

| PHYSICAL QUALITY | | HEAT QUALITY | | HEAT Charts | |
|------------------|--------------------|--------------|-------------------------|-------------|------------------|
| 2 | STRONG | 2 | OBJECT | 2 | Highlight Reel C |
| 3 | AGILE | 3 | SPECIALTY | 3 | Highlight Reel B |
| 4 | POWERFUL | 4 | GRUDGE move | 4 | Highlight Reel A |
| 5 | HEAVY | 5 | MEAN | 5 | Wild Card! |
| 6 | QUICK or AGILE | 6 | FAVORITE | 6 | Highlight G,M,V |
| 7 | TRAILING? CHOICE! | 7 | TRAILING? CHOICE! | 7 | Wild Card |
| 8 | POWERFUL or STRONG | 8 | HEAT! Roll Heat Chart>> | 8 | Highlight G,M,V |
| 9 | AGILE | 9 | TV Grade Move | 9 | Wild Card! |
| 10 | QUICK | 10 | CHEAT | 10 | Highlight Reel A |
| 11 | HEAVY | 11 | SMART | 11 | Highlight Reel B |
| 12 | POWERFUL | 12 | SIGNATURE | 12 | Highlight Reel D |

**FACE TO THE MAT
SHOCKWAVE
Action Charts**

| Tag Check | |
|-----------|---------------|
| 1 | Defensive Tag |
| 2 | No Tag |
| 3 | No Tag |
| 4 | Tagged-Out |
| 5 | Tagged-Out |
| 6 | Double-Team! |

Shockwave Procedures:

1. Roll 1d6 for each wrestler, High result goes first. Tie goes to the Favored track.
2. Action is resolved in turns. Roll 4d6 in 2 matched pairs. Check the sum of one pair on the Physical Quality table and the other pair on Heat Quality table. If the active wrestler has an active quality on either chart, he forces a defensive reaction roll on the NORM column. If the wrestler has both a Physical and a Heat quality use the DBL (Double) column. The #7 result on both tables is for the Trailing wrestler only. The wrestler who is behind on the match track may choose any active quality on that table.

On a Normal Action, TV and Grudge scores are determined by the Defensive Reaction Roll. A lower TV or Grudge Grade (relative to the opponent) cannot score a Stagger or Pin Chance result. When an attacker's TV/Grudge grade is higher, it will also count toward a Double Action roll.

Specialties are the same as other Heat Qualities, except they score the number of points shown. The defender still rolls a defensive reaction die to check for Stun or Stagger conditions, but no additional points are scored on the match track.

If a Physical Quality and Signature combine for a DBL action, double the amount of points scored on the defensive reaction roll.

3. Pin Chances. Cross-reference the Pin Attempt in the left column with the wrestler's TV Grade to get the number needed to kick-out. Roll once.

| DBL | NORM | Scoring Track | DEFENSIVE REACTION | HIGH | High TV Grudge | LOW | Low TV Grudge |
|-----|------|---------------|--|------|----------------|-----|---------------|
| | 1 | 1 pt | Shakes off a routine attack, Normal turn | 1 | Bronze | 1 | Bronze |
| | 2 | 1 pt | Shakes off a routine attack, Normal turn | 2 | Bronze | 2 | Bronze |
| 1 | 3 | 2 pts | Painful attack, but recovers for a Normal turn | 3 | Silver | 3-4 | Bronze |
| 2 | 4 | 2 pts | STUNNED! Use Heat dice only for 1 turn. | 4 | Silver | 5-6 | Silver |
| 3-4 | 5 | 3 pts | STAGGERED! Lose 1 turn | 5 | Gold | | |
| 5-6 | 6 | 4 pts | BIG TROUBLE! Roll Pin Chance. If not Pinned, he is STUNNED for 1 turn. | 6 | Gold | | |

