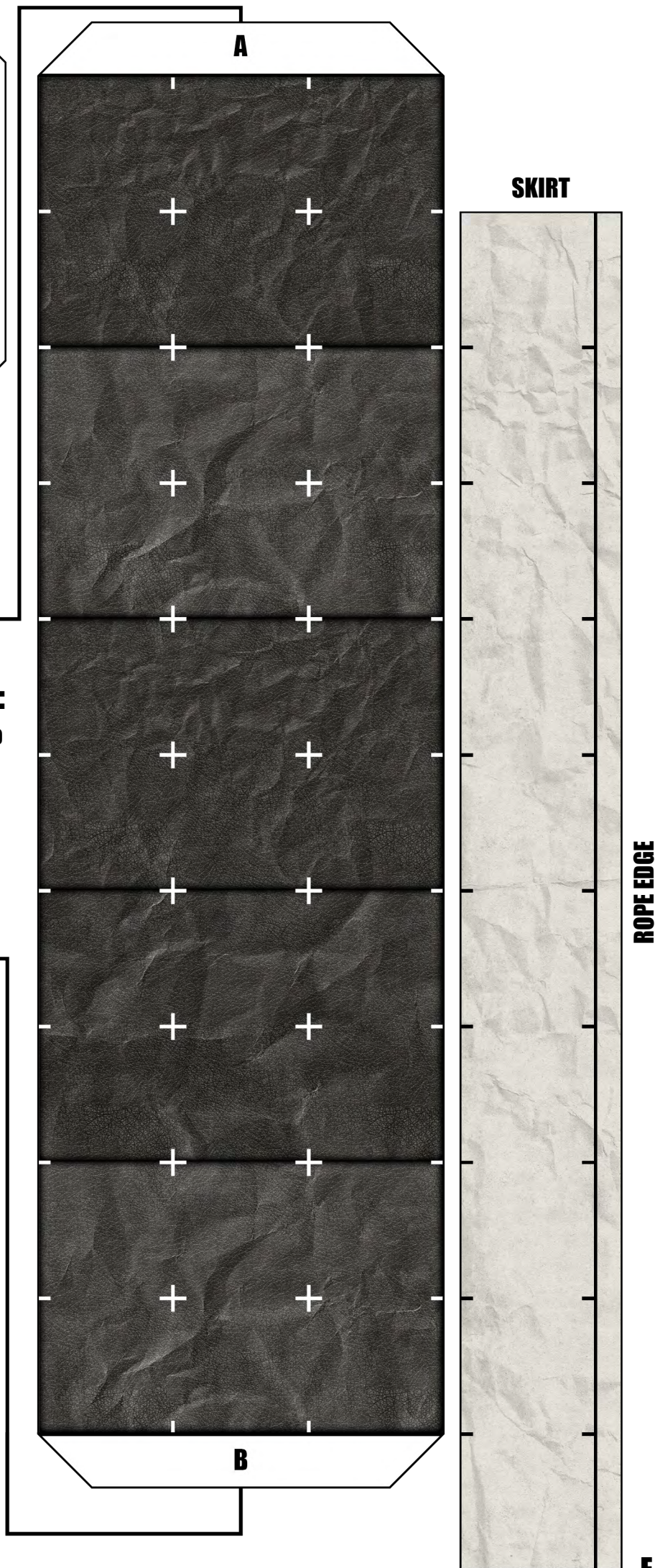
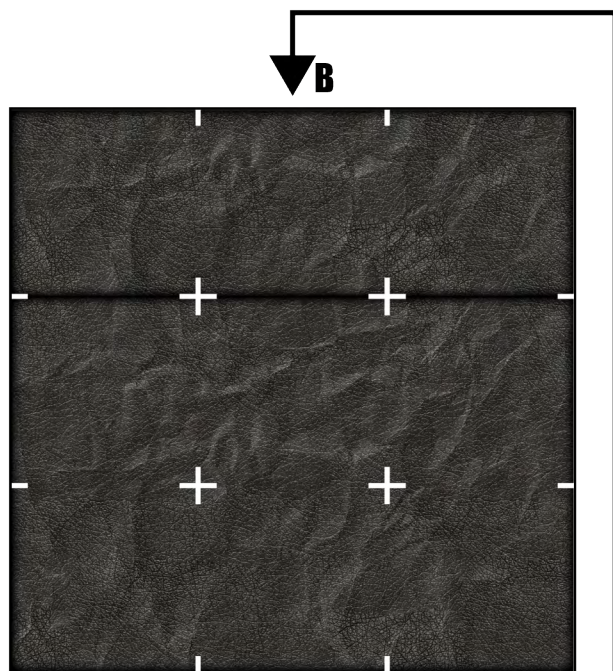


