

Height: 6'2"
Weight: 328 lbs.
Mensa

MORDRECK
GCW Special Referee Card

MORDRECK OF MENSA

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. side headlock - 1 2. belly-to-back suplex - 2 3. into the ropes 4. abdominal stretch - 2 5. shoulder tackle - 2 6. backbreaker - 2	1. MORDRECK - 2 2. dazed - 1 3. MORDRECK - 1 4. MORDRECK - 1 5. MORDRECK - 1 6. dazed - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. scoop slam - 1 (ag) 2. vertical suplex - 2 3. bear hug - 2 (ch B) 4. butterfly suplex - 3 5. Mensan Leg Sweep - 3 6. fallaway slam - 3	1. hurt - 2 2. MORDRECK - 2 3. dazed - 1 4. hurt - 2 5. dazed - 1 6. MORDRECK - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. discus lariat - 3 2. press slam - 3 3. out of the ring (c) 4. power slam - 3 (ch H) 5. power bomb - 3 6. MENSAN MAULER (+5)	1. hurt - 2 2. hurt - 2 3. hurt - 2 4. hurt - 2 5. down - 3 (lv) 6. PIN 4(1)
Ropes - A Turnbuckle - A Ring - A Deathjump - A Disqualification - 4	Agility 0 Power -5 Cage 2

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USE THESE RULES WHEN MORDRECK IS SPECIAL REFEREE:

- Wrestler disqualifications increase by three.
- Tag teams are not allowed to make any pin saves per fall.
- Distractor ratings **decrease** by three.
- Roll two dice when a wrestler is **out of the ring** or **leaving (lv) the ring**:
ODD--Mordreck physically restrains the wrestler inside the ring so that he can't leave the ring. The wrestler on offense rolls on Level 3 Offense.
(If the roll is "7" see rule 8 below)
EVEN--Play normally
- Roll two dice when the wrestler tries a **deathjump**:
ODD--Mordreck prevents the wrestler from climbing to the top of the turnbuckle. The wrestler on offense rolls on Level 1 Offense. (If the roll is "7" see rule 8 below)
EVEN--Play normally
- If a **ring-side ally** tries to attack a wrestler outside the ring:
ODD--Mordreck goes outside the ring and drops the ring-side ally throat-first on the security rail. The ring-side ally is too hurt to get involved anymore. (If you roll "7" see rule 8 below)
EVEN--Play normally
- If someone attempts **outside interference**:
ODD--Mordreck grabs the person interfering and uses the MENSAN MAULER to toss him out of the ring. He gets hurt falling to the outside mat and no longer gets involved.
EVEN--Play normally
- If "7" is rolled (for rules 4, 5 and 6), the wrestler on offense gets frustrated and begins shoving and yelling at Mordreck (unless these actions are totally out of character for the wrestler). Roll 1 die:
ODD--The shoving gets out of hand and Mordreck clotheslines the wrestler. THE WRESTLER IS DISQUALIFIED.
EVEN--Mordreck gives the wrestler a MENSAN MAULER. The opponent goes for the cover. ROLL PIN + 5. If there is no pin, the wrestler on offense rolls on Level 3 Offense.

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MORDRECK
GCW Special Mensan Militia Referee Card

Mordreck can't stand all of the members of the **Mensan Militia** because of their association with Cordanus. Use this card when Mor-dreck is refereeing a match involving any Militia member. Use the regular Mordreck "Special Referee" card for all other matches and unless otherwise noted on this card.

When a Militia member is pinned, roll two dice:
2--Play normally. Roll PIN
3-6--Fast count by Mordreck. Add 3 to Pin Rating
7-12--Very fast count by Mordreck. Add 5 to Pin Rating

- Before the match begins, Mordreck will always order Gen. Disorder to leave the ring. Therefore, if any Militia member rolls "Militiaman Switch", roll again on Level 3 Offense until you get a new instruction.
- Disqualification for Militia members increase by four.
- Distractor Ratings for wrestlers or teams opposing a Militia member increase by three.
- Tag-Teams opposing Militia members are allowed two extra Pin Saves per fall, and are allowed two more chances to double-team the Militia. Militia members are not allowed any Pin Saves or chances to double-team the opponent.
- When any chart is used (Ropes, Turnbuckle, Ring, Deathjump, or any Interference) or if a ring-side ally tries to interfere in the match, roll two dice and see the chart below:
OTHER WRESTLER--Roll on regular Mordreck "Special Referee" card.
MILITIA WRESTLER--Use "ODD" result on regular Mordreck "Special Referee" card, regardless of the roll.
- If a Militia member rolls "7" (for rule 4 above), he gets frustrated and begins shoving Mordreck, who promptly gives him a MENSAN MAULER. The opponent goes for the cover, and Mordreck will make a very fast count. MILITIA MEMBER ROLLS PIN + 9. If by some miracle there is no Pin, the opponent rolls on Level 3 Offense.

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Height: 5'6"
Weight: 205 lbs.
Parts Unknown

MR. MILLENIA

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. rope choke - 1 2. head into turnbuckle - 1 3. arm drag - 1 (pw) 4. head butt - 2 5. into the ropes 6. monkey flip - 2 (ch C)	1. hurt - 2 2. hurt - 2 3. MR. MILLENIA - 1 4. MR. MILLENIA - 1 5. dazed - 1 (tag) 6. hurt - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. backbreaker - 2 (pw) 2. airplane spin - 2 3. into the turnbuckle (c) 4. hair pull - 2 5. rope burn - 2 6. power slam - 3	1. MR. MILLENIA - 2 2. down - 3 3. hurt - 2 4. hurt - 2 (tag) 5. down - 3 6. MR. MILLENIA - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. knee lift - 2 3. spinning toe hold - 2 4. camel clutch - 2 2. out of the ring (c) 5. scissors kick - 3 (ch H) 6. Millenium Bug - 3	1. PIN 9(6) 2. down - 3(lv) 3. down - 3 4. down - 3 5. down - 3 6. hurt - 2
Ropes - B Turnbuckle - B Ring - C Deathjump - C Disqualification - 7	Agility 0 Power +4 Cage 8

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