| PIN Chance! 2d6 vs Target Number | | | | | | | | |
|----------------------------------|--------------------------------|--------|--------|--------|--------|---------|---------|---------|
| PIN Attempt | TV Grade of defending wrestler | | | | | | | |
| | F | E | D | C | B | A | AA | AAA |
| 1st | 7 | 6 | 5 | 4 | 3 | Kickout | Kickout | Kickout |
| 2nd | 9 | 8 | 7 | 6 | 5 | 4 | 3 | Kickout |
| 3rd | 12 | 11 | 9 | 8 | 7 | 6 | 5 | 4 |
| 4th | Pinned | Pinned | 11 | 10 | 9 | 8 | 7 | 6 |
| 5th | | | Pinned | 12 | 11 | 10 | 9 | 8 |
| 6th | | | | Pinned | 12 | 11 | 10 | 9 |
| 7th | | | | | Pinned | 12 | 11 | 10 |
| 8th | | | | | | Pinned | 12 | 11 |
| 9th | | | | | | | Pinned | 12 |

More Face to the Mat/Shockwave accessories:

Attacks or Quality Moves

Since the Shockwave charts are designed as an alternative for the stock FACs, the next four pages include two options for adding action narrative to the game:

- **Quality Moves Tables** - The first option is a page of tables related to each quality. When a wrestler scores an attack, roll one 20-sided die to determine the type of attack.
- **Attack Flip Cards** - The following three pages presents those tables in flip-card format. A few of the descriptions were changed, because the cards allowed more space for description. The fourth page of that section is the back side of the flip cards.

Two-Player Shockwave Tactics Cards

The next five pages are Tactics cards for a two-player game in which each player is controlling a wrestler. The final page is the backside for the Tactics deck.

In the two-player game, each player starts with a hand of three Tactics cards.

- To start a match, each player selects a card from their hand and they both reveal their card simultaneously. The card may or may not actually apply, depending on the results of a given round of action.
- Initiative is rolled in the normal fashion, 1d6 with the tie going to the favored wrestler.
- Wrestling turns are resolved as normal.
- To start the next round of action, players draw a card to replenish their hand to three. Initiative is also re-rolled with ties going to the wrestler who had initiative in the previous round.

| POWERFUL | |
|----------|---------------------|
| 1 | Body Block |
| 2 | Suplex (HV?) |
| 3 | Shoulder Block |
| 4 | Backbreaker (HV?) |
| 5 | Avalanche |
| 6 | Piledriver (HV?) |
| 7 | Flying Tackle |
| 8 | Powerbomb (HV?) |
| 9 | Body Slam (HV?) |
| 10 | Body Slam (HV?) |
| 11 | Body Slam (HV?) |
| 12 | Bear Hug (HV?) |
| 13 | Headlock |
| 14 | Torture Rack (HV?) |
| 15 | DDT |
| 16 | Surfboard |
| 17 | Clothesline |
| 18 | Sleeper |
| 19 | Nelson |
| 20 | Elbow/Forearm Smash |

| HEAVY | |
|-------|----------------------------------|
| 1 | Seated Squash |
| 2 | Seated Squash |
| 3 | Seated Squash |
| 4 | Failed Slam (attacker collapses) |
| 5 | Shoulder Block |
| 6 | Running Squash |
| 7 | Immovable (attacker demoralized) |
| 8 | Immovable (attacker demoralized) |
| 9 | Giant Stomp |
| 10 | Giant Stomp |
| 11 | Giant Stomp |
| 12 | Bear Hug |
| 13 | Bear Hug |
| 14 | Knee Drop |
| 15 | Elbow Drop |
| 16 | Avalanche |
| 17 | Back Body Drop |
| 18 | Running Squash |
| 19 | Falling Splash |
| 20 | Falling Splash |