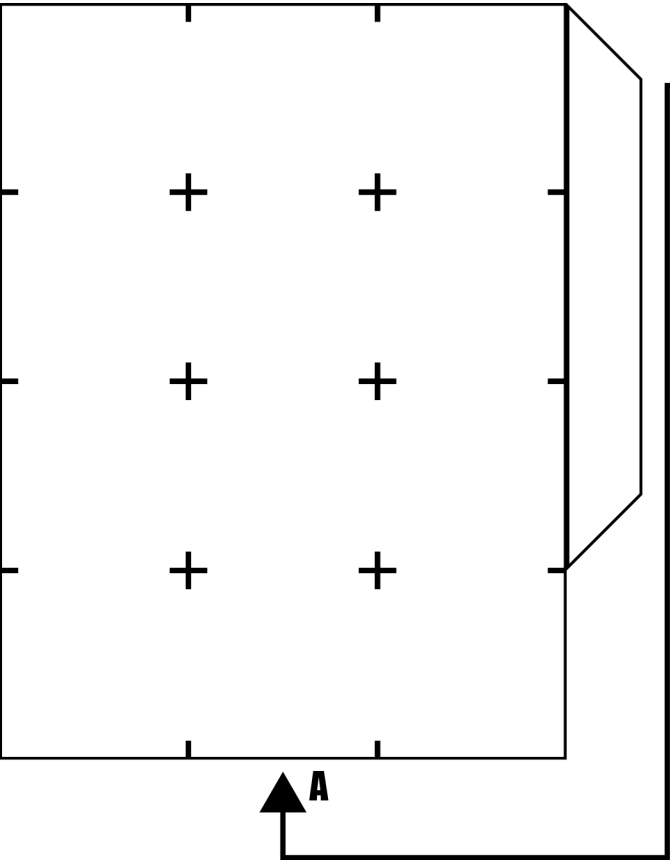
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**OUTSIDE THE RING TEMPLATE:
MDF DELUXE/CHAMPIONSHIP
RING (1 SIDE)**

