



# BIONIC HEDGEHOG

Height: 6'6"  
Weight 260 lbs.  
Andromeda

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. single leg takedown - 1
2. shin breaker - 2 Add to ag
3. knee breaker - 2 Add to ag
4. monkey flip - 2 (ag)
5. hip toss - 2 (pw)
6. into the ropes

## LEVEL 2 OFFENSE

1. arm drag - 2 (ag)
2. Andromeda Armlock - 2
3. throat chop - 2 (ch B)
4. running stomach kick - 2
5. flying grinding crossbody - 3
6. Jagged Blade - 3 Add 1 (tag)

## LEVEL 3 OFFENSE

1. top rope AniMan Axehandle - 3 (ch H)
2. out of the ring (c)
3. out of the ring (c)
4. Bionic Compact - 3 Add 1
5. IRON MAIDEN (+3)\*
6. ANIMAN ASSAULT (+4) tag

## LEVEL 1 DEFENSE

1. BIONIC HEDGEHOG - 2
2. BIONIC HEDGEHOG - 2
3. dazed - 1 (tag)
4. hurt - 2
5. dazed - 1 (tag)
6. BIONIC HEDGEHOG - 1

## LEVEL 2 DEFENSE

1. hurt - 2
2. BIONIC HEDGEHOG - 2
3. hurt - 2 (tag)
4. hurt - 2 (tag)
5. BIONIC HEDGEHOG - 1
6. dazed - 1

## LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. down - 3
5. PIN 6 (3)
6. down - 3 (lv) (tag)

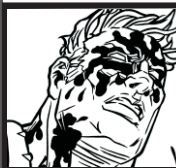
Ropes - A  
Turnbuckle - A  
Ring - B  
Deathjump - B  
Disqualification - 5

Agility -3  
Power -1  
Cage 3



\*Roll 2d6: +/- opponent's (ag). works on rolls of 9 or below, +/- opponent's ag rating.

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# BLOOD MONGER

Height: 6'9"  
Weight 384 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. slap to face - 1
2. spit in face - 1
3. running elbow - 2
4. flying tackle - 2 (pw)
5. into the turnbuckle
6. Aethran Press Slam - 3 (pw)

## LEVEL 2 OFFENSE

1. full nelson - 2 (pw) Add to pw
2. shoulder smasher - 2 (ch A) Add to pw
3. running clothesline - 2 (ch C)
4. eye cleaver - 3
5. spinesmasher - 3
6. Decapitator - 3 Add 1

## LEVEL 3 OFFENSE

1. deathjump (c)
2. out of the ring (c)
3. Head Rammer - 3
4. powerbomb to floor - 3 ring/Add 1
5. VIOLENT SEIZURE (+1)
6. AETHRAN BOMB (+3)

## LEVEL 1 DEFENSE

1. dazed - 1
2. BLOODMONGER - 1
3. dazed - 1
4. BLOODMONGER - 2
5. dazed - 1
6. BLOODMONGER - 1

## LEVEL 2 DEFENSE

1. BLOODMONGER - 2
2. dazed - 1
3. BLOODMONGER - 1
4. hurt - 2
5. BLOODMONGER - 2
6. hurt - 2

## LEVEL 3 DEFENSE

1. PIN 6 (3)
2. dazed - 1
3. hurt - 2
4. hurt - 2
5. down - 3 (lv)
6. down - 3

Ropes - C  
Turnbuckle - A  
Ring - A  
Deathjump - B  
Disqualification - 6

Agility +2  
Power -4  
Cage 1



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# BREAKDOWN

Height: 6'2"  
Weight 277 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. face claw - 1
2. grinding head lock - 1
3. headbutt - 2
4. bear hug - 2 (pw) Add to pw
5. backbreaker - 2 (ag) Add to pw
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. running elbow - 2 (ag)
2. bulldog - 2
3. Aethran leg sweep - 2
4. flying shoulder block - 2 (ch A)
5. several running clotheslines - 3
6. middle turnbuckle bulldog - 3 Add to roll

## LEVEL 3 OFFENSE

1. inverted atomic drop - 3 (ch G)
2. out of the ring (c)
3. out of the ring (c)
4. driving elbow drop - 3 Add to roll
5. Aethra Press Slam - 3 Add to roll
6. DIE WITH DIGNITY (roll)\*

## LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. dazed - 1 (tag)
3. BREAKDOWN - 1
4. BREAKDOWN - 1
5. BREAKDOWN - 2
6. dazed - 1 (tag)

## LEVEL 2 DEFENSE

1. hurt - 2
2. BREAKDOWN - 2
3. hurt - 2 (tag)
4. dazed - 1
5. hurt - 2
6. BREAKDOWN - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. PIN 5 (2)
3. down - 3 (tag)
4. down - 3 (lv)
5. hurt - 2
6. hurt - 2

Ropes - B  
Turnbuckle - B  
Ring - A  
Deathjump - A  
Disqualification - 5

Agility +3  
Power -3  
Cage 1



\*Roll 1d6: This move connects on roll of 2. for each "Add to roll", the next number up connects as well (3-6). If missed, opponent rolls on Level 3 Offense.

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# CALAMITY

Height: 5'5"  
Weight 132 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. face rake - 1
2. eye poke - 1
3. surfboard - 2 (ag) Add to pw
4. spinning face plant - 2 (ag)
5. snap suplex - 2 (pw)
6. into the ropes

## LEVEL 2 OFFENSE

1. snapmare - 2 (pw)
2. into the turnbuckle (c)
3. release belly to belly suplex - 2
4. spin kick - 2 (ch C)
5. top rope crossbody - 3
6. The Branding - 3

## LEVEL 3 OFFENSE

1. running clothesline - 2
2. top rope clothesline - 3 (ch H)
3. out of the ring (c)
4. Catastrascissors - 3 Add 1
5. Cataclysmiclock - 3 Add 1
6. BRAIN STEW (+3) inj

## LEVEL 1 DEFENSE

1. CALAMITY - 2
2. hurt - 2
3. dazed - 1 (tag)
4. hurt - 2
5. hurt - 2
6. CALAMITY - 2

## LEVEL 2 DEFENSE

1. down - 3
2. hurt - 2
3. hurt - 2
4. hurt - 2
5. CALAMITY - 1
6. hurt - 2 (tag)

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3
3. hurt - 2
4. hurt - 2
5. PIN 8 (5) PIN 6 (3)
6. down - 3 (lv)

Ropes - A  
Turnbuckle - B  
Ring - C B  
Deathjump - C  
Disqualification - 5

Agility -3  
Power +2  
Cage 0 3



Use **bold** instructions against female wrestlers.

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**BLOODMONGER**

AAW: Aethran Aftermath 2124

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**BIONIC HEDGEHOG**

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**CALAMITY**

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**BREAKDOWN**

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# CRISIS

Height: 5'6"  
Weight 138 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. headlock - 1
2. headlock with punches - 1
3. toe kick - 2 (ag)
4. running elbow - 2 (ag)
5. gut wrench - 2
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. headlock takeover - 1
2. swinging neckbreaker - 2 Add to pw
3. spinning DDT - 2
4. body slam - 2 (ch A)
5. running spinning facebuster - 3
6. running snake eyes - 3

## LEVEL 3 OFFENSE

1. snap suplex - 2 (ch F)
2. deathjump (c)
3. out of the ring (c)
4. Crisisault - 3
5. SPINAL SNAP (+1)
6. SPINAL SNAP (+1)

## LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. CRISIS - 2
3. CRISIS - 1
4. CRISIS - 2
5. dazed - 1 (tag)
6. hurt - 2

## LEVEL 2 DEFENSE

1. dazed - 1
2. CRISIS - 2
3. hurt - 2 (tag)
4. hurt - 2
5. hurt - 2 (tag)
6. hurt - 2

## LEVEL 3 DEFENSE

1. down - 3 (lv)
2. hurt - 2
3. PIN 7 (4) **PIN 5 (2)**
4. down - 3
5. hurt - 2
6. down - 3 (lv)

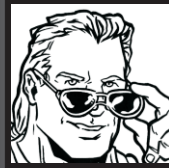
Ropes - B  
Turnbuckle - B  
Ring - B A  
Deathjump - A  
Disqualification - 5

Agility -1  
Power 0 -2  
Cage 3 1



Use **bold** instructions against female wrestlers.

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# CURTIS FREEMAN

Height: 6'3"  
Weight 237 lbs.  
Unknown

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. arm drag - 1
2. headlock - 1
3. hammerlock - 1
4. clothesline - 2 (pw)
5. drop toehold - 2 (ag)
6. fireman's carry - 2 (pw)

## LEVEL 2 OFFENSE

1. chest slap - 1
2. side leg sweep - 2
3. into the turnbuckle
4. snapmare - 2
5. crucifix - 2 (ch A)
6. dropkick - 2 (ch F)

## LEVEL 3 OFFENSE

1. leg whip - 2
2. rolling neck breaker - 2
3. deathjump (c)
4. out of the ring (c)
5. figure four leg lock - 3
6. Theatrical Piledriver - 3

## LEVEL 1 DEFENSE

1. CURTIS FREEMAN - 2
2. dazed - 1
3. dazed - 1
4. hurt - 2
5. dazed - 1 (tag)
6. hurt - 2

## LEVEL 2 DEFENSE

1. hurt - 2
2. CURTIS FREEMAN - 1
3. hurt - 2 (tag)
4. hurt - 2
5. down - 3
6. down - 3

## LEVEL 3 DEFENSE

1. down - 3
2. PIN 9 (6)
3. hurt - 2
4. down - 3
5. hurt - 2
6. down - 3

Ropes - B  
Turnbuckle - C  
Ring - C  
Deathjump - C  
Disqualification - 3

Agility +3  
Power +2  
Cage 6



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# DEVASTATOR

Height: 6'3"  
Weight 282 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. stare down - 1
2. collar elbow tie up - 1
3. test of strength - 2 (pw)
4. side suplex - 2 (pw)
5. leaping knee to gut - 2
6. Pride of Aethra - 3\*

## LEVEL 2 OFFENSE

1. running clothesline - 2 (ch B)
2. choke on ropes - 2
3. atomic drop/clothesline - 2 (ch A)
4. spinning back breaker - 2
5. Aethran Face Wrecker - 3
6. Aethran Crippleplex - 3\*

## LEVEL 3 OFFENSE

1. deathjump (c)
2. out of the ring (c)
3. out of the ring
4. Aethran Devastation - 3\*
5. Devastating Decapitator - 3\*
6. IRREPARABLE DAMAGE (+1+pw)\*

## LEVEL 1 DEFENSE

1. DEVASTATOR - 1
2. dazed - 1
3. dazed - 1 (tag)
4. DEVASTATOR - 1
5. DEVASTATOR - 1
6. DEVASTATOR - 1

## LEVEL 2 DEFENSE

1. down - 3
2. DEVASTATOR - 2
3. DEVASTATOR - 2
4. dazed - 1
5. hurt - 2 (tag)
6. down - 3

## LEVEL 3 DEFENSE

1. PIN 6 (3)
2. down - 3 (lv)
3. hurt - 2
4. hurt - 2
5. hurt - 2
6. hurt - 2

Ropes - B  
Turnbuckle - B  
Ring - B  
Deathjump - A  
Disqualification - 5

Agility +4  
Power -4  
Cage 2



\*Devastator can "Add to pw" on himself. "move - 3" becomes "move - 3 add 1", and his finisher increases by one.

\*\*Devastator is immune to the first two "add to pw/ag" moves.

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# DEVIUM

Height: 6'2"  
Weight 282 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. punching combo - 1
2. shove and pose - 1
3. short arm clothesline - 2 (ag)
4. side belly to belly suplex - 2 (pw)
5. two handed bulldog - 2
6. running forearm club - 3

## LEVEL 2 OFFENSE

1. into the ropes (c)
2. into the turnbuckle (c)
3. trapped running knee strike - 2
4. running double ax handle - 2 (ch F)
5. falling power slam - 3
6. pulling piledriver - 3

## LEVEL 3 OFFENSE

1. bite opponent's forehead - 2
2. Devious Avalanche - 3 (ch G)
3. out of the ring\*
4. Devious Elbow - 3
5. Devious Device - 3 Add 1
6. DEVIATION (+2)

## LEVEL 1 DEFENSE

1. DEVIUM - 2
2. DEVIUM - 2
3. dazed - 1
4. dazed - 1 (tag)
5. dazed - 1
6. DEVIUM - 1

## LEVEL 2 DEFENSE

1. hurt - 2 (tag)
2. dazed - 1
3. DEVIUM - 1
4. dazed - 1
5. DEVIUM - 2
6. hurt - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. down - 3 (lv)
5. PIN 6 (3)\*\*
6. hurt - 2

Ropes - C  
Turnbuckle - B  
Ring - A  
Deathjump - B

Agility +2  
Power -2  
Cage 1

\*Roll 1d6:  
1-4: Play normally.  
5-6: Devium performs the Devious Device.

Disqualification - 5

\*\*Resiliency 3(2): This wrestler has Resiliency 3(2). If he collects 3 or more Fatigue Tokens and kicks out of a pinning attempt, immediately remove 2 Fatigue from him. This may only be performed once per match.



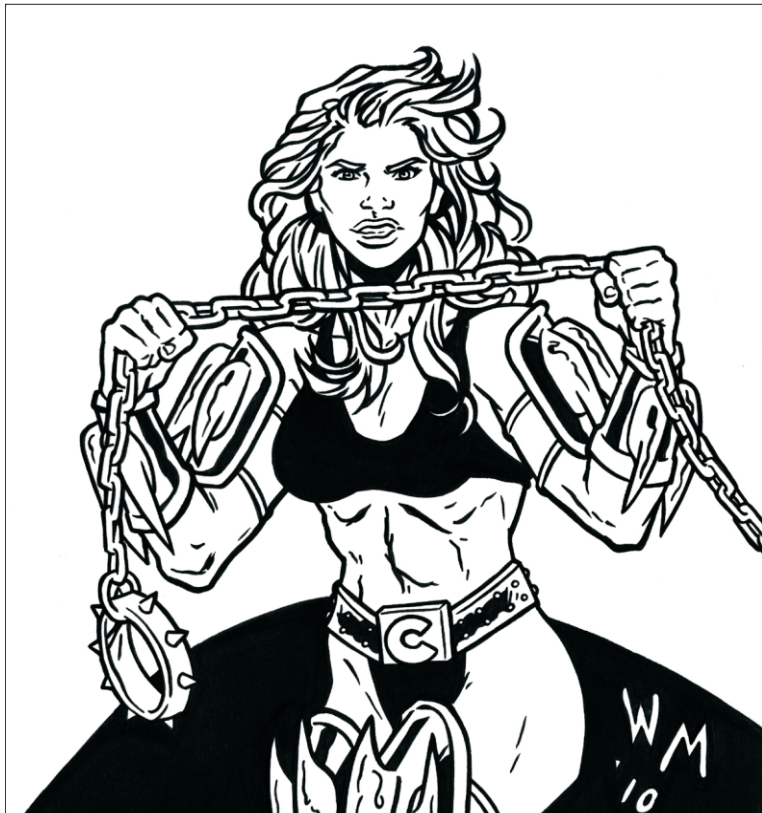
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CURTIS FREEMAN

AAW: Aethran Aftermath 2124

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CRISIS

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DEVIUM

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DEVASTATOR

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# FISSURE

Height: 6'0"  
Weight 192 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. chest slap and strut - 1
2. face stretch - 1
3. arm cracker - 2 Add to pw
4. spine cracker - 2 (pw)
5. choke slam - 2 (ag)
6. Heart Stopper - 3 (pw) Add 1

## LEVEL 2 OFFENSE

1. ankle lock - 2 Add to ag
2. bone crusher - 2 (ch A)
3. into the turnbuckle (c)
4. Super Destroyer - 3
5. flying headbutt - 3
6. Violent Tendencies - 3

## LEVEL 3 OFFENSE

1. rolling neckbreaker - 2 (ch F)
2. deathjump
3. out of the ring (c)
4. Deadly Decapitator - 3 Add 1 to both
5. AETHRAN ARK (0)
6. CHOKE OUT (roll)\*

## LEVEL 1 DEFENSE

1. FISSURE - 2
2. FISSURE - 1
3. FISSURE - 2
4. hurt - 2
5. dazed - 1
6. dazed - 1 (tag)

## LEVEL 2 DEFENSE

1. FISSURE - 1
2. FISSURE - 1
3. dazed - 1
4. hurt - 2
5. hurt - 2
6. hurt - 2 (tag)

## LEVEL 3 DEFENSE

1. down - 3 (lv)
2. PIN 6 (3) **PIN 4 (1)**
3. down - 3
4. hurt - 2
5. hurt - 2
6. down - 3

### Ropes - B

### Turnbuckle - B

### Ring - A

### Deathjump - C

### Disqualification - 6

Agility	-1
Power	-3
Cage	3



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Use bold instructions against female wrestlers.  
\*Roll 2d6: 2-4: opponent breaks free, opponent rolls out of the ring. 5-8: move is (+1). 9-12: move is (+2) dis.