| STRONG | |
|--------|--|
| 1 | Reverses Hammerlock |
| 2 | Muscles into a counter-hold |
| 3 | Throws foe out of Headlock |
| 4 | Wrenches attacker's leg, takes control |
| 5 | Muscles into a counter-hold |
| 6 | Ignores a big kick, punches back! |
| 7 | Ignores punches, lands loud body chop |
| 8 | Foils hold, shoves attacker into corner |
| 9 | Unfazed by spear, delivers elbow drop |
| 10 | Catches attackers kick, tosses foe aside |
| 11 | Unfazed by collision with attacker |
| 12 | Breaks a full-nelson with a flourish |
| 13 | Elbow strike breaks hold! |
| 14 | Muscles-out of choke-hold! |
| 15 | Breaks hold with a massive Head-butt |
| 16 | Unbreakable- attacker releases hold |
| 17 | Unbreakable - opponent fatigued |
| 18 | Knee Lift stops charging opponent |
| 19 | Shrugs off attacker's futile effort |
| 20 | I can take it! Attacker's morale wanes |

| AGILE | |
|-------|----------------------|
| 1 | Arm Drag |
| 2 | Guillotine |
| 3 | Flying Head Scissors |
| 4 | Head Throw (HV?) |
| 5 | Roundhouse Kick |
| 6 | DDT |
| 7 | Spear |
| 8 | Spear |
| 9 | Top Rope Splash |
| 10 | Top Rope Cross Body |
| 11 | Top Rope Cross Body |
| 12 | Flying Clothesline |
| 13 | Drop Kick |
| 14 | Axe Kick |
| 15 | High Knee |
| 16 | High Knee |
| 17 | Counter-Throw |
| 18 | Step-Over Toe Hold |
| 19 | Snap-Mare |
| 20 | Spinning Heel Kick |

| QUICK | |
|-------|------------------------|
| 1 | Bulldog |
| 2 | Scissors |
| 3 | Arm Lock |
| 4 | Ankle Lock |
| 5 | Punch Flurry |
| 6 | Punch Flurry |
| 7 | Punch Flurry |
| 8 | Side-steps attack |
| 9 | Rolls away from attack |
| 10 | Rolls away from attack |
| 11 | Ducks under attack |
| 12 | Ducks under attack |
| 13 | Go-Behind Takedown |
| 14 | Counter-Throw |
| 15 | Counter-Throw |
| 16 | Russian Sweep/Trip |
| 17 | Front Kick to gut |
| 18 | Front Kick to head |
| 19 | Double Knee Lift |
| 20 | Whipping Elbow |

Face to the Mat Qualities & Moves

When a quality scores, Roll a 20-sided die to determine the specific move. This is for narrative purposes only.

HV? If Defender is HEAVY and Attacker is not, choose an alternate move.

| TV Moves | |
|----------|---------------------------|
| 1 | Axehandle Smash |
| 2 | Knee Bar |
| 3 | Whip & Clothesline |
| 4 | Whip & Clothesline |
| 5 | Head Scissors |
| 6 | Leg Whip |
| 7 | Head Lock |
| 8 | Head Butt |
| 9 | Body Chop |
| 10 | Face Driver |
| 11 | Head Vice |
| 12 | Arm Bar |
| 13 | Drop Kick |
| 14 | Wrist Lock |
| 15 | Slingshot Body Block |
| 16 | Slingshot Body Block |
| 17 | Elbow Smash |
| 18 | Clothesline over top rope |
| 19 | Clothesline over top rope |
| 20 | Knee Lift |

| MEAN | |
|------|------------------------------|
| 1 | Double Foot Stomp |
| 2 | Face Rake |
| 3 | Boot Scrape |
| 4 | Face Buster |
| 5 | Rope Burn to the eyes/face |
| 6 | Head Butt |
| 7 | Irish Whip into Turnbuckle |
| 8 | Irish Whip, Kick to the Head |
| 9 | Bell Clap |
| 10 | Low Blow |
| 11 | Choking with hands |
| 12 | Hair-pulling |
| 13 | Back Rake |
| 14 | Stomp to the head |
| 15 | Ringside Post |
| 16 | Ringside Barrier |
| 17 | Ringside Table Slam |
| 18 | Ringside Floor Slam |
| 19 | Ringside Stairs |
| 20 | Knee Drop to the head |