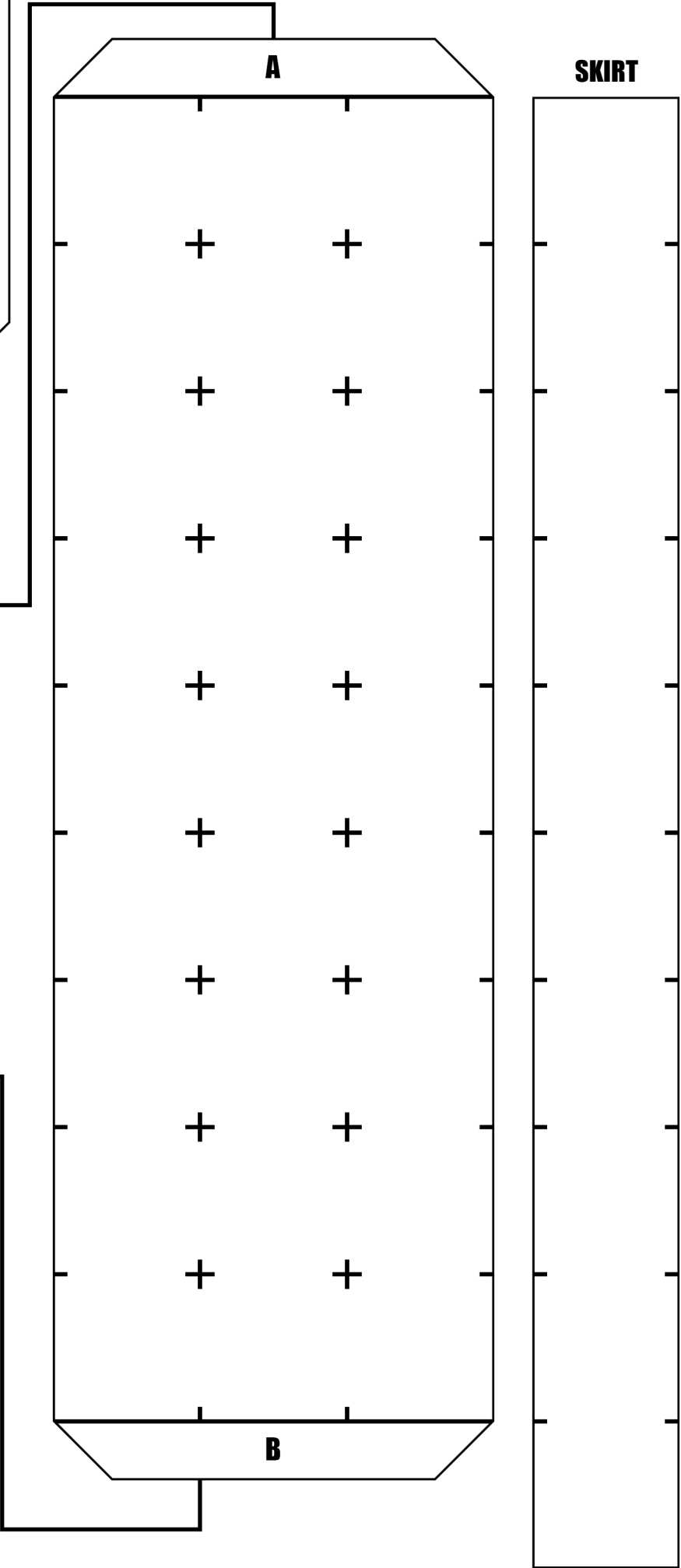
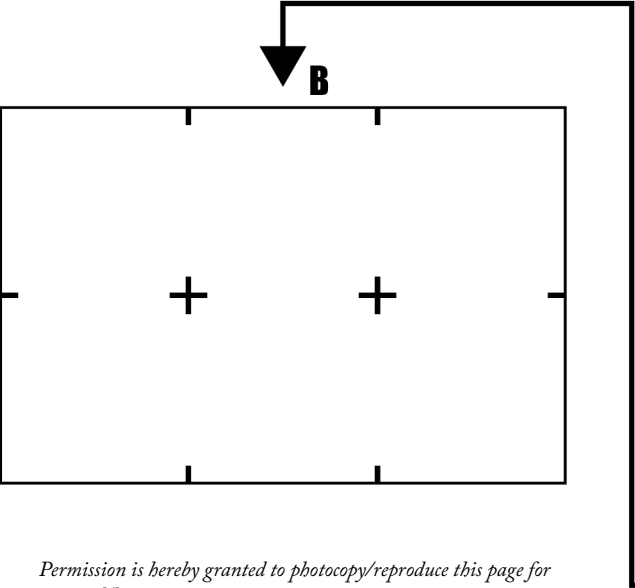
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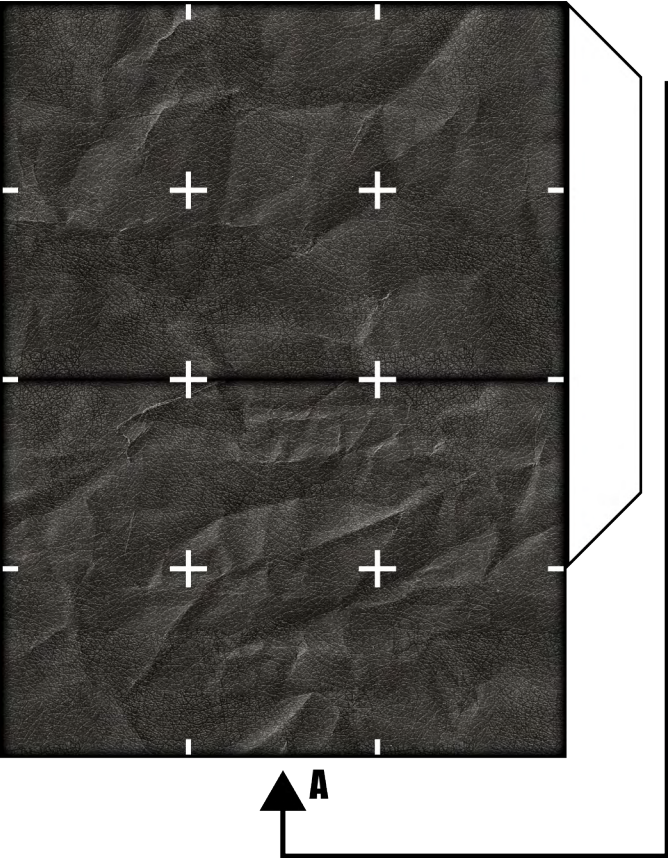