# FRACTURE

Height: 6'3"  
Weight 268 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. posedown - 1
2. shoving match - 1
3. shoulder smasher - 2 Add to pw
4. running shoulder breaker - 2 (ag)
5. into the ropes
6. Welcome to Aethra - 3 (pw)

## LEVEL 2 OFFENSE

1. torture rack - 2 (pw) Add to pw
2. shoulder block/stare down - 2
3. running Aethran Slam - 2 (ch B)
4. Shattering DDT - 3 (ch D)
5. Mercy Blow - 3
6. Unspeakable Horror - 3 Add 1

## LEVEL 3 OFFENSE

1. deathjump (c)
2. out of the ring (c)
3. Splintering Suplex - 3
4. Disintegration - 3
5. FRAGMENTED VIEW (+1)
6. FRAGMENTED VIEW (+1)

## LEVEL 1 DEFENSE

1. FRACTURE - 2
2. FRACTURE - 2
3. dazed - 1
4. hurt - 2
5. dazed - 1
6. hurt - 2

## LEVEL 2 DEFENSE

1. FRACTURE - 1
2. dazed - 1
3. hurt - 2
4. hurt - 2
5. down - 3
6. FRACTURE - 2

## LEVEL 3 DEFENSE

1. PIN 6 (3)
2. down - 3
3. dazed - 1
4. hurt - 2
5. hurt - 2
6. down - 3 (lv)

### Ropes - B

### Turnbuckle - B

### Ring - A

### Deathjump - B

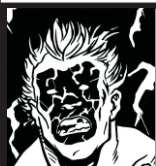
### Disqualification - 6

Agility	-1
Power	-2
Cage	3



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Roll 1d6 before the match. If result is 1-2, use this card for the match.



# FRACTURE

Height: 6'3"  
Weight 268 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. posedown - 1
2. shoving match - 1
3. shoulder smasher - 2 (pw) Add to pw
4. head slam - 2 (pw)
5. running shoulderbreaker - 2 (ag)
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. torture rack - 2 (pw) Add to pw
2. shoulder block/stare down - 2
3. running Aethran Slam - 2
4. into the ropes (c)
5. running elbow - 2 (ch F)
6. Shattering DDT - 3

## LEVEL 3 OFFENSE

1. violent headbutts - 2
2. Splintering Suplex - 3 (ch G)
3. out of the ring (c)
4. Disintegration - 3
5. Left in Pieces - 3
6. FRAGMENTED VIEW (+2)

## LEVEL 1 DEFENSE

1. dazed - 1
2. dazed - 1
3. hurt - 2
4. FRACTURE - 1
5. FRACTURE - 2
6. FRACTURE - 1

## LEVEL 2 DEFENSE

1. dazed - 1
2. FRACTURE - 2
3. FRACTURE - 1
4. hurt - 2
5. hurt - 2
6. dazed - 1

## LEVEL 3 DEFENSE

1. dazed - 1
2. down - 3 (lv)
3. down - 3
4. hurt - 2
5. PIN 4 (1)
6. FRACTURE - 1

### Ropes - B

### Turnbuckle - B

### Ring - B

### Deathjump - A

### Disqualification - 4

Agility	-1
Power	-2
Cage	1



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Roll 1d6 before the match. If result is 5-6, use this card for the match.



# FRACTURE

Height: 6'3"  
Weight 268 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. posedown - 1
2. shoving match - 1
3. shoulder smasher - 2 (pw) Add to pw
4. headlock takeover - 2 (pw)
5. running shoulderbreaker - 2 (ag)
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. torture rack - 2 (pw) Add to pw
2. shoulder block/stare down - 2
3. running Aethran Slam - 2
4. into the ropes (c)
5. Shattering DDT - 3
6. Unspeakable Horror - 3 Add 1

## LEVEL 3 OFFENSE

1. violent headbutts - 2 (ch F)
2. Splintering Suplex - 3 (ch G)
3. out of the ring (c)
4. Disintegration - 3 Add 1
5. FRAGMENTED VIEW (+1)
6. AETHRAN ATROCITIES (+4) tag

## LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. dazed - 1 (tag)
3. FRACTURE - 2
4. FRACTURE - 1
5. dazed - 1
6. hurt - 2

## LEVEL 2 DEFENSE

1. dazed - 1
2. FRACTURE - 1
3. hurt - 2 (tag)
4. hurt - 2 (tag)
5. FRACTURE - 2
6. hurt - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. PIN 5 (2)
3. dazed - 1
4. down - 3 (lv) (tag)
5. hurt - 2
6. down - 3

### Ropes - B

### Turnbuckle - B

### Ring - A

### Deathjump - B

### Disqualification - 5

Agility	-1
Power	-2
Cage	2



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Roll 1d6 before the match. If result is 3-4, use this card for the match.



## FRACTURE

Roll 1d6 before the match. If result is 1-2, use this card for the match.

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## FISSURE

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## FRACTURE

Roll 1d6 before the match. If result is 3-4, use this card for the match.

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## FRACTURE

Roll 1d6 before the match. If result is 5-6, use this card for the match.

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# HACK

Height: 6'2"  
Weight 290 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. shoving contest - 1
2. chest slap - 1
3. full nelson - 2 (pw) Add to pw
4. elbow cracker - 2 (pw) Add to pw
5. into the ropes
6. face wrecker - 3

## LEVEL 2 OFFENSE

1. running clothesline - 2 (ag)
2. running knee to stomach - 2
3. into the turnbuckle (c)
4. full nelson slam - 3
5. side Aethran leg sweep - 3
6. Welcome to Aethra - 3 Add 1

## LEVEL 3 OFFENSE

1. back clubbing - 2 (ch G)
2. running head stomp - 3 (ch E)
3. out of the ring (c)
4. Aethran Pride - 3
5. Deadly Decapitator - 3 Add 1 to both
6. UTTER DOMINANCE (+2)

## LEVEL 1 DEFENSE

1. HACK - 2
2. dazed - 1 (tag)
3. HACK - 1
4. HACK - 1
5. dazed - 1 (tag)
6. hurt - 2

## LEVEL 2 DEFENSE

1. dazed - 1
2. hurt - 2
3. dazed - 1
4. HACK - 1
5. hurt - 2 (tag)
6. HACK - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3 (lv)
3. hurt - 2
4. PIN 6 (3)
5. hurt - 2
6. hurt - 2

Ropes - B  
Turnbuckle - B  
Ring - A  
Deathjump - B  
Disqualification - 5

Agility  
Power  
Cage

+2  
-4  
2



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# HEATHEN

Height: 6'2"  
Weight 290 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. powerful shove - 1
2. chest slaps - 2
3. full nelson - 2 Add to pw
4. running shoulder block - 2
5. flying shoulder block - 2 (pw)
6. scoop power slam - 3 (pw)

## LEVEL 2 OFFENSE

1. armbar/punches to arm - 2 Add to pw
2. running clothesline - 2 (ch A)
3. inverted atomic drop - 2
4. into the turnbuckle (c)
5. running big boot - 3
6. powerful backbreaker - 3

## LEVEL 3 OFFENSE

1. headbutt - 2 (ch F)
2. deathjump (c)
3. out of the ring
4. diving headbutt - 3
5. belly to belly suplex - 3
6. SAVAGE SLAM (+1+pw)\*

## LEVEL 1 DEFENSE

1. HEATHEN - 2
2. dazed - 1
3. dazed - 1
4. HEATHEN - 1
5. HEATHEN - 2
6. dazed - 1

## LEVEL 2 DEFENSE

1. dazed - 1
2. hurt - 2
3. dazed - 1
4. HEATHEN - 2
5. hurt - 2
6. dazed - 1

## LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. PIN 5 (2)
5. down - 3 (lv)
6. hurt - 2

Ropes - C  
Turnbuckle - B  
Ring - A  
Deathjump - A  
Disqualification - 6

Agility  
Power  
Cage

+1  
-3  
1



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\*SAVAGE SLAM cannot go below (+1)"



# MANHANDLE

Height: 6'8"  
Weight 318 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. grinding headlock - 1
2. test of strength - 2 (pw)
3. powerbomb - 2 (ag)
4. powerbomb into turnbuckle - 2 (ag)
5. gut wrench powerbomb - 2
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. powerful shove - 1
2. choke on ropes - 2
3. into the ropes (c)
4. running slingshot powerbomb - 3
5. powerbomb into DDT - 3
6. Manhandled - 3 Add 1

## LEVEL 3 OFFENSE

1. stomp on opponent's finger - 2 (ch F)
2. underhook into backbreaker - 3 (ch G)
3. out of the ring (c)
4. powerbomb into chokeslam - 3
5. triple powerbombs - 3
6. AETHRAN CRIPPLE BOMB (roll)\*

## LEVEL 1 DEFENSE

1. MANHANDLE - 2
2. dazed - 1 (tag)
3. MANHANDLE - 2
4. MANHANDLE - 1
5. dazed - 1
6. dazed - 1

## LEVEL 2 DEFENSE

1. MANHANDLE - 1
2. MANHANDLE - 2
3. hurt - 2 (tag)
4. MANHANDLE - 1
5. dazed - 1
6. hurt - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3
3. hurt - 2
4. PIN 5 (2)
5. hurt - 2
6. down - 3 (lv)

Ropes - C  
Turnbuckle - A  
Ring - A  
Deathjump - C  
Disqualification - 5

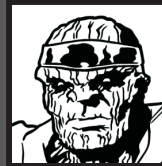
Agility  
Power  
Cage

+3  
-5  
1



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\*\*Manhandle is immune to the first two ag/pw moves of match.  
\*Roll 2d6: +/- opponent's (ag). 4 or below: move is reversed, Add 1 to Manhandle, opponent rolls Level 3 Offense. 5-8: finisher (+4). 9 or higher: finisher (+5).



# MARAUDER

Height: 6'4"  
Weight 258 lbs.  
Ara

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. slap to face - 1
2. collar elbow tie up - 1
3. powerful neck stretch - 2 Add to pw
4. kicks to knees - 2 (ag) Add to ag
5. head into turnbuckle - 2 (pw)
6. into the turnbuckle

## LEVEL 2 OFFENSE

1. eye rake - 1
2. abdominal stretch - 2 Add to pw
3. into the ropes (c)
4. kick to stomach/back club - 2 (ch F)
5. Painful Domination - 3
6. Ara Slam - 3

## LEVEL 3 OFFENSE

1. Ara uppercut - 3 (ch G)
2. out of the ring (c)
3. torture rack - 3
4. PAINFUL CONTEMPLATION (+1)
5. NECK SNAP (roll- ag)\*
6. VIOLENT IMPALER (roll- pw)\*

## LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. MARAUDER - 1
3. MARAUDER - 2
4. hurt - 2
5. hurt - 2
6. dazed - 1 (tag)

## LEVEL 2 DEFENSE

1. MARAUDER - 1
2. hurt - 2 (tag)
3. MARAUDER - 2
4. hurt - 2
5. dazed - 1
6. hurt - 2

## LEVEL 3 DEFENSE

1. down - 3 (lv)
2. PIN 5 (2)
3. down - 3 (tag)
4. hurt - 2
5. hurt - 2
6. hurt - 2

Ropes - B  
Turnbuckle - A  
Ring - A  
Deathjump - C  
Disqualification - 5

Agility  
Power  
Cage

0  
-3  
3



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\*Roll 2d6: Compare to opponent's Power & Agility rating. 4 or below: move is reversed. Opponent rolls on Level 3 Offense. 5-8: move is (+2). 9 or higher: move is (+3).



HEATHEN

AAW: Aethran Aftermath 2124

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HACK

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MAURADER

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MANHANDLE

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# METADILLO

Height: 6'8"  
Weight 320 lbs.  
Andromeda

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. metallic chest slap - 1
2. standing armbreaker - 2 Add to pw
3. grinding bear hug - 2 Add to pw
4. running boot to face - 2 (ag)
5. hip toss - 2 (ag)
6. running clothesline - 3 (pw)

## LEVEL 2 OFFENSE

1. eye rake - 1
2. into the turnbuckle (c)
3. into the ropes
4. running power bomb - 3
5. Metadillo Drop - 3
6. Arms of Steel - 3 Add 1

## LEVEL 3 OFFENSE

1. trapping metallic headbutts - 2 (ch F)
2. AniMan Axehandle - 3 (ch G)
3. out of the ring (c)
4. Brutal Efficiency - 3 Add 1
5. CONSTANT BOMBARDMENT (roll)\*
6. DEATHBALL (roll)\*\*

## LEVEL 1 DEFENSE

1. dazed - 1
2. METADILLO - 1
3. METADILLO - 2
4. METADILLO - 2
5. METADILLO - 1
6. dazed - 1 (tag)

## LEVEL 2 DEFENSE

1. METADILLO - 2
2. hurt - 2 (tag)
3. dazed - 1
4. hurt - 2
5. METADILLO - 1
6. METADILLO - 2

## LEVEL 3 DEFENSE

1. dazed - 1
2. PIN 6 (3)
3. down - 3 (tag)
4. hurt - 2
5. down - 3 (lv)
6. down - 3

Ropes - C  
Turnbuckle - A  
Ring - A  
Deathjump - B  
Disqualification - 6

Agility +3  
Power -5  
Cage 1



\*Roll 2d6: +/- opponent's pw rating. 4 or below: move is reversed. 5-8: (+2), 9 or higher: (+3). \*\*Roll 1d6: 2-6: Metadillo connects. If a "1", Metadillo misses. Add 1 to Metadillo, opponent rolls on Level 3 Offense.



# NEMESIS

Height: 6'3"  
Weight 264 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. pose off - 1
2. knee bar - 2 Add to ag
3. fireman's carry slam - 2
4. running knee lift - 2 (pw)
5. dragon screw leg whip - 2 (ag)
6. belly to belly suplex - 3 (pw)

## LEVEL 2 OFFENSE

1. hanging full nelson - 2 (pw) Add to pw
2. into the ropes (c)
3. side walk slam - 2
4. into the turnbuckle
5. Aethran Press into spinebuster - 3
6. Aethran Press into powerslam - 3

## LEVEL 3 OFFENSE

1. shoulder block - 2 (ch F)
2. big boot to face - 3 (ch G)
3. out of the ring (c)
4. Aethran Press into atomic drop - 3
5. Loaded Elbow - 3 Add 1
6. AETHRAN MIGHT (+3)

## LEVEL 1 DEFENSE

1. dazed - 1
2. hurt - 2
3. NEMESIS - 2
4. NEMESIS - 2
5. dazed - 1
6. dazed - 1

## LEVEL 2 DEFENSE

1. NEMESIS - 1
2. hurt - 2
3. hurt - 2
4. hurt - 2
5. NEMESIS - 2
6. hurt - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3 (lv)
3. PIN 6 (3)
4. hurt - 2
5. down - 3
6. hurt - 2

Ropes - B  
Turnbuckle - A  
Ring - B  
Deathjump - B  
Disqualification - 6

Agility +1  
Power -2  
Cage 2



# PANDEMIC

Height: 6'4"  
Weight 272 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. eye rake - 1
2. drop toe hold - 1
3. several punches - 2
4. short arm clothesline - 2 (ag)
5. snapmare - 2 (ag)
6. Sickness Rising - 3 Add 1

## LEVEL 2 OFFENSE

1. reverse chinlock - 2 (pw) Add to pw
2. backbreaker - 2 (ch A) Add to pw
3. into the turnbuckle (c)
4. drop kick - 2 (ch F)
5. running bulldog - 3
6. vertical DDT - 3

## LEVEL 3 OFFENSE

1. deathjump (c)
2. out of the ring
3. walk on opponent's chest/salute - 3
4. trapping splashes - 3
5. forward Aethran leg sweep - 3
6. UNCURABLE (+3)

## LEVEL 1 DEFENSE

1. dazed - 1
2. dazed - 1
3. hurt - 2
4. PANDEMIC - 2
5. snapmare - 1 (tag)
6. PANDEMIC - 1

## LEVEL 2 DEFENSE

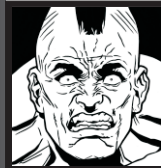
1. dazed - 1
2. hurt - 2 (tag)
3. PANDEMIC - 1
4. PANDEMIC - 1
5. hurt - 2
6. hurt - 2

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3 (lv)
3. hurt - 2
4. down - 3
5. PIN 5 (2)
6. hurt - 2

Ropes - B  
Turnbuckle - B  
Ring - A  
Deathjump - B  
Disqualification - 5

Agility -1  
Power -2  
Cage 4



# REVILE

Height: 6'0"  
Weight 224 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. shove and arrogant strut - 1
2. chest slap - 1
3. piledriver - 2 (pw)
4. undetected foreign object - 2 (ag)
5. drop toehold on chair - 2 (ag) dis
6. into the ropes

## LEVEL 2 OFFENSE

1. headlock - 1
2. running clothesline - 2 (ch B)
3. eye gouge - 2
4. fists to back - 2
5. dropkick - 2 (ch C)
6. running chair shot - 3 Add 1/dis\*

## LEVEL 3 OFFENSE

1. toe kick - 2
2. deathjump (c)
3. out of the ring (c)
4. running leg drop w/ chair - 3 Add 1/dis
5. APPLE BUSTER (+2) dis/inj.
6. FLAMING CHAIR SHOT (+2)

## LEVEL 1 DEFENSE

1. REVILE - 2
2. REVILE - 2
3. dazed - 1 (tag)
4. hurt - 2
5. hurt - 2
6. dazed - 1

## LEVEL 2 DEFENSE

1. hurt - 2 (tag)
2. REVILE - 2
3. dazed - 1
4. hurt - 2
5. hurt - 2
6. down - 3

## LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. down - 3
5. PIN 7 (4)
6. down - 3 (lv)

Ropes - C  
Turnbuckle - B  
Ring - B  
Deathjump - C  
Disqualification - 7

Agility -2  
Power +2  
Cage 3



\*In tag matches: "Con-chair-to - 3 Add 1 (tag) dis".