| CHEAT | |
|-------|------------------------------------|
| 1 | Cheap Shot on the break! |
| 2 | Cheap Shot on the break! |
| 3 | Eye Gouge |
| 4 | Eye Gouge |
| 5 | Boot choke in the corner |
| 6 | Toxin: Oil, Gel, or Paint |
| 7 | Hair-pulling |
| 8 | Holding Trunks for leverage |
| 9 | Holding Trunks for leverage |
| 10 | Holding Trunks for leverage |
| 11 | Hangman Choke w. ring ropes |
| 12 | Ring Rope Entanglement: Arm |
| 13 | Ring Rope Entanglement: Leg |
| 14 | Loaded Kneepad! Ouch! |
| 15 | Biting |
| 16 | Naked Turnbuckle |
| 17 | Distraction & Cheap Shot |
| 18 | Mist: Blinding or Choking |
| 19 | Choking hands to the throat |
| 20 | Lies to Ref, gets favorable ruling |

| OBJECTS | |
|---------|---------------------|
| 1 | Crutches |
| 2 | Board 2x4 |
| 3 | Stop Sign |
| 4 | Brass Knuckles |
| 5 | Plywood Barrier |
| 6 | Folding Table |
| 7 | Folding Table |
| 8 | Folding Table |
| 9 | Folding Steel Chair |
| 10 | Folding Steel Chair |
| 11 | Folding Steel Chair |
| 12 | Folding Steel Chair |
| 13 | Folding Steel Chair |
| 14 | Trash Can Lid |
| 15 | Trash Can Lid |
| 16 | Sandbag |
| 17 | Broom Handle |
| 18 | Tripod |
| 19 | Cargo Strap |
| 20 | Tongue Depressor |

| FAVORITE | |
|----------|--|
| 1-2 | Favorable ruling from Referee |
| 3-4 | Lands GOLD grudge move |
| 5-6 | Opponent distracted by fans |
| 7-11 | Chant! Cheering fans boost the wrestler's adrenalin! |
| 12-13 | Lands SILVER grudge move |
| 14-18 | Opponent intimidated by crowd reaction! |
| 19-20 | Lands BRONZE grudge move |
| SMART | |
| 1-2 | Nerve Hold |
| 3-4 | Stomps foot to escape hold |
| 5-7 | Exposes enemy tactic to ref |
| 8-12 | Clever Dodge! Anticipates attack, foe flies through the ropes! |
| 13-14 | Reverse Specialty - uses opponent's specialty move |
| 15-20 | Clever Dodge! Attacker slams face-first to the mat! |