**OUTSIDE THE RING TEMPLATE:
NEOPRENE RING (1 SIDE) -
PRINTER FRIENDLY**

 **100%**

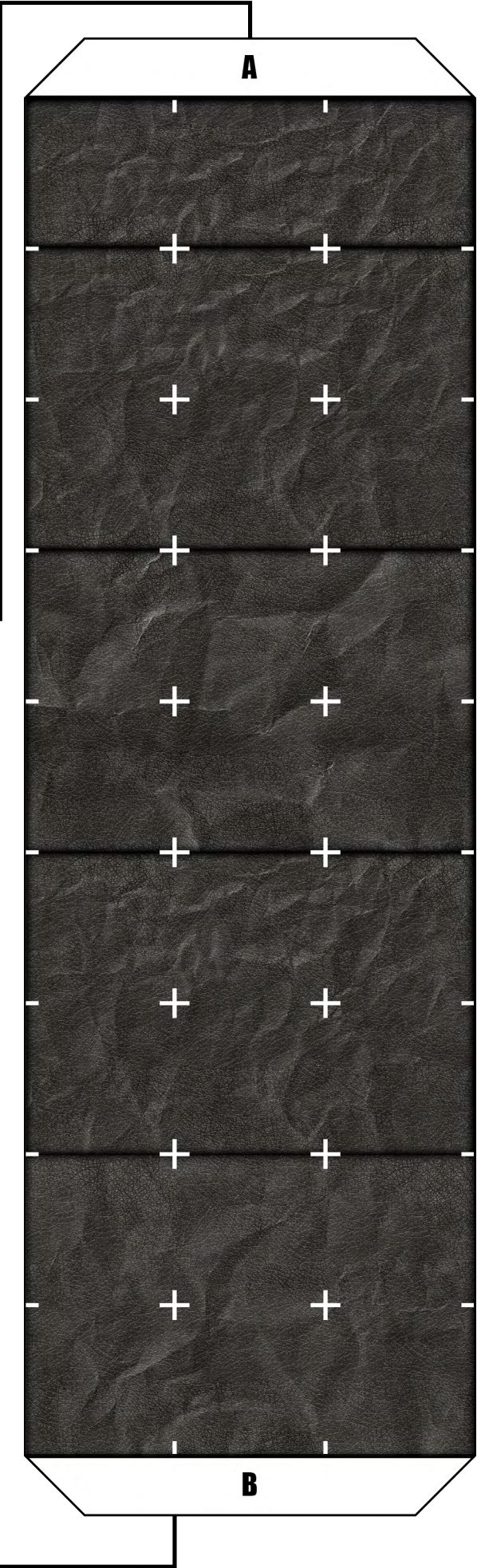
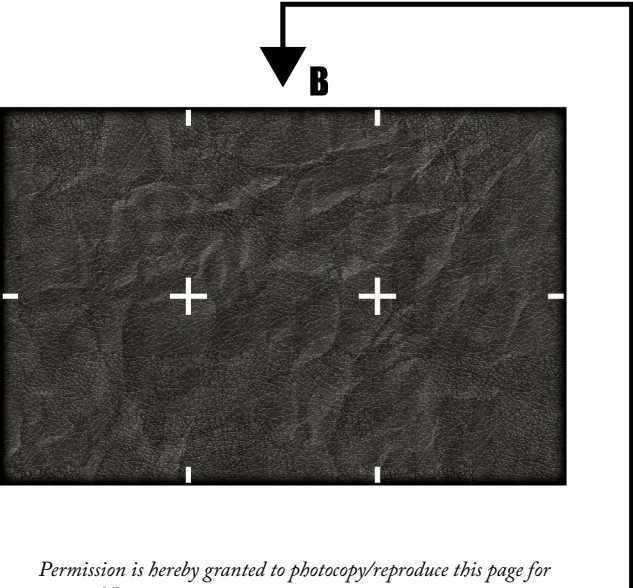


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**OUTSIDE THE RING TEMPLATE:
NEOPRENE RING (1 SIDE)**

 **100%**



STABLE ROSTER

	Name	Class	M	AP	Skills	M.N.M	Injury	KO's	R.A.	Eliminations	CP	B/R	MVW	XP	Cost
1															
2															
3															
4															
5															
6															
7															
8															
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22															
23															
24															
25															
Team Logo		Team name:				Endorsements:			League Points:					T'itle Belts Held	
	Casino:						x 25,000		Stable Value (Dosh):						
	Manager:						x 20,000		Sponsorship (free):						
	Treasury (Dosh):						x 10,000		Sponsorship (paid):						
	Eliminations:						x 50,000		Number One Contender:						