NEMESIS

AAW: Aethran Aftermath 2124

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METADILLO

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REVILE

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PANDEMIC

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## REVOLUTIONARY

Height: 5'11"  
Weight 222 lbs.  
Unknown

AAW: Aethran Aftermath 2124

### LEVEL 1 OFFENSE

1. staredown - 1
2. defiant chest slap - 1
3. flying tackle - 2 (pw)
4. snapmare - 2 (pw)
5. into the ropes
6. chin kick - 3 (ag)

### LEVEL 2 OFFENSE

1. knee wrencher - 2 Add to ag
2. knee breaker - 2 Add to ag
3. snapmare/dropkick to back - 2 (ch B)
4. atomic drop/clothesline - 2
5. spinning DDT - 3 (ch E)
6. jaw breaker - 3

### LEVEL 3 OFFENSE

1. throat drop on ropes - 2
2. deathjump (c)
3. out of the ring (c)
4. Brutal Face Claw - 3
5. The Ends Justify the Means - 3
6. TOTAL DISRESPECT (+2) dis/inj.

### LEVEL 1 DEFENSE

1. REVOLUTIONARY - 1
2. hurt - 2
3. REVOLUTIONARY - 1
4. dazed - 1 (tag)
5. dazed - 1 (tag)
6. hurt - 2

### LEVEL 2 DEFENSE

1. down - 3
2. hurt - 2 (tag)
3. hurt - 2 (tag)
4. REVOLUTIONARY - 2
5. REVOLUTIONARY - 1
6. hurt - 2

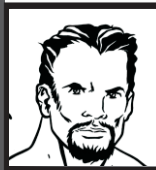
### LEVEL 3 DEFENSE

1. hurt - 2
2. PIN 7 (4)
3. hurt - 2
4. down - 3 (lv)
5. down - 3 (tag)
6. hurt - 2

Ropes - B  
Turnbuckle - A  
Ring - A  
Deathjump - B  
Disqualification - 5

Agility  
Power  
Cage

-1  
+1  
3



## SAMUEL SNYDER

Height: 5'11"  
Weight 209 lbs.  
Unknown

AAW: Aethran Aftermath 2124

### LEVEL 1 OFFENSE

1. headlock - 1
2. hip toss - 1
3. running bulldog - 2 (ag)
4. side suplex - 2 (pw)
5. into the ropes
6. piledriver - 2 (pw)

### LEVEL 2 OFFENSE

1. armlock - 1
2. neckbreaker - 2
3. DDT - 2
4. into the turnbuckle (c)
5. top turnbuckle hammerfist - 2 (ch C)
6. Exceptionally Good - 3 tag

### LEVEL 3 OFFENSE

1. reverse bulldog - 2
2. crossbody block - 2
3. moonsault - 3 (ch G)
4. out of the ring (c)
5. flying elbow - 3
6. SAMPLEX (0)\*

### LEVEL 1 DEFENSE

1. SAMUEL SNYDER - 1
2. dazed - 1 (tag)
3. SAMUEL SNYDER - 2
4. hurt - 2
5. hurt - 2
6. dazed - 1 (tag)

### LEVEL 2 DEFENSE

1. down - 3
2. SAMUEL SNYDER - 1
3. hurt - 2
4. hurt - 2
5. hurt - 2
6. hurt - 2 (tag)

### LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. down - 3 (tag)
4. down - 3
5. down - 3 (lv)
6. PIN 8 (5)

Ropes - C  
Turnbuckle - B  
Ring - C  
Deathjump - C  
Disqualification - 4

Agility  
Power  
Cage

+3  
+3  
5



\*Roll 2d6: This moves is successful on rolls on 6 or lower, +/- opponent's Power Rating.



## SLASH

Height: 6'3"  
Weight 287 lbs.  
Aethra

AAW: Aethran Aftermath 2124

### LEVEL 1 OFFENSE

1. headlock - 1
2. arm wrencher - 1
3. arm drag - 1
4. into the ropes
5. Step One: Distraction - 3 (ag) (Hack)\*
6. Step One: Distraction - 3 (ag) (Hack)\*

### LEVEL 2 OFFENSE

1. drop toe hold - 2 (pw)
2. knee cracker - 2 Add to ag
3. knee wrencher - 2 Add to ag
4. spinning head kick - 2 (ch B)
5. Aethran Suplex - 3
6. Step Two: Dominance - 3

### LEVEL 3 OFFENSE

1. Step Three: Victory - 3 (ch E)
2. deathjump (c)
3. out of the ring (c)
4. Welcome To Aethra - 3 Add 1 (tag)
5. AETHRAN DOMINATION (0)
6. HACK AND SLASH (+4) tag

### LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. hurt - 2
3. hurt - 2
4. SLASH - 2
5. SLASH - 2
6. SLASH - 1

### LEVEL 2 DEFENSE

1. dazed - 1
2. SLASH - 1
3. SLASH - 1
4. hurt - 2
5. hurt - 2 (tag)
6. hurt - 2

### LEVEL 3 DEFENSE

1. down - 3 (lv) (tag)
2. down - 3
3. hurt - 2
4. hurt - 2
5. PIN 5 (2)
6. hurt - 2

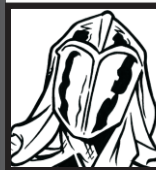
Ropes - A  
Turnbuckle - B  
Ring - B  
Deathjump - A  
Disqualification - 5

Agility  
Power  
Cage

-3  
-1  
2



\*If Hack is not at ringside or involved in the match, then this move is "leg sweep - 2 (ag)."



## SLAUGHTERER

Height: 6'4"  
Weight 252 lbs.  
Unknown

AAW: Aethran Aftermath 2124

### LEVEL 1 OFFENSE

1. eye rake - 1
2. snapmare - 1
3. arm wrencher clothesline - 2 Add to pw
4. Aethran leg sweep - 2 (ag)
5. wristlock smasher - 2 (ag) Add to pw
6. snapmare/reverse chinlock - 2

### LEVEL 2 OFFENSE

1. pumphandle backbreaker - 2 (pw)
2. swinging knee lift - 2 (ch B)
3. into the ropes (c)
4. gut wrench suplex - 2 (ch F)
5. side walk slam - 3
6. spinning spinebuster - 3

### LEVEL 3 OFFENSE

1. jawbreaker - 3
2. deathjump (c)
3. out of the ring
4. tilt a whirl slam - 3
5. jumping DDT - 3
6. SLAUGHTER DEATH DRIVER (+2)

### LEVEL 1 DEFENSE

1. SLAUGHTERER - 1
2. SLAUGHTERER - 2
3. SLAUGHTERER - 1
4. dazed - 1 (tag)
5. hurt - 2
6. dazed - 1 (tag)

### LEVEL 2 DEFENSE

1. hurt - 2
2. hurt - 2 (tag)
3. SLAUGHTERER - 2
4. dazed - 1
5. hurt - 2
6. hurt - 2

### LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3 (lv)
3. PIN 7 (4)
4. down - 3 (tag)
5. hurt - 2
6. hurt - 2

Ropes - B  
Turnbuckle - B  
Ring - B  
Deathjump - B  
Disqualification - 5

Agility  
Power  
Cage

-1  
0  
4





**SAMUEL SNYDER**

AAW: Aethran Aftermath 2124

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**REVOLUTIONARY**

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**SLAUGHTERER**

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**SLASH**

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# SMOLDER

Height: 6'0"  
Weight 209 lbs.  
Aethra

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. face slap - 1
2. headlock with punches - 1
3. dropkick - 2 (pw)
4. spinning heel kick - 2 (ag)
5. running dropkick to knees - 2 Add to ag
6. running chin kick - 3 Add 1

## LEVEL 2 OFFENSE

1. eye rake - 1
2. trapped back splash - 2 (ch B)
3. into the ropes (c)
4. handspring back elbow - 2
5. spin around DDT - 3
6. flipping kick - 3

## LEVEL 3 OFFENSE

1. flying elbow - 2
2. deathjump (c)
3. out of the ring
4. Cradle Piledriver - 3 Add 1
5. Swinging Crucifix DDT - 3 Add 1
6. ASHES TO ASHES (roll)\*

## LEVEL 1 DEFENSE

1. hurt - 2
2. dazed - 1 (tag)
3. hurt - 2
4. SMOLDER - 2
5. SMOLDER - 1
6. SMOLDER - 2

## LEVEL 2 DEFENSE

1. down - 3
2. SMOLDER - 2
3. hurt - 2
4. dazed - 1
5. hurt - 2 (tag)
6. SMOLDER - 1

## LEVEL 3 DEFENSE

1. hurt - 2
2. down - 3 (lv)
3. PIN 7 (4)
4. down - 3
5. hurt - 2
6. down - 3

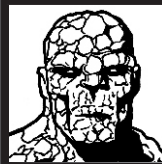
Ropes - B  
Turnbuckle - C  
Ring - B  
Deathjump - A  
Disqualification - 5

Agility -3  
Power -1  
Cage 5



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\*Roll 1d6: 1-2: Connects! Add 1 to both. Roll 1d6: ODD: Smolder on Level 3 Offense. EVEN: Opponent on Level 3 Offense. 3-5: opponent rolls PIN + number rolled. 6: miss. opponent rolls on Level 3 Offense.



# VINDICATOR

Height: 6'2"  
Weight 256 lbs.  
Ara

AAW: Aethran Aftermath 2124

## LEVEL 1 OFFENSE

1. hammerlock - 1
2. knee wrench - 2 Add to ag
3. work arm on ropes - 2
4. into the ropes
5. fireman's carry - 2 (pw)
6. rear naked choke - 2 (pw)

## LEVEL 2 OFFENSE

1. leg whip - 2 (ag)
2. Ara Crablock - 2 Add to ag
3. into the turnbuckle (c)
4. Ara uppercut - 2 (ch C)
5. hiptoss slam - 3
6. Hammerlock Slam - 3 Add 1

## LEVEL 3 OFFENSE

1. triangle choke/punches - 3 (ch H)
2. out of the ring (c)
3. Ara Slam - 3
4. HOSTILITY (0) or Add 1\*
5. ANIMOSITY (0) or Add 1\*
6. HATRED (0) or Add 1\*

## LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. VINDICATOR - 1
3. VINDICATOR - 2
4. hurt - 2
5. VINDICATOR - 1
6. dazed - 1 (tag)

## LEVEL 2 DEFENSE

1. VINDICATOR - 1
2. dazed - 1
3. hurt - 2
4. hurt - 2 (tag)
5. down - 3
6. VINDICATOR - 1

## LEVEL 3 DEFENSE

1. down - 3 (tag)
2. down - 3 (lv)
3. PIN 4 (1)
4. hurt - 2
5. hurt - 2
6. down - 3

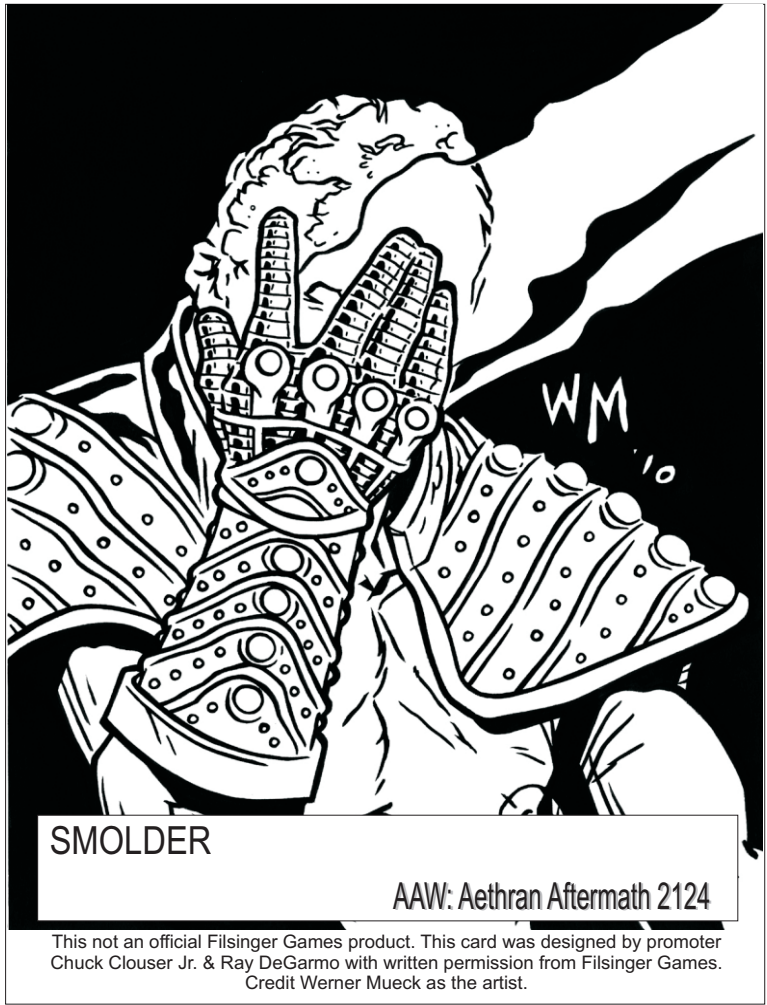
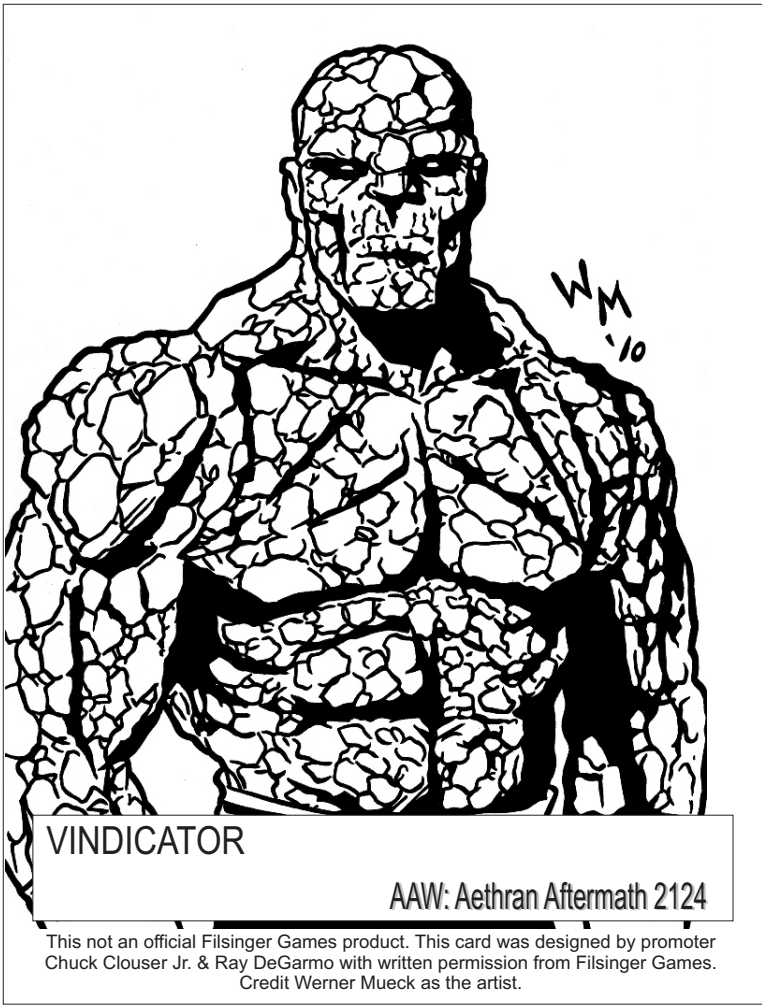
Ropes - B  
Turnbuckle - A  
Ring - A  
Deathjump - B  
Disqualification - 4

Agility -2  
Power -1  
Cage 2



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\*Roll 2d6: on rolls on 6 or below +/- opponent's ag rating. Otherwise it's an "Add 1" move.