| | | | | | | | |
|-----|---------------------------------|-----|--------------------------------------|-----|---------------------------------------|-----|---|
| POW | BODY BLOCK | POW | SUPLEX (HVY?) | POW | SHOULDER BLOCK | POW | BACKBREAKER (HVY?) |
| HVY | SEATED SQUASH | HVY | SEATED SQUASH | HVY | SEATED SQUASH | HVY | ATTACKER CRUSHED ON A FAILED SLAM ATTEMPT |
| STR | REVERSED HAMMERLOCK | STR | MUSCLES INTO A COUNTERHOLD | STR | OUT OF A HEADLOCK, THROWS OPPONENT | STR | WRENCHES FOE'S LEG AND TAKES CONTROL |
| AGL | ARM DRAG | AGL | GUILLOTINE | AGL | FLYING HEAD SCISSORS | AGL | HEAD THROW (HVY?) |
| QCK | BULLDOG | QCK | SCISSORS | QCK | ARM LOCK | QCK | ANKLE LOCK |
| TV | AXEHANDLE SMASH | TV | KNEE BAR | TV | WHIP & CLOTHESLINE | TV | WHIP & CLOTHESLINE |
| MN | DOUBLE FOOT STOMP | MN | FACE RAKE | MN | BOOT SCRAPE | MN | FACE BUSTER |
| CHT | CHEAP SHOT ON THE BREAK | CHT | CHEAP SHOT ON THE BREAK | CHT | EYE GOUGE | CHT | EYE GOUGE |
| OBJ | CRUTCHES | OBJ | 2X4 LUMBER | OBJ | SAW HORSE | OBJ | BRASS KNUCKLES |
| FAV | BIASED RULING BY REF | FAV | BIASED RULING BY REF | FAV | USES OPPONENT'S GRUDGE MOVE | FAV | USES OPPONENT'S GRUDGE MOVE |
| SMT | NERVE HOLD | SMT | NERVE HOLD | SMT | FOOT STOMP TO BREAK A HOLD | SMT | FOOT STOMP TO BREAK A HOLD |
| POW | AVALANCHE | POW | PILEDRIVER (HVY?) | POW | FLYING TACKLE | POW | POWERBOMB (HVY?) |
| HVY | SHOULDER BLOCK | HVY | RUNNING SMASH | HVY | IMMOVABLE (OPPONENT DEMORALIZED) | HVY | IMMOVABLE (OPPONENT DEMORALIZED) |
| STR | MUSCLES INTO A COUNTERHOLD | STR | SHAKES OFF ATTACK AND PUNCHES BACK | STR | IGNORES ATTACK, LANDS A BIG BODY CHOP | STR | FOILS HOLD, SHOVES OPPONENT INTO THE CORNER |
| AGL | ROUNDHOUSE KICK | AGL | DDT | AGL | SPEAR | AGL | SPEAR |
| QCK | FLURRY OF PUNCHES | QCK | FLURRY OF PUNCHES | QCK | FLURRY OF PUNCHES | QCK | DEFTLY SIDESTEPS OPPONENT'S CHARGE |
| TV | HEAD SCISSORS | TV | LEG WHIP | TV | HEAD LOCK | TV | HEAD BUTT |
| MN | ROPE BURN TO THE FACE | MN | HEAD BUTT | MN | IRISH WHIP INTO TURNBUCKLE | MN | IRISH WHIP AND KICK TO THE HEAD |
| CHT | BOOT CHOKE IN THE CORNER | CHT | ILLEGAL SUBSTANCE (OIL, GEL) | CHT | HAIR PULLING (OR TRUNKS) | CHT | HOLDING TRUNKS FOR LEVERAGE |
| OBJ | RINGSIDE BARRICADE | OBJ | FOLDING TABLE | OBJ | FOLDING TABLE | OBJ | FOLDING TABLE |
| FAV | OPPONENT DISTRACTED BY FANS | FAV | OPPONENT DISTRACTED BY FANS | FAV | CHANT GIVES WRESTLER A SURGE | FAV | CHANT GIVES WRESTLER A SURGE |
| SMT | EXPOSES FOE'S TACTIC TO THE REF | SMT | MAKES AN EFFECTIVE APPEAL TO THE REF | SMT | MAKES AN EFFECTIVE APPEAL TO THE REF | SMT | CLEVER DODGE - FOE FLIES THROUGH THE ROPES |