Golden Endorsement



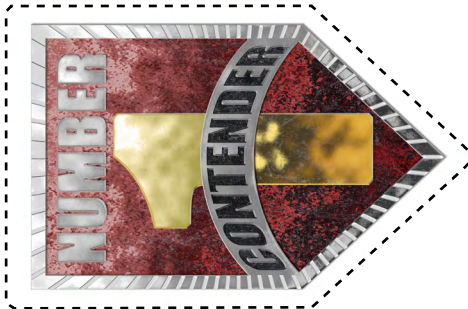
Argue The Call



Draw Of The Crowd



Number One Contender



Casket



Lumberjack trunk



Elimination Chamber

Lumberjack Match Axes

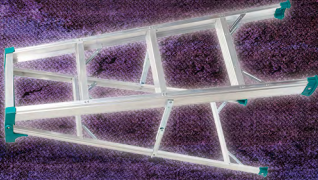
The image shows a game interface with a dark blue, textured background. At the top left, there are three white stars. Below them, the word "GOMORRAH" is written in a stylized, orange, blocky font. In the center of the screen is a large, glowing purple circle containing a white 'X' shape. To the right of the 'X' is a small, glowing purple orb. On the right side of the screen, there is a vertical bar with a white background. Below the bar, the text "LIGHTS OUT!" is written in a bold, black, sans-serif font. To the right of the text is a small, glowing blue sphere with a white star on it. Further to the right is a red arrow pointing downwards. At the bottom right, there is a small, glowing blue sphere with a white star on it. The overall aesthetic is that of a retro video game.

★★ IL RIDOTTO ★★

CHOREOGRAPHED PERFORMANCE

Once per a game, after the initiative is rolled but before any wrestlers activate you can declare the use of this rule. If you do, every wrestler on the away team must immediately make a +3 Dex roll, if the wrestler fails they recieve -1AP.

★★ STEEL LADDER ★★



★★ GET THE LADDER ★★

When a wrestler is standing in the extended play area and next to the ladder (not on top of it) they may spend 1AP to pull out a ladder from under the ring and can perform any of the following actions while holding onto a ladder:

★★ SPIKE ★★

This attack causes 2DMG as standard instead of 1DMG. Any BEATDOWN of a 4+ gains the BLEEDING effect in addition to any other bonuses.

★★ SET UP THE LADDER ★★

Place a token or suitable model in any empty adjacent squares to the wrestler that is holding the ladder. Any wrestler whose movement is interrupted by the ladder suffers 1DMG [DAZED] [KNOCKDOWN].

A placed ladder is a Turnbuckle. Any Turnbuckle Abilities performed from the top of a set up ladder gain +1 DMG [IMPACT] [DEVASTATING].

Any wrestler can either pick up the ladder for 1AP, if there are no wrestlers on the ladder, or perform a brawl attack on the ladder. If a wrestler is atop the ladder when the ladder is the target of a brawl attack that wrestler must make a 3+ DEX roll or suffer 1DMG [DAZED] [KNOCKDOWN]. If the attacking wrestler scores 8+ on the beatdown table the DEX roll is automatically failed. Any successful attack on the ladder causes the ladder to fall over and no longer be set up but may still be picked up as normal.

A placed Ladder has DEF 0 and a weight of 2

	ATT	DMG	RNG
1AP - GET THE LADDER	★★		
1AP - LOUST IDAZED!	★★	*	1 2
3AP - GET BACK! (SHOVE 1) (DEVASTATING) (KNOCKDOWN)	★★	*	1 3
2AP - SPIKE (KNOCKDOWN) (DAZED) (CROWD PLEASER)	★★	*	2
1AP - SET UP THE LADDER	★★		

★★ STEEL LADDER ★★

★★ GET THE LADDER ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a ladder from under the ring and can perform any of the following actions while holding onto a ladder:

★★ SPIKE ★★

This attack causes 2DMG as standard instead of 1DMG. Any BEATDOWN of a 4+ gains the BLEEDING effect in addition to any other bonuses.

★★ SET UP THE LADDER ★★

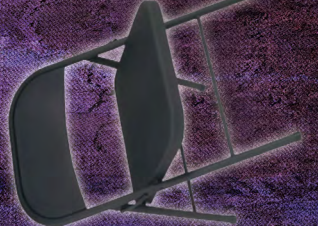
Place a token or suitable model in any empty adjacent squares to the wrestler that is holding the ladder. Any wrestler whose movement is interrupted by the ladder suffers 1DMG [DAZED] [KNOCKDOWN].