AAW: AETHRAN AFTERMATH 2124



AAW: AETHRAN AFTERMATH 2124

## FORWARD AND THANKS

Promoter 53 (March/April 2001) gave birth to the idea of the Alliance of Aethran Warriors, or simply the AAW. It was then that the concept for this card-set was born. Yes. That's right 10 years ago.

Although back then I was a lot younger and the ideas I had come up with weren't really that great. I remember writing a letter to Tom in which I thought was grand. But looking back now I can see that the idea I pitched was worse than horrible. I'm glad I waited ten years to put it all together for me, as well as you, my fellow promoters.

Please enjoy the set and give me feedback so that I might continue where this one left off.

I want to give thanks where it is due. This set would not have been made possible without several key individuals.

I met Werner Mueck face to face last GalactiCon (2010) and went over each and every character with him and what I had envisioned. I also had several characters that I had no idea how they should look and an even littler idea of what to expect, because I only had a name. Werner did what he does so well and sooner rather than later a set of characters came about. It is because of him that this set stands apart from anything else I have done as a Promoter. Thank you Werner.

Ray DeGarmo found me on the Filsinger Games probboard forums. We traded some wrestlers and I had told him about a set I was coming up with and he volunteered to help me create the backs of the cards so that it would look a little more professional. We worked through all 24 (26 if you count Fracture) characters meticulously. I don't know how many times I sent back something to him for edits. And bless his heart, he never once complained about them at all. It is because of DeGarmo that this set has a professional looking card-back. Thank you Ray.

LWPD had come to me asking questions about this set. Some were good and some were bad. He was mainly concerned over the content and whether or not this set would be archived on the boards for all to have excess to. I assured him that this was indeed my intentions. He then took the liberty of compiling my many pages of characters and combining them into one easy download. It is because of this and many other reasons why he has time and again proven to be a valuable Promoter. Thank you LWPD.

And last but not least... I want to thank the man who created all of this madness. Tom Filsinger. Were it not for him and his creative genius I probably would have a lot more Friday and Saturday nights that I couldn't remember.

23) Curtis Freeman = -29(-26)

24) Samuel Snyder = -19(-12)

### **Feuds:**

Bloodmonger vs. Marauder (The Invaders)

Manhandle vs. Vindicator (The Invaders)

Hack (Defenders of Aethra/DoA) vs. Metadillo (AniMen Assault)

Slash (Defenders of Aethra/DoA) vs. Bionic Hedgehog (AniMen Assault)

Fissure vs. Revolutionary

Fracture vs. Pandemic

Smolder vs. Revile

Nemesis vs. Slaughterer

Breakdown vs. Heathen

Devastator vs. Devium

Calamity vs. Curtis Freeman

Crisis vs. Samuel Snyder



### Coming in AAW: Allegiance 2125:

- What are Aethran Taskmaster's true intentions with his newly formed AAW?
- Who is the man that Aethran Taskmaster was talking to, and how will he shape the AAW in 2125?
- Who is this mysterious man bringing with him, and how will he fare against the competition?
- Which two wrestlers currently on the AAW roster are already in cahoots with this Aethran general?
- How will Bloodmonger and the rest of the AAW roster react to his coming?
- Who will earn warrior face-paint in 2124 and where will they stand in 2125?
- Will anyone lose their face-paint in 2124?

Brace yourself Promoter for a ride you'll never forget.

**AAW: Allegiance 2125...** Coming soon.

## QUICK REFERENCE GUIDE

### Rahl Ratings:

#### GLADIATORS

- 1) Bloodmonger = 52
  - 2) Manhandle = 39
  - 3) Hack (Defenders of Aethra/DoA) = 44(48)
  - 4) Slash (Defenders of Aethra/DoA) = 42(48)
  - 5) Fissure = 30(33)/40(43)
  - 6) Fracture = 39/39/39(48)
- #### FOREIGN FREEDOM FIGHTERS
- 7) Vindicator (The Invaders) = 41(48)
  - 8) Marauder (The Invaders) = 36(43)
  - 9) Metadillo (AniMen Assault) = 45(51)
  - 10) Bionic Hedgehog (AniMen Assault) = 44(53)
  - 11) Revolutionary = 18(25)

#### AETHRANS

- 12) Smolder = 29(32)
- 13) Pandemic = 36(39)
- 14) Heathen = 43
- 15) Breakdown = 35(43)
- 16) Devastator = 23(26)
- 17) Revile = 9(12)
- 18) Nemesis = 30
- 19) Devium = 37(40)
- 20) Slaughterer = 22(26)
- 21) Calamity = 13(16)/24(27)
- 22) Crisis = 20(26)/29(35)

#### JOBBER

He is the reason why you too are here reading this set and playing with the cards. Thank you Tom.

... And now without further adieu... I proudly present to you **AAW: Aethran Aftermath 2124**.

**Writing:** Charles Clouser, Jr.

**Editing:** Charles Clouser, Jr. and LWPD

**Character Design:** Charles Clouser, Jr. and Werner Mueck

**Card Design:** Ray DeGarmo

**Card Art:** Werner Mueck

**Play Testers:** Ray DeGarmo, Jim "Steel" Karantonis, Kevin Wible and Werner Mueck

*Note: This set is not an official Filsinger Games product. The cards and characters were designed by Chuck Clouser, Jr. and Ray DeGarmo with written permission from Tom Filsinger of Filsinger Games. Credit Werner Mueck as the artist.*

## PROLOGUE

### Restoration of the AAW

*Year: 2124 (Just after Aethran Overmaster's coup)*

*Setting: A war room somewhere on Aethra. The Aethran Overmaster presides over a meeting with Paralyze and Rush by his side. An unseen figure stands before them with back towards the viewer.*

**Man:** So as you can see the Alliance of Aethran Warriors continues to be a training ground for elite GWF gladiators.

**Overmaster:** It has been, but that was the past. Today is the dawning of a new regime. How does the AAW fit into the future of Aethra. My Aethra?

*The unseen figure continues.*

**Man:** You see... we here on Aethra love violence and war. We love to watch blood collect on the mat and the dominance of inferior races. But the one thing we love more is deadly competition.

**Overmaster:** I still don't see how this will keep your head on your shoulders. I will be heading to the GWF and do all of this.

*The man shuffles slightly, betraying his discomfort, before continuing.*

**Man:** I'll cut to the chase... I'm no fool and neither are you! The people here love Spike as the Minister of War. They love what he has done... and they love

the AAW that he has allowed to prosper under his watch. Although I support your actions and welcome them... I am sure Spike still has supporters. Although few, they might rally after gaining momentum with the common uninformed Aethran people. I'm saying allow the AAW to continue... as a distraction. There is an old Aethran saying that goes "The enemy looks where you want them to look, and away from the things that you would rather them not see." I'm saying continue the AAW... rebuild it in your image if you must... but continue it. This will serve as a distraction from your true motives.

*The Overmaster sat in silence for a moment.*

**Overmaster:** Your point is not without validity. Please continue.

*The man nods before continuing.*

**Man:** To insure the complete overhaul of the old AAW and the transition of the new, we will whittle the competition down to a handful of warriors. We will insure that there is a P2 champion... because after all, there can only be one P1 on Aethra.

*With that he slightly motions toward the Overmaster with an extended hand.*

**Overmaster:** Naturally.

**Man:** We will also allow inferior races to compete here in the AAW... but only at your behest, and only if they have something to offer to the people here on Aethra.

*The Overmaster nodded as the man continued.*

**Man:** We will show, through the AAW, that the unity and dominance we here on Aethra have known... is still intact. We will still serve as a training ground for warriors, hand chosen by you, who will be entering into the GWF. And we will still house deadly competition that no one else in the galaxy would think about allowing. The AAW will continue to prosper and will bolster moral even more so towards your righteous cause.

*The Overmaster shakes his head accordingly.*

**Overmaster:** Very well, you get to keep your head... today. But... you will be the one who oversees this project and ensures that it reflects my regime. You will be my Aethran Taskmaster here on Aethra while I am away. You will book all AAW matches and ensure the unity and dominance that you have promised this day.

*The man bows.*

*The figure grunts unnervingly in a rage.*

**Shadowed Figure:** The only thing that I hate more than that coward is the remnants of Spike's resistance.

**Aethran Taskmaster:** So I take it you'll come back... to my AAW?

**Shadowed Figure:** No.

**Aethran Taskmaster:** My spies tell me of his secret unwavering loyalty to Spike. So in a way... he is what you hunt.

*The man laughs heartily at the last statement.*

**Shadowed Figure:** You're a very sneaky man. I know what you are doing. But I won't fall for it.

**Aethran Taskmaster:** Fall for what?

**Shadowed Figure:** You can't manipulate me into signing with your precious AAW, like you have manipulated the others. I'll come when I want to come. I'm a warrior by nature; you can't maneuver against an enemy when your objective is clear.

**Aethran Taskmaster:** You think I move against you?

**Shadowed Figure:** No. It's a saying.

*The two stood in silence for some time, before the larger man spoke again.*

**Shadowed Figure:** My loyalty is to this new administration. Aethran Overmaster is my new Warlord as he is yours...

**Aethran Taskmaster:** Yes. I agree whole heartedly.

**Shadowed Figure:** I am one of his foremost generals in this war. I still have an army to command and a resistance to finish putting down. Give me one more year of battlefield service and then you can expect me to root out those not loyal to the new Minister of War in the AAW!

*The excitement betrayed the Taskmaster as you can hear it in his voice.*

**Aethran Taskmaster:** So you're returning to the ring in 2125?

**Shadowed Figure:** Yeah. And I'm going to bring in some reinforcement. I have a lieutenant that you might be interested in as well. I think the two of us and the other two that I already gave you should be able to put down anything thrown our way.

**Aethran Taskmaster:** Good. I'll see you and your guy at the beginning of the new year.

**Shadowed Figure:** Yep. See you in 2125.

*That hanging in the air the man turned and strode away, a nearby blast revealing an extraordinarily built barbarian-like Aethran.*



driven. I want to honor that in this and future supplements. I want to hear feedback from you the Promoters!

I'm looking forward to doing more AAW sets so that I might continue where I left off here. If you too want to see more of the AAW, please let me know your opinions. Each release I would like to hear your standings and thoughts so that I might decide the following for each subsequent game edition.

- 1) Which Aethran(s) is/are worthy to don warrior face-paint.
- 2) If a gladiator severely lost a feud, was it bad enough to lose face-paint?
- 3) Storylines that you liked/disliked.
- 4) Where your fed is going.

As far as the future of the AAW goes, it's in your hands. Each set will DIRECTLY be affected by your votes and rankings. Please send me as much feedback as possible. It will greatly be appreciated.

## AAW: ALLEGIANCE 2125 (Exclusive Sneak Preview)

### Meeting the Indomitable One

*Setting: A dark alley somewhere on Aethra. Bombs are exploding in the not too distant area, shedding light now and then on two figures. Both men are speaking to one another about the war effort. As a nearby explosion reaches peak, the light reflects just enough to make out the form of the Aethran Taskmaster. With it, the man changes gears and speaks about the AAW.*

**Aethran Taskmaster:** They told you that I'm reforming the AAW, right?

**Shadowed Figure:** Yeah. So?

*The other figure towers over the impressively large Aethran Taskmaster, putting him at around the seven foot mark.*

**Aethran Taskmaster:** So... I could use you.

**Shadowed Figure:** Yeah. I bet. You need all the help you can get.

**Aethran Taskmaster:** Where's your sense of battle? I thought you craved it?

**Shadowed Figure:** It's right here on the battlefield. Not in your ring.

**Aethran Taskmaster:** Tell me that you don't want to battle Bloodmonger again.

**Shadowed Figure:** Bloodmonger?

*A smile can be seen crossing the Taskmaster's face from a nearby explosion.*

**Aethran Taskmaster:** That's right. I signed him... and he captured P2 again.

**Man:** Thank you my...

*The Overmaster cuts him off.*

**Overmaster:** BUT! If this project does not live up to my expectations or does not deliver what you have promised... I will have your head delivered to me on a silver platter.

*With that the Aethran Overmaster waves the man away, with the flick of a wrist.*

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## STORY SO FAR/AAW BACKGROUND

Set in the year 2124, AAW Aftermath will show the behind the scenes story of what happens to the AAW the year that Spike has been overthrown as the Aethran Minister of War and replaced by Aethran Overmaster. As the promoter for AAW you will get to control the fate of over 24 superstars, including:

Bloodmonger, Manhandle, Hack, Slash, Fissure, Fracture, Vindicator, Marauder, Metadillo, Bionic Hedgehog, Revolutionary, Smolder, Pandemic, Heathen, Breakdown, Devastator, Revile, Nemesis, Devium, Slaughterer, Calamity, Crisis, Curtis Freeman and Samuel Snyder

## DEALING WITH THE AETHRAN RANKING SYSTEM

When talking about Aethrans, The CotG Files states:

“When they are young they have no identity, only a number designation to symbolize their rank in the Aethran military complex. Once they are deemed ready, the young males will go through a rite known as the Aethran Coronation where they receive a name, their face paint, and their warrior uniform. And once they reach maturity, every few years a Gladiator will go through the process known as The Cleansing: a mysterious mix of science and mysticism which strips away weakness –both physical and mental – and leaves only a sharply honed Aethran fighting machine.”

This is similar to the rough outline provided in Promoter 53 (March/April 2001). It stated that all Aethrans were placed into several letter categories, and then assigned a number corresponding to the category. It stated that “A warrior’s status is based on athleticism, fighting ability and sheer ferocity.”

The letters are as follows:

P = Pinnacle. This is the highest level that an Aethran can hope to attain.

M = Moderate. This is the intermediate level.

A = Attaining/Showing Progression. This is the lower level of Aethrans.

Numbers are then assigned to a letter to place an individual. For example a M353, means that the Aethran is ranked in the “M” category and is positioned 353rd amongst the others in said category.

Only P ranked individuals are eligible to receive an Aethran Cleansing (under the authority of the Aethran Minister of War) and individualized face paint, but only after the non-warrior proves their ability in a one-on-one contest against another closely ranked individual. If deemed worthy by the Aethran Minister of War then the youth receives an Aethran Coronation making them a gladiator. A similar affair happens every five years around each gladiator’s Coronation anniversary, if they so wish to undergo a Cleansing.

As far as these rankings and how they transfer over to the AAW is completely up in the air. It is up to individual Promoters how they want to rank their standings and wrestlers in their fed. Might I suggest a number of “P” spots equal to the number of gladiator in your fed plus three? The remaining wrestlers would be classified as “M” ranked individuals.

## NEW CARD MECHANICS

**Add to ag/pw:**

The wrestlers in AAW feature some new mechanics. These mechanics are meant to simulate moves that wear down opponent’s body parts. For example, if you place an opponent in a leg-lock several times, he’s going to limp around

	chamber, he adds 1 to pin as well.) AND THEN ROLL YOUR PIN.
--	---

\*If this number came about by a role of doubles, assume that both wrestlers were standing on a portion of the cage that was electrically charged at the time. Ignore the chart instructions and instead both wrestlers are down. Add 1 to each wrestler’s PIN.

## AETHRAN WARRIOR FACE-PAINT AND COLORS

These are optional ideas to think about:

I have always thought of Aethrans wearing different paint colors to symbolize different things. Similar to how Native Americans used colors to symbolize things.