| | | | | | | | |
|-----|---|-----|--|-----|---|-----|---|
| POW | BODY SLAM (HVY?) | POW | BODY SLAM (HVY?) | POW | BODY SLAM (HVY?) | POW | BEAR HUG (HVY?) |
| HVY | GIANT STOMP | HVY | GIANT STOMP | HVY | GIANT STOMP | HVY | BEAR HUG |
| STR | UNFAZED BY SPEAR, DELIVERS ELBOW DROP | STR | CATCHES ATTACKER'S KICK AND TOSSES HIM ASIDE | STR | UNFAZED BY COLLISION WITH OPPONENT | STR | BREAKS A FULL-NELSON, COUNTER-THROW |
| AGL | TOP ROPE SPLASH | AGL | TOP ROPE CROSS BODY | AGL | TOP ROPE CROSS BODY | AGL | FLYING CLOTHESLINE |
| QCK | ROLLS AWAY FROM AN ATTACK | QCK | ROLLS AWAY FROM AN ATTACK | QCK | DUCKED UNDER AN ATTACK | QCK | DUCKED UNDER AN ATTACK |
| TV | BODY CHOP | TV | FACE DRIVER | TV | HEAD VICE | TV | ARM BAR |
| MN | BELL CLAP | MN | LOW BLOW | MN | HANDS TO THE THROAT CHOKE ATTACK | MN | HAIR PULLING |
| CHT | HOLDING TRUNKS FOR LEVERAGE | CHT | HOLDING TRUNKS FOR LEVERAGE | CHT | HANGMAN CHOKE ON THE ROPES | CHT | ENTANGLED FOE'S ARM IN THE ROPES |
| OBJ | FOLDING STEEL CHAIR | OBJ | FOLDING STEEL CHAIR | OBJ | FOLDING STEEL CHAIR | OBJ | FOLDING STEEL CHAIR |
| FAV | CROWD SUPPORT GIVES A BOOST | FAV | ADRENALIN SURGE AS THE CROWD GOES WILD | FAV | ADRENALIN SURGE AS THE CROWD GOES WILD | FAV | USES SIGNATURE MOVE OF WRESTLING LEGEND |
| SMT | CLEVER DODGE - FOE GOES OUT OF THE RING | SMT | CLEVER DODGE - FOE GOES OUT OF THE RING | SMT | CLEVER DODGE - OPPONENT FLIES THROUGH ROPES | SMT | LURES OPPONENT INTO A COUNTER-THROW |
| POW | HEAD LOCK | POW | TORTURE RACK (HVY?) | POW | DDT | POW | SURFBOARD |
| HVY | BEAR HUG | HVY | KNEE DROP | HVY | ELBOW DROP | HVY | AVALANCHE |
| STR | ELBOW STRIKE BREAKS A HOLD | STR | MUSCLES OUT OF A CHOKE HOLD | STR | BREAKS A HOLD WITH A MASSIVE HEAD BUTT | STR | UNBREAKABLE - FRUSTRATED ATTACKER RELEASES HOLD |
| AGL | DROP KICK | AGL | AXE KICK | AGL | JUMPING KNEE LIFT | AGL | JUMPING KNEE LIFT |
| QCK | GO-BEHIND TAKEDOWN | QCK | PIVOT COUNTER-THROW | QCK | ROLLING COUNTER-THROW | QCK | RUSSIAN SWEEP |
| TV | DROP KICK | TV | WRIST LOCK | TV | SLINGSHOT BODY BLOCK | TV | SLINGSHOT SHOULDER BLOCK |
| MN | BACK RAKE | MN | STOMP TO THE HEAD | MN | RAM INTO THE CORNER POST | MN | RINGSIDE BARRIER |
| CHT | ENTANGLES OPPONENT'S LEG IN THE ROPES | CHT | LOADED KNEE PAD! | CHT | BITING | CHT | NAKED TURNBUCKLE |
| OBJ | CINDER BLOCK | OBJ | TRASH CAN LID | OBJ | RINGSIDE STAIRS | OBJ | SANDBAG |
| FAV | GRUDGE MOVE | FAV | OPPONENT RATTLED BY THE CROWD | FAV | OPPONENT DISTRACTED BY RABID FANS | FAV | OPPONENT DISTRACTED BY RABID FANS |
| SMT | COUNTERS OPPONENT'S SPECIALTY | SMT | USES OPPONENT'S SPECIALTY | SMT | ROLLING DODGE - OPPONENT FLOPS FACE-FIRST | SMT | ROLLING DODGE - OPPONENT FLOPS FACE-FIRST |

