

Height: "???"
Weight: ??? lbs.
Mensa

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MENSAN MILITIAMAN #1

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. punch to the head - 1 2. forearm smash - 1 3. short-arm clothesline - 2 4. military press - 2 (ch B) 5. snap mare - 2 (ag) 6. Mensan Mauler - 3	1. dazed - 1 (tag) 2. dazed - 1 3. dazed - 1 (tag) 4. MENSAN MILITIAMAN - 2 5. MENSAN MILITIAMAN - 1 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. neck twist - 2 2. into the turnbuckle (c) 3. stomp to chest - 2 4. backbreaker - 3 5. reverse underhook DDT - 3 6. power slam - 3	1. MENSAN MILITIAMAN - 1 2. hurt - 2 (tag) 3. hurt - 2 4. MENSAN MILITIAMAN - 2 5. dazed - 1 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. sidewalk slam - 2 2. Boston Crab - 3 (ch H) 3. out of the ring (c) 4. Militiaman Switch (*) (Disorder) 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. PIN 4(1) 2. hurt - 2 3. hurt - 2 4. down - 3 (tag)(lv) 5. hurt - 2 6. down - 3
Ropes - A Turnbuckle - B Ring - A Deathjump - A Disqualification - 5	Agility -1 Power -4 Cage 2
(*) General Disorder must be at ringside. Roll 2 dice: 2-6: Switch works. Roll 1 die. If the roll is 1, roll again until you get another Militiaman. 7-12: Automatic disqualification. Opponent wins.	
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MENSAN MILITIAMAN #3

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. arm drag - 1 2. flying clothesline - 2 3. backflip dropkick - 2 (ag) 4. flying head scissors - 2 5. flying elbow smash - 2 6. flying dropkick - 3 (ag)	1. MENSAN MILITIAMAN - 2 2. dazed - 1 (tag) 3. MENSAN MILITIAMAN - 1 4. MENSAN MILITIAMAN - 1 5. dazed - 1 (tag) 6. MENSAN MILITIAMAN - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. arm bar - 1 (pw) 2. into the turnbuckle (c) 3. into the ropes 4. bulldog headlock - 2 5. hurricanrana - 3 (ch D) 6. tornado DDT - 3	1. hurt - 2 2. MENSAN MILITIAMAN - 1 3. hurt - 2 (tag) 4. dazed - 1 5. hurt - 2 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. vertical suplex - 2 2. Mensan Mauler - 3 (ch H) 3. out of the ring (c) 4. Militiaman Switch (*) (Disorder) 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. PIN 5(2) 2. down - 3 3. hurt - 2 4. down - 3 (tag)(lv) 5. hurt - 2 6. hurt - 2
Ropes - A Turnbuckle - B Ring - A Deathjump - B Disqualification - 6	Agility -2 Power -2 Cage 4
(*) General Disorder must be at ringside. Roll 2 dice: 2-6: Switch works. Roll 1 die. If the roll is 1, roll again until you get another Militiaman. 7-12: Automatic disqualification. Opponent wins.	
(c), Filsinger Games	

MENSAN MILITIAMAN #2

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. neck snap - 1 2. side headlock - 1 3. into the ropes 4. rear chinlock - 2 (ch B) 5. over the shoulder chinlock - 2 (pw) 6. brainbuster - 3	1. MENSAN MILITIAMAN - 2 2. MENSAN MILITIAMAN - 1 3. dazed - 1 (tag) 4. dazed - 1 (tag) 5. MENSAN MILITIAMAN - 1 6. MENSAN MILITIAMAN - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. full nelson - 2 2. head scissors - 2 3. hangman neckbreaker - 2 5. chinlock and armlock - 2 4. kata hajime - 3 6. Mensan Mauler - 3	1. hurt - 2 (tag) 2. hurt - 2 3. MENSAN MILITIAMAN - 1 4. dazed - 1 5. hurt - 2 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. face-first pumphandle slam - 3 (ch G) 2. out of the ring (c) 3. out of the ring (c) 4. Militiaman Switch (*) (Disorder) 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. hurt - 2 2. PIN 5(2) 3. down - 3 (lv) 4. down - 3 5. hurt - 2 6. hurt - 2
Ropes - B Turnbuckle - A Ring - A Deathjump - B Disqualification - 6	Agility 0 Power -4 Cage 3
(*) General Disorder must be at ringside. Roll 2 dice: 2-6: Switch works. Roll 1 die. If the roll is 1, roll again until you get another Militiaman. 7-12: Automatic disqualification. Opponent wins.	
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MENSAN MILITIAMAN #4

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. whip into turnbuckle - 1 2. punch to chest - 1 3. airplane spin - 2 (ch B) 4. necktie clothesline - 2 5. press slam - 2 6. sidewalk slam - 3 (pw)	1. dazed - 1 (tag) 2. MENSAN MILITIAMAN - 2 3. MENSAN MILITIAMAN - 1 4. MENSAN MILITIAMAN - 1 5. MENSAN MILITIAMAN - 2 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. shoulder tackle - 2 2. into the ropes (c) 3. fireman's carry takedown - 2 4. piledriver - 3 (ch D) 5. Mensan Mauler - 3 6. DDT - 3	1. MENSAN MILITIAMAN - 1 2. hurt - 2 (tag) 3. dazed - 1 4. dazed - 1 5. hurt - 2 6. hurt - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. Militiaman Switch (*) (Disorder) 2. deathjump (c) 3. out of the ring 4. tilt-a-whirl backbreaker - 3 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. hurt - 2 2. down - 3 (tag)(lv) 3. hurt - 2 4. PIN 6(3) 5. hurt - 2 6. hurt - 2
Ropes - B Turnbuckle - B Ring - A Deathjump - A Disqualification - 5	Agility 0 Power -3 Cage 4
(*) General Disorder must be at ringside. Roll 2 dice: 2-6: Switch works. Roll 1 die. If the roll is 1, roll again until you get another Militiaman. 7-12: Automatic disqualification. Opponent wins.	
(c), Filsinger Games	