When I have a gladiator come to ringside, I always envision them wearing warrior face-paint that reflects their inner-most moods. Not too many outsiders would know this, as it isn’t told outside of the gladiator group. Sometimes a gladiator will wear only one color, sometimes they will wear a primary color with another as trim. The paint and their meanings are represented below:

Black = Death, Suffering, Pain, Anguish.

Blue = Sky, Thunder, Heroics, Boldness.

Brown = Earth, Defeat, Mourning, Greif, Sorrow.

Gold = Accomplishment, Victory, Triumph, Honor.

Green = Armistice, Ceasefire, Settlement.

Orange = Revolution, Insurrection, Defiance, Insurgency.

Purple = Vengeance, Retribution, Reckoning.

Red = War, Warrior, Wounds, Blood.

Silver = Duty, Fulfillment, Realization.

White = Peace, Veteran, Legend, Aethran Casque recipient.

Yellow = Lightning, Day, Dawn.

Although color could mean something traditionally, it could also represent something personal known only to the one wearing it. The interpretation is up to you, the promoter. These are just optional things to think of when/if you want to introduce a varying degree of attitudes among the gladiators.

## PROMOTER/DESIGNER INTERACTION

I want to run this fed similar to how Tom ran Sudden Death... I always loved the notion of the Sudden Death storylines and how they were Promoter



	CHART AGAINST ANY OPPONENT. (Ignore these instruction if this result is rolled again against the same opponent, keep rolling until you get a different result.)
8*	Ambush or Assault? As you stand, outside the ring, near the barbed wire ropes, the opponent suddenly rises and dashes toward you, hoping to make an attack. Roll 1 die: 1: As he charges you, you perform a hip toss to him up and over the ropes hard onto the ring's inside mat. ROLL ON LEVEL 3 OFFENSE! 2-4: At the last second you move out of the way and the opponent slams hard into the barbed wire. OPPONENT ADDS 1 TO PIN. 5-6: Standing there hopelessly, you have no choice but to take the opponent's clothesline. Your flesh peels as your back rakes against the barbed wire and with the momentum land hard on the inside of the ring. YOU ADD 1 TO PIN.
9	Momentum Shifter! From inside the ring you charge at the opponent looking for a clothesline. However he ducks and back body drops you up and over the top ropes onto the solid steel floor outside of the ring. OPPONENT ROLLS ON THIS CHART.
10*	Looking to finish the job! You set your opponent up for a piledriver on the outside cage area. Roll 1 die: ODD: You successfully piledrive the opponent into the cage grating. YOU ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART. EVEN: He proves too powerful and performs a back body drop, sending you to the hard steel floor. OPONENT ROLLS ON LEVEL 3 OFFENSE.
11	Ten count or jaw dropper? You go to whip the opponent into the corner turnbuckle, however at the last second he reverses it and sends you flying hard into it. You crash hard into the turnbuckle as the electricity flows through your body, the opponent then follows up with a powerful turnbuckle splash. ADD 1 TO YOUR PIN. Seeing an opportunity he then climbs the turnbuckle and begins to unload on your head with brass knuckles in hand. Roll 1 die: 1-4: 10 Count! The opponent successfully beats on your head for a ten count. ADD AN ADDITIONAL 1 TO YOUR PIN AND OPPONENT ROLLS ON LEVEL 3 OFFENSE. 5-6: Jaw Dropper. Although dazed, you're aware of your surroundings. You grab the opponent's legs as he starts wailing away and move. You send him face first into the turnbuckle, and he goes down hard. YOU ROLL ON LEVEL 3 OFFENSE.
12*	Playing possum! Seeing your opponent lying helplessly on the steel floor outside the ring, you go in for the kill. As you approach however he gabs your legs and pulls you toward the ground. You fall forward and through the pod chamber before you (the promoter may choose or determine which pod at random). Seeing an opportunity the opponent goes for a cover. YOU ADD 1 TO PIN (if there was a wrestler currently in the

the ring a little bit and be a little less agile as the match continues. Another example is if you work on an opponent's arm in an arm bar or elbow with an elbow stretch, as the match wears on, he won't be able to lift as much as he could before the match.

Although not too powerful, especially when compared to Add 1 moves, over the course of a match, if the move isn't reversed, it can take its toll on a wrestler. The following mechanics are present in this set, mainly on Level 2 Offensive moves:

Add to ag = If this move is successful, opponent increases his agility rating by 1.

Add to pw = If this move is successful, opponent increases his power rating by 1.

Steal ag = If this move is successful, opponent increases his agility rating by 1, while you lower yours by 1.

Steal pw = If this move is successful, opponent increases his power rating by 1, while you lower yours by 1.

Although very rare, the steal ag, pw moves will not be featured on many cards (mainly those who suck the life essence from living victims, ie: vampires). Prior to the match, most wrestlers with this mechanic will start the match off with mid to very high abilities (example 0 - +5 ag, pw).

#### Resiliency:

Devium has a new mechanic called "Resiliency." If the feedback from promoters is good, it might become a mechanic featured in future supplements on other wrestlers. Basically just follow the wording on the card.

**"Resiliency 3(2):** This wrestler has Resiliency 3(2). If he collects 3 or more Fatigue Tokens and kicks out of a pinning attempt, immediately remove 2 Fatigue from him. This may only be performed once per match."

Again if this mechanic receives positive feedback I will feature it on other cards, as well as other "Resiliency" numbers.

#### Finisher Charts:

Some wrestlers have finisher charts (Fissure, Manhandle, Marauder and Metadillo) that will come into play during matches. Unlike other chart moves, the rating will serve as a die roll modifier. You apply the power or agility rating to the die roll itself, and then check on the chart represented on the playing card.

There are times when a roll will either go beyond, or fall below the numbers represented on the finisher mechanic, when this happens refer to the closest chart result.

Example 1: Metadillo is wrestling Bloodmonger, CONSTANT BOMBARDMENT works on rolls of 5-8 and 9-12, however Bloodmonger's pw rating is - 4. Two dice are rolled (3) and applied to his pw rating, the result is - 1. Although not numerically represented on the card's chart, the move is unsuccessful.

Example 2: Fissure is wrestling Samuel Snyder, CHOKE OUT works on rolls of 5-8 and 9-12, however Samuel Snyder's pw rating is +3. Two dice are rolled (11) and applied to his pw rating, the result is 14. Although not numerically represented on the card's chart, the move is successful.

A NOTE ON AAW AND GWFZT

This AAW set is one of the closest things out there to a "Gladiator territory" for the GWFZT set. Although these cards are not official GWFZ cards, they can be played together and add flavor to the GWFZT feel. Please keep in mind that the Aethrans represented in this set will naturally be more powerful than the common GWFZ character.

When wrestling with other cards from other sets, please ignore the Add to ag/pw rules and play with the finisher charts as is (ignore comparing the result with the opponent's ag/pw).

WRESTLER BIOGRAPHIES

A Note on Villain and Hero Ratings: Please keep in mind the ratings provided below are those views and opinion expressed by Aethran fans. When traveling outside of Aethra please keep this in mind as many wrestlers who would be booed on Aethra would likely see an ovation everywhere else.

GLADIATORS

BLOODMONGER (Hero +10)



Rahl Rating = 52

2*	Unspeakable horror! Using any portion of the Hell-Chamber's environment, you perform one of your signature maneuvers to the opponent. The opponent is hurt badly after your disturbing display of lunacy. Seeing an opportunity you go for a cover. OPPONENT ADDS 1 TO PIN (or an additional 1 to PIN if the move was already an add 1 move) AND THEN ROLLS PIN.
3	You Brute! With unseen power and momentum, you launch the opponent toward the closest storage chamber (the promoter may choose or determine this at random). Without warning he crashes through it with devastating force. OPPONENT ADDS 1 TO PIN (if there was a wrestler currently in the chamber, he adds 1 to pin as well.) AND YOU ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART.
4*	Ownage! Grabbing the opponent's face you run toward the side of the Hell-Chamber and launch them into it. Helplessly, with nowhere to go, a loud metal crashing sound is heard as his body hits the Hell-Chamber's wall. Roll 1 die: ODD: The bars at the time were electrically charged. OPPONENT ADDS 2 TO PIN. EVEN: The bars were not electrically charged at the time. OPPONENT ADDS 1 TO PIN.
5	It's up to the promoter! Think of something particularly vile, cruel and nasty that the wrestler on offense can perform against the wrestler on defense. Remember promoter, the cell itself, chamber pods, barbed wire, brass knuckles and electrical charges are all valuable tools that can and should be used. OPPONENT ADDS 1 TO PIN AND YOU ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART.
6*	You cad! Outside of the ring, you attempt to whip the opponent hard into a chamber strut. Roll 1 die: 1-2: Ouchies! The opponent flies high crashing hard into the steel strut just as the random charge began. He falls to the steel bellow still writhing and twitching in pain. OPPONENT ADDS 2 TO PIN AND YOU ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART. 3-4: Your nail him hard! The opponent flies high crashing hard into the steel strut and then crashes again onto the steel floor below. OPPONENT ADDS 1 TO PIN AND YOU ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART. 5-6: Your aim was a little off. He crashes hard into the metal cage and then slumps to the ground. ROLL ON LEVEL 3 OFFENSE OR AGAIN ON THIS CHART.
7	Close but no cigar! You launch the opponent toward a turnbuckle. However, not wanting to touch the electric pad, at the last viable second he leaps up and over it just barely clearing the top pad, crashing hard to the metal grating outside the ring. You may continue your assault on the downed opponent or choose another victim. ROLL AGAIN ON THIS

style rules.

- You can instead decline to play using the 30 Minute Iron Man Match rules and instead use Championship Scramble rules.
- You can combine the 30 Minute Iron Man Match rules and Championship Scramble Match rules if there are multiple titles or stipulations involved in the match.
- If you chose to play using Championship Scramble rules, download Mr. Hyde's Championship Scramble Match and use the "Championship Scramble Chart" during the last seconds of the match.

#### Rules:

- Use a wrestler's Cage Rating for this match.
- Use Titan Death Match rules.
- Resolve punching moves as if the match were a CYGNUS BRASS KNUCKLES MATCH.
- Into the ropes becomes "Attempt to whip opponent into the barbed wire." Use the Official Filsinger BARBED WIRE CAGE MATCH chart when this happens.
- Into the turnbuckle becomes "Attempt to whip opponent into an electric turnbuckle." Use the Official Filsinger TURNBUCKLE SHOCK MATCH chart when this happens.
- When a wrestler rolls out of the ring, roll one die and substitute the move or roll on the Aethran Ultimate Hell-Chamber of Horrors chart as noted. ODD: "Face into Cage – 3." EVEN: Roll on the "Aethran Ultimate Hell-Chamber of Horrors Match Chart" presented below.
- When a wrestler rolls deathjump, the wrestler on offense may choose to climb one of the retaining pods and attempt a 'super deathjump.' When this happens, roll on the normal deathjump chart, however if the result is "Roll on Level 3 Offense," then you add 1 to the opponent now on defense.
- Use the "Triple/Fatal Four-Way" (download dbfnq's Triple/Fatal Four-Way from the board) or the "Tirion Triple Threat Match" (Official Filsinger match) rules when or if applicable. This is up to you however if you choose to play using these rules.
- When a wrestler is dazed, hurt or down, any wrestler can attack him with the corresponding offense level.
- When a wrestler makes a comeback on offense, he can attack anyone he wants to on the corresponding offense level.
- On the below presented chart, 'You' refers to the wrestler on offense.

#### Aethran Ultimate Hell-Chamber of Horrors Match Chart

When a wrestler rolls out of the ring, roll one die. If the roll is odd substitute out of the ring with "Face into Cage – 3." If the roll is even however, roll on the below presented chart:

ROLL	RESULT
------	--------

**Main Feud:** Marauder (The Invaders)

**Side Feuds:** "Rank P" Contenders, The Invaders and Foreign Freedom Fighters

**Allies:** Gladiators

**Quoted as Saying:** "Victory through honor! Honor through blood."

#### Moves:

**Violent Seizure:** Bloodmonger applies a reverse bear-hug and violently swings the opponent around like a rag doll as he squeezes away, looking for a submission.

**Aethran Bomb:** A powerful running crucifix power bomb.

Blood, glory and sacrifice, is there anything else in the galaxy as honorable? In the eyes of Bloodmonger the answer is no. For what power do you hold over your enemies if it didn't amount to its cost in blood?

The behemoth known as Bloodmonger has had a stranglehold on AAW's "P2 Championship" belt now for nearly two years. It is perhaps because of his presence that a lot of turmoil is finding its way into the AAW. After all since he first captured the championship slaves have risen up to declare war, outsiders have invaded the AAW and in the midst of this, Aethrans have begun to fight gladiators. However Bloodmonger recognizes it for what it is... the dawning of a new age. And those who fear the change are going to be left behind.

Bloodmonger has taken the title in the understanding that he won't always be around, but the pride of Aethra will live on. And through it another more powerful warrior will take his place. Such is the way of Aethra; such is the way it should be. That said, how much longer until such a fighter comes along?

#### MANHANDLE (Hero +8)



Rahl Rating = 39

**Main Feud:** Vindicator

**Side Feuds:** "Rank P" Contenders, The Invaders and Foreign Freedom Fighters

**Allies:** Gladiators

**Quoted as Saying:** "Keep talking little man."



**Moves:**

**Aethran Cripple Bomb:** An elevated toss up and sit-out power bomb from the top turnbuckle.

**Manhandled:** A jumping Gonso Bomb.

As his name implies, Manhandle has been known to manhandle his opponents. One by one they all have fallen to his might on his way to the top. Only one man has proven to consistently be a pain in his side, Vindicator.

The wily competitor has walked away from more power bombs than anyone he has ever faced before. How can one man take such punishment and turn it to his advantage? And if that wasn't enough Vindicator's wrestling style is so unlike any other he has seen before. It's as if the outsider created it himself.

AAW officials have let it be known that if Manhandle does not take Vindicator out that his face paint would soon be on the line. Backed into a corner and nowhere to turn, Manhandle will try his hand at doing what he does best, manhandling the competition, one power bomb at a time.

**HACK** (Hero +8)



**Rahl Rating** = 44(48)

**Main Feud:** Metadillo

**Side Feuds:** "Rank P" Contenders, AniMen Assault and Foreign Freedom Fighters

**Allies:** Slash (Defenders of Aethra/DoA), Gladiators

**Quoted as Saying:** "Time for a little Hack..." (See Slash)

**Moves:**

**Aethran Pride:** A spinning STO.

**Welcome to Aethra:** An STO/Russian leg-sweep combination.

**Utter Dominance:** A running reverse brain buster.

1 = Barbed Wire Cage Match

2 = (Lepus) Aethran Stun Rod (ignore DQ instructions)

3 = Brass Knuckles

4 = Aethran Ropes of Hell-Fire Match

5 = Turnbuckle Shock

6 = Aethran Barbed-Wire Hell-Fire Bat Match

- After the first opponent chooses a weapon to use, then the other opponent(s) choose a weapon.

- Play from then on continues as normal using Torture Chamber Match rules as well as rules involving the weapons chosen.

**Match Variants:**

For even more fun, feel free to make this match a Royal Battle, Battle Royal or even a Fatal Four-Way Match.

**AETHRAN ULTIMATE HELL-CHAMBER OF HORRORS MATCH**

**Background:** The Aethran Ultimate Hell-Chamber of Horrors Match was introduced to my GWF by Brute in his bid to become GWF Heavyweight Champion in 2097. It combines a 30 Minute Iron Man Match with many of the GWF specialty matches together and intertwines them with the WWE's Elimination Chamber Match. Beware: this match is ultra-bloody and will result in nothing less than total carnage. Use it sparingly and only to end multiple violent feuds.

**Match Description:**

- This match takes place in an Elimination Chamber.
- 30 Minute Iron Man Match
- Wrestler randomized entry is in five minute intervals.
- The normal ring is replaced by a hexagonal shaped ring.
- The ropes are laced with barbed wire.
- The turnbuckles are electrically charged.
- Portions of the outside cage area and the vertical chain links are electrically charged at random intervals.
- Each wrestler is given a pair of brass knuckles to use for the duration of the match.

**Match Variants:**

- If indeed this match is too brutal and bloody you can change the match regulation time, as well as the wrestler entry time.
- You can instead decline to play using the 30 Minute Iron Man Match rules and instead use normal elimination

2-8: You swing your barbed-wire hell-fire bat at your opponent and connect with a sickening sound. The wire digs into his flesh as the flame burns it. Opponent Adds 1 to PIN. Roll on Level 3 Offense.