Face to the Mat
**SHOCKWAVE
ATTACKS!**

Face to the Mat
**SHOCKWAVE
ATTACKS!**

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Face to the Mat
**SHOCKWAVE
ATTACKS!**

**Choice:
HEAT Quality**



- Cheat
- Favorite
- Mean
- Object
- Specialty
- Smart

Roll 2d6 on Physical
Quality Table

**Choice:
HEAT Quality**



- Cheat
- Favorite
- Mean
- Object
- Specialty
- Smart

Roll 2d6 on Physical
Quality Table

**Choice:
PHYSICAL Quality**



- Powerful
- Strong
- Heavy
- Agile
- Quick

Roll 2d6 on Heat
Quality Table

**Choice:
PHYSICAL Quality**



- Powerful
- Strong
- Heavy
- Agile
- Quick

Roll 2d6 on Heat
Quality Table

**Nullify:
PHYSICAL Quality**



Opponent may Roll
2d6 on Heat Quality
Table only

**Nullify:
PHYSICAL Quality**



Opponent may Roll
2d6 on Heat Quality
Table only

**Nullify:
HEAT Quality**



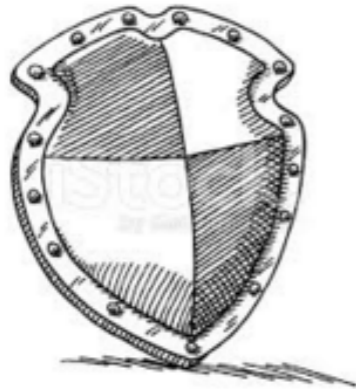
Opponent may Roll
2d6 on Physical
Quality Table only

**Nullify:
HEAT Quality**



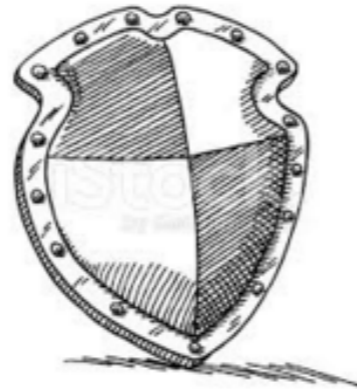
Opponent may Roll
2d6 on Physical
Quality Table only

DEFENSIVE FOCUS



Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



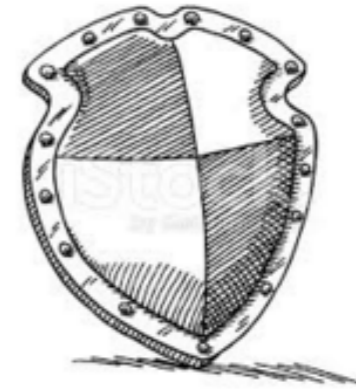
Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



Roll 2 Defensive
Reaction dice and
keep the lowest result

SIEZE THE MOMENT



You automatically take
initiative, unless the
opponent has played the
same card

SIEZE THE MOMENT



You automatically take
initiative, unless the
opponent has played the
same card

SIEZE THE MOMENT



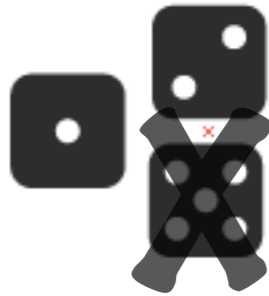
You automatically take
initiative, unless the
opponent has played the
same card

SIEZE THE MOMENT



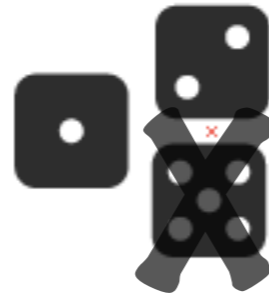
You automatically take
initiative, unless the
opponent has played the
same card