A placed ladder is a Turnbuckle. Any Turnbuckle Abilities performed from the top of a set up ladder gain +1 DMG [IMPACT] [DEVASTATING].

Any wrestler can either pick up the ladder for 1AP, if there are no wrestlers on the ladder, or perform a brawl attack on the ladder. If a wrestler is atop the ladder when the ladder is the target of a brawl attack that wrestler must make a 3+ DEX roll or suffer 1DMG [DAZED] [KNOCKDOWN]. If the attacking wrestler scores 8+ on the beatdown table the DEX roll is automatically failed. Any successful attack on the ladder causes the ladder to fall over and no longer be set up but may still be picked up as normal.

A placed Ladder has DEF 0 and a weight of 2

★★ STEEL CHAIR ★★



	ATT	DMG	RNG
1AP - GET THE CHAIR	★★		
1AP - CHAIR SWING ATTACK (FURY)	★★	*	1
1AP - CHAIR GUT ATTACK (DAZED) (SHOVE 1)	★★	*	1
2AP - SMACKDOWN (KNOCKDOWN) (DAZED) (CROWD)	★★	*	2
1AP - SET UP THE CHAIR	★★		

★★ STEEL CHAIR ★★

★★ GET THE CHAIR ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a chair from under the ring and can perform any of the following actions while holding onto a chair:

★★ CHAIR SWING ATTACK ★★

The wrestler swings wildly with the folded chair. *If the attack is successful, instead of making a normal brawl attack for 0AP perform another Chair Swing Attack for 0AP, this extra attack does not generate further attacks.

★★ SMACKDOWN ★★

Any BEATDOWN of a 4+ gains the BLEEDING effect in addition to any other bonuses.

★★ SET UP THE CHAIR ★★

Place a token or suitable model in any empty adjacent square to the wrestler that is holding a chair. Any wrestler whose movement is interrupted by the chair suffers 1DMG [DAZED] [KNOCKDOWN].

Any wrestler can pick up a placed chair for 1AP. A placed chair has DEF 0 and a weight of 1

★★ TABLES LADDERS AND CHAIRS MATCH ★★



A normal \$1.5 million dosh match with the added excitement of ladders, tables and chairs as legal weapons.

	ATT	DMG	RNG
1AP - GET THE CHAIR	★★		
1AP - GET THE LADDER	★★		
1AP - GET THE TABLE	★★		

★★ TABLES LADDERS AND CHAIRS MATCH ★★

★★ GET THE CHAIR ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a chair from under the ring and can perform any of the actions listed on the chair card while holding onto a chair.

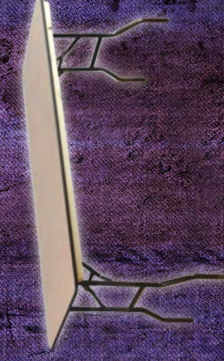
★★ GET THE LADDER ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a ladder from under the ring and can perform any of the actions listed on the ladder card while holding onto a ladder.

★★ GET THE TABLE ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a table from under the ring and can perform any of the actions listed on the table card while holding onto a table.

★★ TABLE ★★



	ATT	DMG	RNG
1AP - GET THE TABLE	★★		
1AP - BONKI (DAZED) (SHOVE 1)	★★	*	0
*Any BEATDOWN of a 4+ gains the BLEEDING effect in addition to any other bonuses.			
2AP - SET UP THE TABLE	★★	*	-

★★ TABLE ★★

★★ GET THE TABLE ★★

When a wrestler is standing in the extended play area and next to the ring skirt (not on top of it) they may spend 1AP to pull out a table from under the ring and can perform any of the actions listed on this card while holding onto a table:

★★ SET UP THE TABLE ★★

Place a token or suitable model in any 2 empty adjacent squares to the wrestler that is holding a table. Any wrestler whose movement is interrupted by the table suffers 1DMG [DAZED] [KNOCKDOWN]. A wrestler who is thrown into a table suffers +1DMG and the [BLEEDING] condition.

A KO'd or Knocked Down wrestler can be placed atop a set up table for 1AP.

A Ladder can be placed on top of a set up table. If done so, any DMG bonuses gain an additional +1 DMG and the [BLEEDING] condition.