9-12: You swing your barbed-wire hell-fire bat at your opponent; however he ducks and strikes you with his. The wire digs deep into your skin as the flame burns you. Add 1 to your PIN. Opponent rolls on Level 3 Offense.

#### **AETHRAN ROPES OF HELL-FIRE MATCH:**

This match sees the ropes burning aflame with dangerous fire. The ropes are usually replaced with those made of a special material resistant to heat, however sometimes the ropes are just covered in cloth and fuel. The intent is to catch the opponent on fire. However does so first wins the match.

- Wrestlers cannot "PIN" during this match until their opponent collects at least 4 fatigue tokens.

- All "into the ropes," "out of ring" rolls as well as Defensively rolled PIN rolls become "toss(ed) into fiery ropes - 3 Add 1."

- If a finisher or any move involve your opponent touching the ropes then increase the severity of the move by 1 step (ie: FINISHER (+2) becomes FINISHER (+3), "move - 3 Add 1" becomes FINISHER (0), "move - 3" becomes "move - 3 Add 1," ect.).

- If any move involves "You" touching the ropes (ie: Springboard moves or others similar in nature) then you may roll again, or chose the following option "tangle in the fiery ropes - 3 Add 1 to both." Then roll 1 die and consult the chart below:

**ODD:** You recover first, and move in for the kill. You roll on Level 3 Offense.

**EVEN:** The opponent recovers first, and moves in for the kill. Opponent rolls on Level 3 Offense.

- After a wrestler collects 4 or more fatigue tokens, then next time the opponent rolls "into the ropes," "out of ring," uses a finisher, any other move involving the ropes or PIN is rolled, then the defending wrestler rolls his PIN (after applying FINISHER bonus or Add 1, ect). If he rolls equal to or under his adjusted PIN, then assume he catches on fire and the opponent is declared the winner. If he rolls above, then continue play as normal.

#### **WARRIOR'S CIRCLE OF DESTRUCTION MATCH:**

This is a different match in that the wrestlers start by battling outside of the ring and throughout the arena, before ending the match inside the ring. The object of the match is to beat your opponent senseless and make your way into the caged ring first in order to unleash a cache of weapons to use against your opponent.

- Use Titan Death Match rules.

- After the first "Fall" assume the wrestler made it to the ring first, and has selected a deadly weapon. The wrestler can choose from the chart below, or roll randomly.

Hack had met Slash on the battlefield and together the two fed off each other. It was as if by instinct one knew the other's moves. When the two entered the fray there was no communication between the two only action. This drew the attention of their commanders, and when Slash was transferred to the AAW, Hack was transferred as well.

At first the gladiators showed little respect to the man whose claim to "P Rank" was "Riding on the coat-tails of another" however Hack soon silenced his critics. The man was big, powerful and could dominate just about anyone who set foot in the ring against him. How long will it be before he captures gold? Only time will tell.

**SLASH** (Hero +7)



**Rahl Rating** = 42(48)

**Main Feud:** Bionic Hedgehog

**Side Feuds:** "Rank P" Contenders, AniMen Assault and Foreign Freedom Fighters

**Allies:** Hack (Defenders of Aethra/DoA), Gladiators

**Quoted as Saying:** "... And Slash!" (See Hack)

#### **Moves:**

**Step One: Distraction:** Hack distracts the opponent, while Slash delivers a clothesline to the back of the opponent's head.

**Step Two: Dominance:** A face claw slam after catapulting himself off the ropes.

**Step Three: Victory:** A flapjack, where Slash slams the opponent into the ropes, rebounding them back first onto the mat.

**Aethran Domination:** A death Valley Driver.

**Hack and Slash:** Hack lifts the opponent up in a reverse fireman's carry, and falls backward toward the mat, meanwhile Slash rebounds off the ropes and delivers a knee to the falling opponent's face.

If it were up to him he would have remained in the Aethran military, but due to the forming of the Foreign Freedom Fighters, he was transferred to the

AAW. Things would be a lot simpler if other races understood that they were inferior. But then if they did then they would have to bow down to Aethran might, and even Slash understands that many are unwilling to recognize the truth.

The warrior known as Slash is a big man, and one hoping to put an end to the uprising that has found its way onto his planet. Slash fought his way through the Aethran military and while in it received a “P” ranking. In doing so he received a cleansing and face paint before arriving in AAW, a fact which not too many others can claim.

Together he stands united with Hack as the Defenders of Aethra, and looking to put an end to rebellion.

**FRACTURE** (Independent +9)



Rahl Rating = 39/39/39(48)

**Main Feud:** Pandemic

**Side Feuds:** “Rank P” Contenders and Foreign Freedom Fighters

**Allies:** Gladiators

**Quoted as Saying:** “Does it involve pain?”

**Moves:**

**Welcome to Aethra:** An STO.

**Mercy Blow:** A falling double axe handle to an opponent rising off the mat.

**Disintegration:** A snake eyes drop followed by a nearside catapult clothesline to the dazed opponent walking backwards.

**Left in Pieces:** A sit-out pump-handle slam.

**Unspeakable Horror:** A vicious twirling pump-handle fall-away slam.

**Aethran Atrocities:** A top rope power bomb, double knee backbreaker combination.

**Fragmented View:** A leg hook lifting reverse STO (Flatliner).

fans AAW has been known to host plenty of Blood Matches, as well as several variants.

- Create your own rules, or go to <http://filsingergames.proboards.com> for download relevant match types. It has been suggested that a wrestler begins to bleed after acquiring three fatigue tokens. If you feel this is too quickly you may think about extending the count to five tokens.

**Match Variants:**

**Last Blood Match:** The Last Blood Match is the same type of match as what others refer to as a “Royal Battle,” with the only exception being that wrestlers are not eliminated when they touch the floor. They are eliminated once they bleed.

**Tournament of Blood:** The Tournament of Blood is one night event, where eight men fight in single-elimination tournament of one-on-one blood matches.

**PAINT VS. PAINT MATCH:**

Of all the matches assembled nothing is as dreaded to a gladiator as the Paint vs. Paint Match. This rare match sees two gladiators putting their warrior face paint on the line for a predetermined amount of time. The time usually ranges from several weeks to months and has even been known to include “Forever.” After losing the match a gladiator is expected to offer his face to his opponent, who then unceremoniously wipes the warrior’s paint away. Sometimes the shame is so painful that many gladiators choose to exile themselves until the pre-determined time has expired.

- This is usually a No Disqualification Match, similar to an Exile Match.

**IRON MAIDEN MATCH:**

This match is similar to what others refer to as a Coffin Match. The winner of the Iron Maiden Match is the first to place their opponent in a coffin bed of long nails and shut the lid closed. Many people have been injured over the years as their bodies have been wildly flung into the nail bed; however AAW has yet to ban such a match because such is not the Aethran way.

- Create your own rules, or go to <http://filsingergames.proboards.com> for download relevant match types.

**\*INTRODUCING\***

**AETHRAN BARBED-WIRE HELL-FIRE BAT MATCH:**

This brutal match is just what it is advertised to be. A bat (one per contestant), flaming and wrapped in barbed-wire is used as a weapon. The first opponent to be pinned loses.

- Whenever you roll on a chart situation with a (c) option you may choose to play as normal or roll on the following chart:



**Aethran Taskmaster:** Which leaves only you Nemesis.

**Nemesis:** Fine. I'll join your AAW, but after I earn my warrior paint. I'm going elsewhere.

**Aethran Taskmaster:** That is if I allow it.

*That said the Taskmaster and his protectors Hack and Slash turn to leave.*

**Nemesis:** We'll see about that.

## SPECIAL MATCHES

The Action in AAW is fast, furious and brutal. The following special matches are presented below to help you decide on which match to use when you are looking to please the fans. Also please note that the special matches and variants are slanted toward pleasing the more blood-thirsty Aethran fan-base.

### AETHRAN DEATH MATCH:

Yes. It's called an Aethran Death Match, not a Titan Death Match. No self-respecting Aethran would dare fight another Aethran in a match named after lesser men.

- Use Titan Death Match rules.

### AETHRAN SLAVE-MASTER MATCH:

This match is pretty simple and is pretty much what the title entails. It's a stipulation to where the loser is made to be the winner's "slave" for a pre-determined amount of time. The time as well as the actual match rules will vary depending on what the contestants agree to.

### MARATHON MATCH:

Aethrans love long and brutal matches. A Marathon Match is the same as an Iron Man Match, except that it usually involves multiple participants. The action is constant, in that even when a group of wrestlers are down, others are up and battling away.

- Create your own rules, or go to <http://filsingergames.proboards.com> for download relevant match types.

### DISQUALIFICATION MATCH

Most matches in the AAW are what non-Aethrans would consider a "Non-Disqualification Match." Many non-Aethrans have a hard time adjusting to the rules of the planet and some have even called for a Disqualification Match.

- Normal match.

### BLOOD MATCH:

Like other federations blood flows in the AAW. However unlike other wrestling associations, not only does it flow often, it is encouraged. In order to please

One of the more recent additions to AAW's gladiator ranks, Fracture is unlike any other wrestler in AAW history. When he originally signed up for the Aethran military both parties had no idea where things would go, but after his first mission they both understood.

Following a firefight Fracture locked himself away inside of his own head and started to display signs of Multiple Personality Disorder, or MPD. Whereas normally this would classify one as being weak, the personalities that displayed were even more violent and sadistic ones than before. Unable to cope with his mood swings the military placed him in AAW.

A seemingly perfect fit, Fracture soon found his way to the top of the rankings and quickly acquired face paint. Some saw the man's rise and looked on in shock, but not the gladiators. They had been watching the man the second he entered AAW, and knew he would be a perfect addition to their own.

Although a gladiator through actions and face paint, he has been known to be a bit of a loner. Whether for personal reasons or he just can't quite make up his mind between all of his varying characters, he looks for no alliances and asks for none. Perhaps this is the reason that the gladiators proudly presented him with warrior status.

**FISSURE** (Hero +8)



**Rahl Rating** = 30(33)/40(43)

**Main Feud:** Revolutionary

**Side Feuds:** "Rank P" Contenders and Foreign Freedom Fighters

**Allies:** Gladiators

**Quoted as Saying:** "I'll break you quicker than my people break systems!"

### Moves:

**Aethran Ark:** This is the same move that the legendary Thunder used when he first entered the GWF.

**Choke Out:** Fissure drapes the opponent against the ropes on the outside ring apron and then ties them up, with their neck between the top and middle

ropes. If that wasn't enough, she kicks their feet out from under them and also applies pressure to the ropes, herself, looking to choke them unconscious. Sometimes the opponent manages to free himself and fall to the outside of the ring and sometimes she doesn't adhere to the referee and is disqualified. When she feels the opponent has had enough, she untangles the opponent, who flops back into the ring nearly breathing.

**Deadly Decapitator:** Not satisfied with a running clothesline, Fissure drapes the opponent on the ropes (same setup as the Decapitator) and ascends to the top turnbuckle. She then performs a flying clothesline to the opponent, sending both wrestlers tumbling out of the ring in a violent fashion.

**Heart Stopper:** A reverse Chris Jericho's "Code Breaker."

**Violent Tendencies:** Buff Bagwell's "Buff Block Buster."

Fissure is the newest gladiator to don warrior face paint. Shortly after doing so she was assigned her first mission as a gladiator... to take out Revolutionary. People around the galaxy had to know what it means to bring war to the Aethrans, and what better way of letting them know then by destroying a symbol of hope. For if a mere woman can do it, what does that say about the men?

Although the new circuits have made a big deal about teaching the former slave a lesson, Fissure doesn't quite look at it the same. She sees it as her duty to the gladiators as well as Aethra to destroy the man. She would have proudly taken care of him had she not been have been ordered to.

## FOREIGN FREEDOM FIGHTERS

**REVOLUTIONARY** (Villain -10)



Rahl Rating = 18(25)

**Main Feud:** Fissure

**Side Feuds:** "Rank M" Athletes and Gladiators

**Allies:** Foreign Freedom Fighters

**Quoted as Saying:** "I'm still standing!"

**Aethran Taskmaster:** And wouldn't you like to continue where you left off Crisis? Stomping those pesky outsiders around?

**Crisis:** You mean...

**Aethran Taskmaster:** Yes. Curtis Freeman... and his new tag partner.

**Crisis:** He's forming a tag team.

**Aethran Taskmaster:** Yes. Seems to be calling them the...

**Crisis:** I don't care what he's calling them. I'm gunna crush him.

*The Taskmaster looks around, before settling on a pretty face.*

**Aethran Taskmaster:** You. What's your name?

**Calamity:** I'm Calamity.

**Aethran Taskmaster:** Ahhhhh... yes! I have heard of you. You and Crisis will take on the puny non-Aethrans.

**Calamity:** Sounds fine to me.

*With a smile, the cloaked man turns as if to walk away as the two gladiators continue to stand at attention.*

**Devastator:** Fine! I'll join your AAW... but I want a challenge! I don't want any pushovers in the way of getting my face-paint! I want real war and chaos! I want to earn my warrior status.

*The Taskmaster turns to face those assembled again.*

**Aethran Taskmaster:** Then let us hope that Devium is up to the challenge.

**Devium:** What go bell to bell with this guy? I've had more of a challenge before joining the military.

**Devastator:** We'll see about that!

**Aethran Taskmaster:** So that leaves just you three. Will you join or not?

*The Taskmaster looks at Breakdown, Nemesis and Heathen.*

**Heathen:** Yeaaaaarrrg!

*Quizzically the Taskmaster turns toward his two gladiator protectors.*

**Aethran Taskmaster:** What does...

**Hack:** We think he means...

**Slash:** Yes sir!

**Aethran Taskmaster:** Very well.

*Breakdown smiles.*

**Breakdown:** That's no way to speak to a man of authority! I believe that we'll have to teach this Heathen a lesson.

**Aethran Taskmaster:** So you all have gone this long without tearing each others' throats out.

**Nemesis:** What? You ordered this meeting...

**Aethran Taskmaster:** Quiet whelp! I am known as the Aethran Taskmaster now.

**Nemesis:** Whelp? Hah! I'll show you...

*Nemesis lunges forward but two men, in face-pain, step before the Taskmaster. Nemesis fights bravely, but he is soon overcome by the duo. As he hits the ground a third time, the Taskmaster addresses all. Nemesis rubs his bloodied lip as he rises from the ground, listening.*

**Aethran Taskmaster:** I have not come here for personal reasons. I have come here for the future of Aethra. The Aethran Minister of War has proclaimed that the AAW will be rebuilt, as he sees fit, in honor and commemoration of his new regime. I have been appointed to the overseeing of this project. And as Aethrans I need your full cooperation in this matter.

*Devastator steps forward and in front of Nemesis.*

**Devastator:** What's the deal?

*The Taskmaster sighs.*

**Aethran Taskmaster:** Why must everyone ask this? Surely sometimes things come along in life that is what it is.

**Devastator:** This is not one of them.

*The Taskmaster looks to Revile.*

**Aethran Taskmaster:** Revile... do you want to crack some skulls with your chair?

**Revile:** Yeah! I'm ready!

**Aethran Taskmaster:** So then you'll join my AAW?

**Revile:** Sure why not?

**Smolder:** Then I'm in too!

*The men turned a hard gaze toward one another, but the tension was cut short as the Taskmaster continued.*

**Aethran Taskmaster:** And what of you Pandemic? Wouldn't you like to get revenge on Fracture?

**Pandemic:** Fracture? He's coming back?

**Aethran Taskmaster:** Why yes. And I can sign the match.

**Pandemic:** Then bring him on.

## Moves:

**Brutal Face Claw:** The same as Wolf's Savage Face Claw, only Revolutionary isn't as savage and he doesn't have sharp claws to dig into the opponent's face.

**The Ends Justify the Means:** Revolutionary grabs the opponent by the head and climbs the top turnbuckle. He then leaps forward, with opponent still in his grasp, and positions his foot onto the mat, as he continues to drive the opponent's neck forward onto his awaiting knee.

**Total Disrespect:** Revolutionary performs a falling face slam (X-Pac's X-Factor) and then continues to rub the opponent's face into the mat. Against gladiators, Revolutionary might be disqualified for trying to remove their face paint... but ask him if he cares.

Revolutionary was once a former Aethran slave, who had been awarded freedom not too long ago. Instead of going on about his way, Revolutionary decided to sign up for the Aethran military. He was then after placed in AAW.