BRING THE PAIN



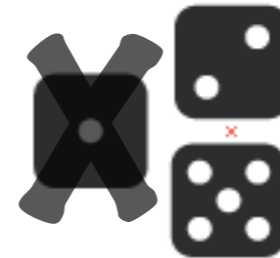
If you get a Pin Chance in this turn, your opponent rolls 3 dice and keeps the lowest 2 dice for the Pin Check

BRING THE PAIN



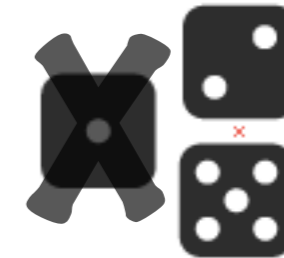
If you get a Pin Chance in this turn, your opponent rolls 3 dice and keeps the lowest 2 dice for the Pin Check

NEVER SURRENDER



If you roll a Pin Save in this turn, roll 3 dice and keeps the highest 2 dice to kick-out

NEVER SURRENDER



If you roll a Pin Save in this turn, roll 3 dice and keeps the highest 2 dice to kick-out

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

TURN IT ON!



Ignore Stun/Stagger
carried-over or
resulting in this turn.

TURN IT ON!



Ignore Stun/Stagger
carried-over or
resulting in this turn.

TURN IT ON!



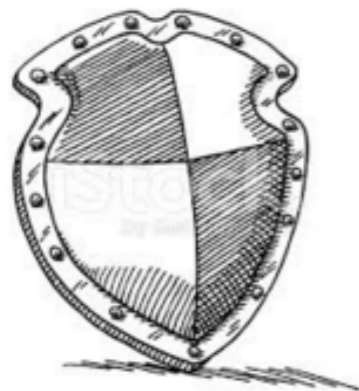
Ignore Stun/Stagger
carried-over or
resulting in this turn.

TURN IT ON!



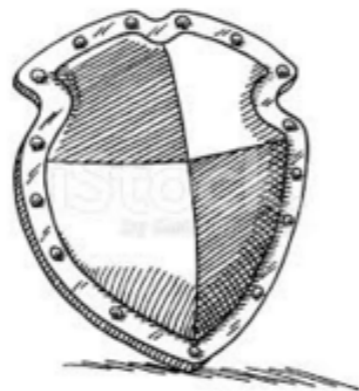
Ignore Stun/Stagger
carried-over or
resulting in this turn.

DEFENSIVE FOCUS



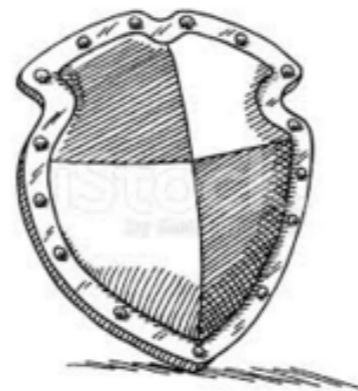
Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



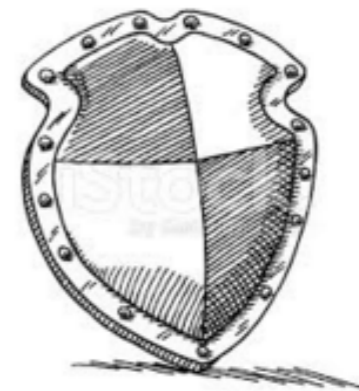
Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



Roll 2 Defensive
Reaction dice and
keep the lowest result

DEFENSIVE FOCUS



Roll 2 Defensive
Reaction dice and
keep the lowest result

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

Normal Turn



No particular strategy

face to the mat
SHOCKWAVE



TACTICS

face to the mat
SHOCKWAVE



TACTICS

face to the mat
SHOCKWAVE



TACTICS

face to the mat
SHOCKWAVE



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face to the mat
SHOCKWAVE



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face to the mat
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face to the mat
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face to the mat
SHOCKWAVE



TACTICS