

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

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Weight: ??? lbs.
Mensa

MENSAN MILITIAMAN #5

MENSAN MILITIAMAN #6

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. shoulder tackle - 1 2. body slam - 1 3. elbow drop to back - 2 (ch A) 4. reverse atomic drop - 2 5. standing dropkick - 3 (ag) 6. Mensan Mauler - 3 (pw)	1. dazed - 1 (tag) 2. MENSAN MILITIAMAN - 1 3. MENSAN MILITIAMAN - 2 4. MENSAN MILITIAMAN - 1 5. dazed - 1 (tag) 6. dazed - 1 (tag)	1. snap mare - 1 2. neck twist - 2 3. into the turnbuckle 4. bear hug - 2 (pw) 5. belly-to-back suplex - 2 6. throat strike - 2 (ch C)	1. MENSAN MILITIAMAN - 2 2. MENSAN MILITIAMAN - 1 3. dazed - 1 (tag) 4. MENSAN MILITIAMAN - 1 5. dazed - 1 (tag) 6. MENSAN MILITIAMAN - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. forearm to back - 2 2. into the turnuckle (c) 3. pumphandle slam - 2 4. backbreaker drop - 2 5. torture rack - 3 6. sidewalk slam - 3	1. hurt - 2 2. dazed - 2 3. hurt - 2 (tag) 4. MENSAN MILITIAMAN - 2 5. hurt - 2 (tag) 6. dazed - 1	1. back rake - 1 2. into the ropes (c) 3. dragon sleeper - 2 4. Mensan Mauler - 3 5. camel clutch - 3 6. cobra clutch - 3	1. dazed - 1 2. dazed - 1 3. hurt - 2 4. hurt - 2 (tag) 5. dazed - 1 6. MENSAN MILITIAMAN - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. power slam - 3 (ch H) 2. out of the ring (c) 3. out of the ring 4. Militiaman Switch (*) (Disorder) 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. hurt - 2 2. hurt - 2 3. down - 3 (tag) 4. down - 3 (lv) 5. hurt - 2 6. PIN 4(1)	1. choke slam - 3 (ch G) 2. out of the ring (c) 3. Militiaman Switch (*) (Disorder) 4. STF - 3 5. HIGH IQ (+2) 6. MENSAN MUTILATOR (+5) tag	1. hurt - 2 2. hurt - 2 3. hurt - 2 4. down - 3 (lv) 5. PIN 5(2) 6. hurt - 2
Ropes - A Turnbuckle - B Ring - A Deathjump - B Disqualification - 5	Agility +1 Power -4 Cage 3	Ropes - A Turnbuckle - B Ring - A Deathjump - B Disqualification - 6	Agility -1 Power -4 Cage 1
(*) 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.		(*) 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		(c), Filsinger Games	

Height: 5'3"
Weight: 206 lbs.
"Little Italy Section of" New York, NY

Height: 6'0"
Weight: 277 lbs.
"The Garbage Dump"

MIKE SANTANA

MIKEY METHANE

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. punch to mouth - 1 2. throat jab - 1 3. eye rake - 2 4. into the turnbuckle 5. bite - 2 (ch A) 6. low blow - 3	1. dazed - 1 (tag) 2. hurt - 2 3. dazed - 1 (tag) 4. dazed - 1 (tag) 5. dazed - 1 (tag) 6. hurt - 2	1. snap mare - 1 2. knife-hand chop - 1 3. elbow drop - 2 4. corner splash - 2 (ag) 5. elbow smash - 2 (pw) 6. Russian leg sweep - 2 (ch C)	1. dazed - 1 (tag) 2. hurt - 2 3. dazed - 1 (tag) 4. hurt - 2 5. MIKEY METHANE - 1 6. hurt - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. eye poke - 1 (ag) 2. stomp to chest - 2 3. (pitiful-looking) clothesline - 2 4. (you call that a) dropkick (?) - 2 5. forearm to chest - 2 6. kick to the head - 3 (ch F)	1. down - 3 2. MIKE SANTANA - 1 3. hurt - 2 (tag) 4. MIKE SANTANA - 1 5. hurt - 2 (tag) 6. hurt - 2 (tag)	1. head butt - 1 2. into the turnbuckle (c) 3. into the ropes 4. forearm smash - 2 5. splash - 2 6. senton back splash - 3 (ch F)	1. down - 3 2. hurt - 2 (tag) 3. hurt - 2 4. MIKEY METHANE - 2 5. down - 3 6. hurt - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. (resembles an) airplane spin - 2 2. deathjump (c) 3. thrust kick - 3 4. axe kick (???) - 3 5. out of the ring (c) 6. head butt drop on groin - 3 DQ	1. down - 3 2. down - 3 (tag) 3. PIN 8(5) 4. down - 3 (tag) 5. down - 3 (lv) 6. hurt - 2	1. flapjack - 2 2. deathjump (c) 3. body slam - 2 4. vertical splash - 3 5. out of the ring 6. It's A Gas (*) dq	1. hurt - 2 2. down - 3 (tag)(lv) 3. down - 3 4. PIN 10(7) 5. down - 3 6. hurt - 2
Ropes - C Turnbuckle - C Ring - C Deathjump - C Disqualification - 8	Agility +3 Power +2 Cage 7	Ropes - C Turnbuckle - C Ring - C Deathjump - B Disqualification - 7	Agility +4 Power 0 Cage 8
Distractor Rate--5		(*)--Roll both dice: 7: Mikey passes gas in the opponent's face. Opponent rolls PIN rate. 2-6 or 8-12: It's A Gas is a Level 3 Offensive move. Regardless of the result, Mikey may be disqualified for the move. Roll Mikey's Disqualification rating.	
(c), Filsinger Games		(c), Filsinger Games	