Since his debut Revolutionary has remain a standard in the rights of the people across the galaxy. He has taken it upon himself to become a symbol that all it takes is for one man to stand up against the gladiators. At first he had found himself on the receiving end of many brutal beatings by the gladiators and Aethrans, but then things started to change.

As he had hoped others soon joined his cause against the gladiators and entered the AAW to stand beside him. Aliens from all over began entering the AAW looking to make things right. Soon, along-side Revolutionary these men formed the Foreign Freedom Fighters in the spirit of bringing the fight to the Aethrans rather than waiting on them to make their move.

Revolutionary is indeed the symbol that one man can make a difference, and it is because of this that the gladiators want to break him.

## BIONIC HEDGEHOG (Villain -9)



**Rahl Rating** = 44(53)

**Main Feud:** Slash



**Side Feuds:** “Rank P” Contenders, Defenders of Aethra and Gladiators

**Allies:** Metadillo (AniMen Assault), Foreign Freedom Fighters

**Quoted as Saying:** “Aethran scum!”

**Moves:**

**Jagged Blade:** Bionic Hedgehog backs a dazed opponent into the ropes and makes a tag. Metadillo comes in and grabs the opponent with a powerful bear-hug, while Bionic Hedgehog climbs the turnbuckle. Metadillo then catapults himself, with opponent in arms, toward the mat in a flap jack-like maneuver as Bionic Hedgehog performs a diving DDT. Together the two force the opponent brutally into the mat.

**Bionic Compact:** Bionic Hedgehog grabs the opponent with a powerful face claw with his cybernetic arm, and performs a face slam.

**Iron Maiden:** Bionic Hedgehog delivers a powerful running back body splash, from the full length of the ring, to an opponent trapped in the turnbuckle.

**AniMan Assault:** Metadillo performs a running power bomb, while Bionic Hedgehog helps with the slam, after launching himself into the opponent with a cross body block.

At the forefront of the battle against the Defenders of Aethra is the team known as AniMen Assault. The team’s spearhead, Bionic Hedgehog, has a long-standing hatred toward the Aethrans. It is after all because of them that he had been fitted with his robotic prosthesis.

Many years ago in the Andromeda system, a gladiator commander carried out a surprise sneak attack against the system residence, in the hopes of conquering them. Although caught by surprise, the attackers were soon dealt with militarily and the Andromeda residence retained possession of their home. Although the attack made few headlines across the universe (as the gladiator was quickly labeled a rogue commander) the results forever scared many people of Andromeda. One such person was the wrestler known as Bionic Hedgehog.

During the fighting he was pursued by several Aethrans and had made his way into a warehouse with the rest of his family for cover. The ground assault soon proved to be a ruse, as the building was then bombed. Only Bionic Hedgehog emerged from the rubble, but at the expense of his own arm.

Since that day he has sworn vengeance and has gone to many extremes to get it. Taking a cue from Revolutionary about taking the fight to the Aethrans, he grabbed a friend and headed to the AAW. It wasn’t long after that the Foreign Freedom Fighters were born in the hopes of destroying the sediments of Aethran reputation.

**METADILLO** (Villain -8)

*Freeman turns around to face the masked man, still sitting quietly a ways away.*

**Curtis Freeman:** WHAT?

**Slaughterer:** Yep! That’s right!

**Curtis Freeman:** Traitor!

**Slaughterer:** We’re here on Aethra, wrestling on their turf. What’s a little more conformity?

**Curtis Freeman:** Betrayal is what it is?

**Slaughterer:** I swore no allegiance to you. Besides... I’m getting paid by the Aethran military as well as the AAW. Can’t beat that!

*Curtis Freeman turns his attention back toward the Taskmaster.*

**Curtis Freeman:** So... what’s the deal then? What’s in it for us?

**Aethran Taskmaster:** Just wrestle.

**Curtis Freeman:** Just wrestle?

**Aethran Taskmaster:** Yes; like you have been doing for a little over year now, just wrestle.

**Curtis Freeman:** And then what?

**Samuel Snyder:** Who cares!

*The suddenness of Samuel Snyder’s remark caught the Taskmaster off guard.*

**Aethran Taskmaster:** What?

**Samuel Snyder:** I just want to wrestle. Sign me up.

**Curtis Freeman:** What you can’t do that!

**Aethran Taskmaster:** Why not?

**Curtis Freeman:** Because we’re a tag team. We do everything together.

*The Taskmaster shifts his posture a little and leans in toward Freeman.*

**Aethran Taskmaster:** Tell you what. This year I’ll pay you and extra \$1,000 every time you beat a gladiator.

**Curtis Freeman:** Really?

**Aethran Taskmaster:** Yes.

**Curtis Freeman:** Deal. Where’s the contracts?

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**The Conquerors**

*Setting: A large group of men and women are gathered in a plain hall in a room on Aethra. They seem to be arguing back and forth about something. Suddenly things die down as a man makes his way into their presence.*

**Revolutionary:** Very well. I accept your terms.

**Vindicator:** As do I.

**Metadillo:** Yeah me too!

*Marauder lets the man down slowly.*

**Marauder:** Sure. Sounds great.

*Bionic Hedgehog starts laughing hysterically.*

**Bionic Hedgehog:** So let me get this straight. You want us to re-enter into the AAW, and you're going to pay us to bash gladiators and Aethrans? All the while having immunity for all of our actions, unless we fail to win our fight?

**Aethran Taskmaster:** Yes. There is no downside is there.

**Bionic Hedgehog:** Sign me up.

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### Those Yet to Be Conquered

*Setting: Three men are inside the newly remodeled AAW head offices. A man in a dark red suit with a mask is sitting in a corner seat, while two others sit across the desk of a hooded Aethran Taskmaster. Behind him as usual Hack and Slash stand at attention. The two parties seem to be talking about something rather important.*

**Curtis Freeman:** And again... I say you need to double what you threw at me last year!

**Aethran Taskmaster:** You're in no position to be asking for a raise.

**Curtis Freeman:** The fans come to the arena to see me! I put them in the seats. I sell your stadiums!

**Aethran Taskmaster:** That makes no difference. The AAW will survive with or without you Curtis.

*Something in what the man said seemed to be indisputable; as Curtis sat back a little listening.*

**Aethran Taskmaster:** But I'll tell you what. If you can make it through this upcoming year and into the next... I'll gladly pay you what you deserve.

**Curtis Freeman:** Finally!

**Aethran Taskmaster:** But you're going to have everyone aiming for you non-Aethran! Few will have your back.

**Curtis Freeman:** But I'm not the only outsider! I have Sam and Slaughterer here protecting me.

**Aethran Taskmaster:** Slaughterer just signed an Aethran military contract.



**Rahl Rating** = 45(51)

**Main Feud:** Hack

**Side Feuds:** "Rank P" Contenders, Defenders of Aethra and Gladiators

**Allies:** Bionic Hedgehog (AniMen Assault), Foreign Freedom Fighters

**Quoted as Saying:** "So you like heavy metal, huh?"

**Moves:**

**Metadillo Drop:** A powerful running Samoan drop.

**Arms of Steel:** An Irish whip followed by a powerful running double axe-handle to the opponent's chest.

**Brutal Efficiency:** A powerful running spear.

**Constant Bombardment:** Metadillo ties his opponent upside down in the corner turnbuckle and performs several running rolling cannonball-like splashes to the helpless opponent.

**Deathball:** Metadillo climbs the top turnbuckle and leaps into the air, in mid air he curls into a compact powerful cannonball and descends on-top of his downed opponent.

Metadillo is a friend of Bionic Hedgehog, and reluctantly rose to the occasion when his friend told him his intentions. Invade the AAW and destroy it from the inside out, one match at a time. Although hesitant then, he is glad now that he chose to accompany his friend, because no one could put a price on what he does now. Night in and night out he gets to bust heads with Aethrans and beat them at their own game.

Perhaps if he were any other AniMan he might not stand a chance, but having the genetic make-up of an armadillo he had nothing to worry about. His natural plates protect him and absorb blows, and if that wasn't enough he took it a step further. He had barbed-wire and metal plates surgically grafted to his hide so that he would be more of a walking weapon. Hey, if the gladiators claimed to be all about heavy metal then it was up to him to prove them wrong.

## MARAUDER (Villain -8)



Rahl Rating = 36(43)

**Main Feud:** Bloodmonger

**Side Feuds:** "Rank P" Contenders and Gladiators

**Allies:** Vindicator (The Invaders), Foreign Freedom Fighters

**Quoted as Saying:** "The fight's on your doorstep now. Stop looking out the window and take a step outside!"

### Moves:

**Painful Domination:** Same move as Dominator's famous finisher.

**Painful Contemplation:** Marauder places the opponent in a hanging full-nelson as he sits on the top turnbuckle. After letting the blood flow into the opponent's upper extremities, he leaps forward and drives the opponent face first into the mat with a slam.

**Neck Snap:** A release German suplex into the turnbuckle.

**Violent Impaler:** Marauder lifts the opponent up with a power bomb-like maneuver and instead of driving the opponent to the mat, he follows upward and down with the momentum, violently driving the opponent's sternum into the top turnbuckle.

Marauder originally entered the AAW looking to compete against Vindicator and make a name for himself. However once the truth set in, he found that he was more of the man's ally than enemy. The two may both have been trained by rivals (Marauder was trained by Dominator), but they both shared the same home. And here on Aethra that made them more like brothers than anything else.

Once Marauder figured it out, he swallowed his pride and offered the man a partnership. Together the two joined the Foreign Freedom Fighters and formed a tag team aptly named The Invaders. It wasn't long after that the gladiators proclaimed them public enemy and made it a point to drive them out of the AAW, a point that couldn't make the two Ara natives any happier.

**Revolutionary:** What is it?

**Aethran Taskmaster:** I have merely come to tell you of your execution date.

*Vindicator smiles a bit.*

**Vindicator:** So this is why we weren't granted passage off world during your war?

**Aethran Taskmaster:** That's one reason.

**Metadillo:** So you stick us in this room for days, only to tell us that we're being executed?

**Aethran Taskmaster:** Well yes and no.

**Bionic Hedgehog:** Well which is it scum? Either we're going to be executed or not.

**Aethran Taskmaster:** The date is conditional, as is your execution.

*Vindicator smiles again.*

**Vindicator:** Pending what?

**Aethran Taskmaster:** Your performance.

*Quiet until now, Marauder reaches across the table and grabs the Taskmaster by his collar.*

**Marauder:** Quit speaking in riddles. Answer the questions.

**Aethran Taskmaster:** (*Unimpressed*) I am reforming the AAW and need you in it.

**Revolutionary:** (*Genuinely shocked*) Need us in it? Why?

**Aethran Taskmaster:** My reasons are my own. But rest assured you will get the revenge you have been waiting for. I promise you matches against gladiators.

**Bionic Hedgehog:** And Aethrans?

**Aethran Taskmaster:** You will fight any and all opponents you want.

**Marauder:** Why should we trust you?

**Aethran Taskmaster:** Because it's easier filling out an execution date than filling out an order to allow you to wrestle.

*All in the room quiet to think about the situation.*

**Revolutionary:** So we have a so called "express card" to fight who we want when we want?

**Bionic Hedgehog:** What's the drawback scum?

**Aethran Taskmaster:** There is none! Just fight your hardest and try to achieve what you have been wanting for the last couple years now. Victory through Aethran bloodshed. And if you fail at your task... then you will be executed. But if you have already failed... then you probably have already been dead. Haven't you?



**Aethran Taskmaster:** Will you rejoin the AAW?

**Fracture:** Does it involve pain?

**Aethran Taskmaster:** Yes. A lot of pain.

**Fracture:** Do I get to injure whoever I want?

**Aethran Taskmaster:** Yes. Whoever you want.

**Fracture:** Sure.

*With that the Taskmaster turned and made his way out of the barracks, behind him still were Hack and Slash.*

**Aethran Taskmaster:** Very well. I'll contact you when the matches start. I'll see you then.

*And with that the three of them were gone. Bloodmonger looked around surveying the four warriors around him. After a deep sigh he spoke.*

**Bloodmonger:** So Spike failed... and I too with him.

**Manhandle:** Nah! He was weak. Remember you're Aethran. The weak make way for the strong.

**Bloodmonger:** In time we shall see who indeed is fit to be the strongest.

**Fissure:** What's that supposed to mean?

**Manhandle:** That sounds a lot like treason.

*The gladiator smiled and turned away from his associates, gazing back at the battle dying down outside he spoke.*

**Bloodmonger:** No it is the Way of the Aethran. It is our way. Today's strong usher in Tomorrow's strong. If it's one thing I have learned over the years... no one who gains power keeps it. And that... is a truth you can bet on.

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### **Bringing the Fight to the Aethrans**

*Setting: A small undecorated room with a round steel table in the center. The plain room's only color is that worn by the Foreign Freedom Fighters. Revolutionary, Bionic Hedgehog, Metadillo, Marauder and Vindicator all sit waiting for something, or someone.*

**Metadillo:** I'm just saying that maybe we stand a chance. We could...

*The door bust open and in walked the Aethran Taskmaster.*

**Aethran Taskmaster:** Good day.

*Revolutionary, sneers at the sight of the man.*

**VINDICATOR** (Villain -7)



**Rahl Rating** = 41(48)

**Main Feud:** Manhandle

**Side Feuds:** "Rank P" Contenders and Gladiators

**Allies:** Marauder (The Invaders), Foreign Freedom Fighters

**Quoted as Saying:** "Time to right some wrongs."

**Moves:**

**Ara Crablock:** Boston Crab.

**Ara uppercut:** European uppercut.

**Hammerlock Slam:** Same move as Terminus' famous finisher.

**Ara Slam:** A running power slam.

**Hostility:** A D'arce choke.

**Animosity:** Kimura.

**Hatred:** Kata-ha Jime.

Vindicator is a unique and well-rounded man. He received his formal wrestling training from CPC/GWF wrestling star Terminus, but only after he had made a name for himself around the galaxy as a judo master. To many this might seem weird, but surprisingly there are many similarities between judo and professional wrestling.

Being one that loves a challenge and also hates bullies, Vindicator set his sights on AAW when the Foreign Freedom Fighters announced their formation. Vindicator's goal was to make dreams a reality by bringing a man with a solid fighting background to the FFF, which at the time was something they lacked. It hasn't been that long since he first stepped into the ring, and already he has made a lasting impression in the AAW, by beating premier gladiators. Something Manhandle has taken offense to.

**AETHRANS**

**PANDEMIC** (Hero +6)



**Rahl Rating** = 36(39)

**Main Feud:** Fracture

**Side Feuds:** “Rank P” Contenders

**Allies:** None

**Quoted as Saying:** “Cowardice... it’s becoming an epidemic.”

**Moves:**

**Sickness Rising:** A top rope brain buster onto the turnbuckle.

**Uncurable:** A double under-hook face buster (Pedigree).

Fracture and Pandemic were once tag team partners, before Fracture received his Cleansing and face paint a couple years ago, a fact that still bothers Pandemic to this day? Why did they choose Fracture and not him? Clearly Pandemic was the better of the two wrestlers. In fact he “Single-handedly” carried the team to victory more times than he could remember while Fracture sat around ringside battling his own personal dilemmas.

Whatever the true reason behind this, Pandemic is looking to make the AAW recognize their mistake. He’s hoping to put his former partner where he belongs, back in the “Rank P” classification and without war paint. The question is how much longer will it take to get through to everyone?

**SMOLDER** (Hero +5)

*A hint of amusement could be heard in his chilling voice.*

**Man:** I am now known as the Aethran Taskmaster and I have been tasked by our new Minister of War with the rebuilding of the AAW.

**Bloodmonger:** New Minister of War?

**Aethran Taskmaster:** Yes, the one known as the Aethran Overmaster.

*Bloodmonger seems to be taken aback. He grabs his head and turns away from the others. The man continues speaking as two other huge shadows appear behind him.*

**Aethran Taskmaster:** Again. I have been tasked with the restructuring of the AAW. And I have come seeking the best warriors. And so my journey has lead me here... to you. Will you join my newly reformed AAW?

*Manhandle steps forward with a smile.*

**Manhandle:** It’s been weeks since I have been in the ring! I need some sort of action! Who’s opponents?

**Aethran Taskmaster:** The non-Aethran Vindicator as well as the Foreign Freedom Fighters.

**Fissure:** Foreign Freedom Fighters?

**Aethran Taskmaster:** Yes. It seems that Revolutionary has rallied men to his cause. That is the name in which they have chosen.

**Fissure:** Then allow me to put him away.

**Aethran Taskmaster:** As you wish.

*The two men from behind the Taskmaster step forward.*

**Hack:** And we’re going to be taking care of Metadillo and...

**Slash:** The Bionic Hedgehog. Which means that...

*Suddenly, Bloodmonger whirls around and joins in on the conversation.*

**Bloodmonger:** Marauder would be mine?

*The Taskmaster smiles deceptively.*

**Aethran Taskmaster:** Yes.

**Bloodmonger:** Very well. I’ll join your AAW.

*All eyes then at once turn toward Fracture who sits in a corner, alone, holding his head and speaking quietly to himself.*

**Aethran Taskmaster:** And you Fracture?

**Fracture:** What?

boy” continuously promotes the duo as the tag team termed “Exceptionally Good.”

With friends like that who needs enemies? How long will Snyder put up with this behavior and allow Freeman to call the shots? Can he continue to live under the heat while his best friend and partner continuously shoves himself into the spotlight? Can he avoid the gladiator wrath? Only one person knows for sure, you the promoter.

## PRESS CONFERENCES

### From the Desk of the Aethran Taskmaster

*I am the man labeled by my leader and warlord, the Aethran Overmaster, as the Aethran Taskmaster. I have been hand chosen by him to bring the AAW back to its former glory and prominence. Throughout the years I have watched the roster grow and expand, under our former Minister of War, until it no longer held function. It is now my duty to ensure that the AAW will thrive, and through it I too might prosper.*

*I have made the necessary personnel and roster cuts. Those who are no longer with us were seen as unfit. Those who are still here in the AAW, still yet have a part to play in the future of Aethran affairs. Through the Aethran Overmaster's authority I now welcome you to the new AAW.*

- Aethran Taskmaster

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### The Best Aethran Defensive Force, Is a Great Offensive Force

*Setting: A barracks on Aethra. Bloodmonger, Manhandle, Fissure and Fracture sit and wait to hear the news of the happenings outside. They all seem a little anxious for war, but none more so than Bloodmonger.*

**Bloodmonger:** What is going on out there and why are we still kept inside? I want... I need... to fight!

**Manhandle:** It's only a matter of time you'll see! They need us.

*A door swings open and in walks a man in a long dark cloak. The warriors still on edge, all reach for their weapons. The man tosses back his hood and they all are taken aback at who it is. His face concealed in shadows he speaks.*

**Man:** Put your weapons away.

**Manhandle:** How can we trust you?

**Bloodmonger:** If he wanted to kill us he would have done so already.

**Fissure:** Speak then. What is your business here?



Rahl Rating = 29(32)

**Main Feud:** Revile

**Side Feuds:** “Rank M” Athletes

**Allies:** None

**Quoted as Saying:** “Through the fire, smoke and ashes... I still come.”

**Moves:**

**Ashes to Ashes:** A wild and dangerous high-angle frog splash.

Smolder joined the Aethran military several years ago and soon found his way into the AAW. It was there that he earned his name following an unfortunate accident. While fighting Revile in an “Aethran Ropes of Hell-Fire Match” the madman struck him in the face with a flaming chair shot. Smolder reeled back and tried to desperately pat the flames out, but soon found himself tangled around the neck in the flaming ropes. Revile was awarded the match, while Smolder was awarded a trip to the local E.R.

For most, that would have ended a career, however for an Aethran... this meant war!

Since that day Smolder has carried the permanent scars upon his face and heart. He fights the sadistic Aethran in every violent match imaginable hoping to put an end to the Revile's carrier like he tried to do to him. It is because of this deep seated and bloody rivalry that the fans will pay just about any money to see a Smolder vs. Revile match.

**REVILE** (Independent +6)





**Rahl Rating** = 9(12)

**Main Feud:** Smolder

**Side Feuds:** "Rank M" Athletes

**Allies:** None

**Quoted as Saying:** "Where's my chair?"

**Moves:**

*Card Note: Revile features a lot of disqualification moves. While wrestling in the AAW or on Aethra, please ignore the "dis" instructions on his playing card. These moves are marked so that should Revile wrestle off planet or in a "Disqualification Match," you know just which moves can cause him a disqualification.*

**Apple Buster:** Revile places a folding chair around opponent's neck like a noose, and slams him into the mat chair first, trying to break the opponent's Adam's apple.

**Flaming Chair Shot:** Just what it implies.

Revile isn't a wrestler. He could care less about the sport. The fact is he just likes to hurt people.

The thing about Revile is that no matter what he does, who we wrestles or what kind of match he's involved in the AAW fans will cheer for him because like him, they love the violence. It is because of this that he has earned not only the reputation of a madman, but also the notoriety of one as well. Through the various matches in his career he has made many enemies, but none have cared to make it a point in fighting fire with fire more than Smolder. The two seem destined to fight it out until one or the other stops breathing, a fact that secretly brings a smirk to Revile's face.

**NEMESIS** (Hero +5)



**Rahl Rating** = -19(-12)

**Main Feud:** Crisis

**Side Feuds:** "Rank M" Athletes

**Allies:** Curtis Freeman (Exceptionally Good)

**Quoted as Saying:** "So you say you want to watch some wrestling?"

**Moves:**

**Exceptionally Good:** An electric chair drop, while tag partner assists with a sit-out face buster.

**Samplex:** A suplex with theatrics.

Samuel Snyder is a rookie in the pro-wrestling business and to top it off another non-Aethran wrestling in the rough and tumble AAW. Being such he has been forced to find another wrestler who would be willing to watch his back. Not too many people can be trusted in the wrestling business and the same can be said for AAW. Luckily, or perhaps unluckily, he found a trusted ally in Curtis Freeman.

Although Snyder isn't as flamboyant, brash, outspoken... well let's just put it this way, he possesses nothing in common with Freeman except that they are both Aethran outsiders and they both love to wrestle. Perhaps this is what attracted Snyder to Freeman in the first place. They both shared a passion for wrestling.

Quiet and reserved, Samuel won't go out of his way to attract undo attention to himself, but he will never refuse a wrestling match. He loves the competition and his career as an amateur wrestler is well noted and displayed in his style. Although he is quiet good as an amateur wrestler he still needs some time to adjust to the pro-wrestling style.

Although the two are still finding out what it takes to make it and are progressing steadily, they have a mountain to overcome. Something in which Snyder wishes that Freeman would take a little more seriously, as the "Pretty



**Rahl Rating** = -29(-26)

**Main Feud:** Calamity

**Side Feuds:** Gladiators, Aethrans and "Rank M" Athletes

**Allies:** Samuel Snyder (Exceptionally Good)

**Quoted as Saying:** "I am... THAT good."

Curtis Freeman is a known outsider to the world of Aethra. In fact he is well known. Why? Because in just two years into the sport of professional wrestling, he has managed to make a name for himself wrestling in the AAW; and not in a good way.

Freeman has taken it upon himself to rid the galaxy of "Hardcore Wrestling" and he has chosen to start right here on Aethra. Before his matches he grabs the microphone and preaches his doctrine, berating and insulting Aethrans. He constantly claims that they know nothing of the "Scientific techniques of wrestling." This has drawn the ire of not only Aethrans and AAW fans, but the gladiators as well.

AAW fans love to see Curtis Freeman fight gladiators in bloody bouts and such matches are a top draw on almost any card. Although he regularly loses against the gladiators (such is expected), he consistently files for and insists on fighting in "Disqualification Matches" much to the chagrin of the fans. Who would have thought that a person could resort to such cowardly actions? A non-Aethran, would. What's worse is that sometimes these matches are granted, and occasionally he even picks up a victory. A hollow and shallow victory in the eyes of the AAW fans, but a victory nonetheless.

The fans and gladiators both have called for his head. Who will shut him up? What does the future hold for this brash and charismatic man? Only one person knows for sure, you the promoter.

**SAMUEL SNYDER** (Villain -3)



**Rahl Rating** = 30

**Main Feud:** Slaughterer

**Side Feuds:** "Rank M" Athletes

**Allies:** None

**Quoted as Saying:** "Friend to none. Enemy to all."

**Moves:**

**Loaded Elbow:** A vicious running elbow shot to the opponent's temple.

**Aethran Might:** A standing fireman's carry into a spinning over the shoulder DDT.

Not too many Aethrans are as close to being on the threshold of greatness than Nemesis. He is big, strong and can even hold his own against the best. The only thing keeping him down is the fact that AAW has recently undergone reconstruction following Aethran Overmaster's recent coup. He truly believes that had it not been for that he would be donning face paint.

If indeed this is true or not only AAW officials and the Overmaster know for sure. Regardless, Nemesis continues to do what he has been doing the last couple years, focusing his sights on destroying anyone brave enough to face him. The up and comer Slaughterer is foremost on this list.

**BREAKDOWN** (Hero +5)



**Rahl Rating** = 35(43)

**Main Feud:** Heathen

**Side Feuds:** "Rank M" Athletes

**Allies:** Devastator (Ruination)

**Quoted as Saying:** "Break 'em!"

**Moves:**

**Die with Dignity:** A powerful running spear followed by a slingshot body splash.

Being one that shares a similar philosophy to Devastator, through the destruction of others Breakdown has let it be known that he is ready to take up warrior face paint. The only one standing in his way is the savage known as Heathen. And what better way to showcase his personal notions than through picking the barbarian apart one piece at a time.

Although the two share the same concepts on paper in the ring the allies are discernibly different. Whereas Devastator just tries to annihilate, Breakdown believes that through methodically breaking down his opponents he will secure certain victory. This theory has made him the brains behind the two's alliance, as Devastator has little time to think of breaking apart his opponents from the inside out rather than the outside in.

**HEATHEN** (Independent -6)



**Rahl Rating** = 43

**Main Feud:** Breakdown

**Side Feuds:** "Rank M" Athletes

**Allies:** Devium

**Quoted as Saying:** "Yaaaaarrrrg!"

**Moves:**

it upon herself to answer the call and enlist the aid of Calamity. Together the two women look to make the two outsiders look bad, while advancing their rank.

**NON-AETHRANS**

**SLAUGHTERER** (Villain -5)



**Rahl Rating** = 22(26)

**Main Feud:** Nemesis

**Side Feuds:** "Rank M" Athletes

**Allies:** None

**Quoted as Saying:** "Bring them all to the slaughter."

**Moves:**

**Slaughter Death Driver:** A lifting/elevated/vertical reverse DDT.

A recent addition to the Aethran military is the masked man known as Slaughterer. Little is known about the man's personality other than the fact that he loves to dominate his opponents. Although he rarely gets the upper hand against Aethrans, when he does he showcases his talents and abilities to the AAW fans.

Little is known about Slaughterer's true intentions and why he has decided to stay around in AAW after its recent reconstruction, but one thing is certain... Aethrans hate him. The fact is that he isn't that good a wrestler, to AAW standards anyway, and because of that he has constantly found himself at the butt of many jokes. Nemesis has taken it upon himself to send Slaughterer back to wherever it was that he came from, and the fans couldn't be any happier.

**CURTIS FREEMAN** (Villain -10)

the wrestling business. Not too many around the AAW ring are as gracefully dangerous as Calamity.

The blond beauty takes pride in what she does and has even found an outlet for her violent tendencies. She has even taken it upon herself to craft a branding stick, so that she might “Mark those who have fallen” on her way to attaining warrior paint. To her Freeman and Snyder represent more than just an inconvenience, they are her playthings until the military recognizes her strengths.

**CRISIS** (Hero +5)



**Rahl Rating** = 20(26)/29(35)

**Main Feud:** Samuel Snyder

**Side Feuds:** Curtis Freeman and “Rank M” Athletes

**Allies:** Calamity

**Quoted as Saying:** “And you expect me to feel bad for you?”

**Moves:**

**Crisisault:** A running springboard moonsault.

**Spinal Snap:** A falling belly-to-back DDT performed over the shoulder.

Crisis has a solid background in that her father, Desecrator, introduced her to the business. AAW can be a rough place for anyone, especially a woman, but she comes from a long line of respected Aethran warriors. No one is going to stand in her way of becoming a gladiator.

She takes her place in society with a grain of salt, and continues to train herself for when she is ready to don her face paint. It was because of this that she took it upon herself to rid the AAW of Curtis Freeman. She had hoped that he would be a stepping stone to her advancement in the Aethran military.

Although she proved herself last year against the non-Aethran, her priorities shifted when Freeman introduced a tag partner in 2124. Once again Crisis took

**Savage Slam:** A powerful running and jumping reverse power slam (Dominator).

Although not officially recognized as a true Aethran by the AAW, Heathen is actually native born to the planet. Why the secrecy one might ask? You see, not too many Aethrans want the public to know that they have yet to conquer all parts of their own world, as pockets of resistance as well as “Uninhabitable” places still exist. For a group of people living on the reputation of conquerors and destroyers, what would it say about them if it got out that they have yet to completely master their own planet? As such, Heathen has yet to be officially recognized as an Aethran citizen.

As war is a way of life on Aethra, Heathen shows great strength and ferocity like his fellow Aethrans even though he grew up in an “Uncultured” society. Though the wrestler exists outside of the military, he still has been given a ranking as is normal for anyone wrestling in the AAW. What message will it send to the AAW officials if he happens to actually attain a “P” rank? For these reasons and more both Aethrans and gladiators have made Heathen a marked man.

**DEVASTATOR** (Independent -5)



**Rahl Rating** = 23(26)

**Main Feud:** Devium

**Side Feuds:** “Rank M” Athletes

**Allies:** Breakdown (Ruinaton)

**Quoted as Saying:** “Devastation... is a beautiful thing.”

**Moves:**

**Pride of Aethra:** A cobra clutch slam.

**Aethran Face Wrecker:** A running leaping knee to the opponent’s face.

**Aethran Crippleplex:** A jarring superplex.

**Aethran Devastation:** A fireman’s carry where the Devastator quickly lifts a knee up onto the falling opponent’s face.



**Irreparable Damage:** A powerful falling power bomb from the middle turnbuckle.

Is there anything as beautiful as a recently cleared battlefield littered with a host of your enemy's bodies? Devastator thinks not. And the only thing the man hates more than those who might disagree with his logic is the wrestler known as Devium.

The two have fought in almost every conceivable match, and yet he can't quite get the upper hand on Devium. What's worse is Devium seems to actually enjoy the pain and suffering endured in the matches. It's as if he feeds on it, and the fans actually cheer him for it. But why? Why would fans cheer for the one getting hurt instead of the one doing the destruction? Why would they turn on him, and what will it take to fix this problem known as Devium?

**DEVIUM** (Hero +7)



Rahl Rating = 37(40)

**Main Feud:** Devastator

**Side Feuds:** "Rank M" Athletes

**Allies:** Heathen

**Quoted as Saying:** "So I disgust you? Good."

**Moves:**

**Devious Avalanche:** A brutal body avalanche.

**Devious Elbow:** A diving elbow drop onto a floored opponent from the ring apron.

**Devious Device:** A flipping senton from the inside onto an opponent outside of the ring.

**Deviation:** A double arm spinning vertical DDT.

Devium is so much more than an outspoken Aethran he is the epitome of what it means to be Aethran. He is violent, loves bloodshed and takes just about any

risk just to hurt his opponent. Why go out of the way to please the AAW fans when he can do what he loves and it makes them happy regardless?

Devium wrestles because it's in his nature. He joined the Aethran military as soon as he could register and right away the officers noted the potential in the man. Although the first in his family to be accepted in the military, he was immediately classed as a "Rank M" individual.

With nothing to prove and no one to prove it to Devium entered the AAW looking to crack some heads. Along the way he has made quite a name for himself as well as several enemies. One such man is the Aethran known as the Devastator. Devastator hopes that once he finally puts the suicidal Devium away, he is sure to advance in rank and acquire paint. Devium could care less. He's only looking to fight a good fight all the while disgusting people along the way.

**CALAMITY** (Hero +4)



Rahl Rating = 13(16)/24(27)

**Main Feud:** Curtis Freeman

**Side Feuds:** "Rank M" Athletes

**Allies:** Crisis

**Quoted as Saying:** "Until I get my paint... you're gunna bear my mark."

**Moves:**

**The Branding:** A scoop slam piledriver.

**Catastrascissors:** Rear naked choke.

**Cataclysmiclock:** Sharpshooter

**Brain Stew:** Elbow drop to the back of a downed opponent's head.

Calamity was found and trained by Crisis. She is by no means as strong as her fellow Aethran, however what she lacks in strength she more than makes up in agility and technicality. Originally rated by the Aethran military as a "Rank A" individual, Calamity has honed her aggression and made a natural transition to