

Height: 6'3"
Weight: 240 lbs.
Aethra

Height: 6' 2"
Weight: 241 lbs.
Juneau, AK

BLUDGEON

BOREALIS

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. clubbing forearm - 1 2. neck snap - 2 3. rear chinlock - 2 (ch A) 4. into the turnbuckle 5. hurricanrana - 2 (ag) 6. short-arm clothesline - 3	1. BLUDGEON - 1 2. dazed - 1 3. BLUDGEON - 2 4. BLUDGEON - 2 5. dazed - 1 (tag) 6. BLUDGEON - 1	1. single-leg trip - 1 2. into the turnbuckle 3. step-over toehold - 2 4. head scissors - 2 5. suplex - 2 6. piledriver - 3 (ch D)	1. BOREALIS - 2 2. dazed - 1 3. dazed - 1 (tag) 4. dazed - 1 5. dazed - 1 (tag) 6. BOREALIS - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. snap mare - 1 2. swinging neckbreaker - 2 3. hangman's clothesline - 2 4. spinebuster - 3 5. Aethran piledriver - 3 6. sleeper hold - 3 (ch E)	1. hurt - 2 2. BLUDGEON - 2 3. hurt - 2 4. dazed - 1 5. BLUDGEON - 1 6. hurt - 2 (tag)	1. snap mare - 1 2. side headlock - 2 (ch A) 3. body slam - 2 4. bear hug - 3 5. knee drop on thigh - 3 6. power slam - 3	1. dazed - 1 2. dazed - 1 3. BOREALIS - 1 4. hurt - 2 5. BOREALIS - 2 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. mat slam - 2 2. deathjump (c) 3. out of the ring 4. ddt - 3 5. straightjacket belly-to-back suplex - 3 6. WRECKING BALL (+5)	1. down - 3 (tag) 2. hurt - 2 3. hurt - 2 4. hurt - 2 5. down - 3 (lv) 6. PIN 6(3)	1. rolling neckbreaker - 2 2. deathjump (c) 3. out of the ring (c) 4. waistlock suplex - 3 5. elbow drop on knee - 3 6. RAINBOW (+4)	1. down - 3 2. PIN 6(3) 3. hurt - 2 4. down - 3 (lv) 5. down - 3 (tag) 6. down - 3
Ropes - B Turnbuckle - A Ring - A Deathjump - B Disqualification - 6	Agility 0 Power -5 Cage 5	Ropes - B Turnbuckle - C Ring - B Deathjump - C Disqualification - 5	Agility +1 Power -2 Cage 2
(c), Filsinger Games		(c), Filsinger Games	

Height: 6'1"
Weight: 296 lbs.
Aethra

Height: 6'2"
Weight: 244 lbs.
Parts Unknown

BYRN

CARNAGE

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. gut punch - 1 2. throat choke - 1 3. forearm to back - 2 (ch A) 4. turnbuckle smash - 2 5. into the turnbuckle 6. foreign object - 3	1. dazed - 1 (tag) 2. BYRN - 1 3. dazed - 1 4. dazed - 1 (tag) 5. hurt - 2 6. BYRN - 1	1. side headlock - 1 2. snap mare - 1 3. into the turnbuckle 4. neck stretch - 2 5. rope choke - 2 6. neckbreaker - 3	1. dazed - 1 (tag) 2. CARNAGE - 1 3. CARNAGE - 2 4. dazed - 1 (tag) 5. dazed - 1 (tag) 6. hurt - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. fist drop - 2 (ag) 2. kick to ribs - 2 3. body slam - 2 4. short-arm clothesline - 3 5. backbreaker - 3 6. heart punch - 3 Add 1	1. hurt - 2 2. dazed - 1 3. BYRN - 1 4. BYRN - 2 5. hurt - 2 (tag) 6. dazed - 1	1. suplex - 2 (ch A) 2. reverse chinlock - 2 3. head scissors - 2 4. piledriver - 3 (ch D) 5. superplex - 3 6. clothesline - 3	1. hurt - 2 (tag) 2. dazed - 1 3. dazed - 1 4. hurt - 2 (tag) 5. CARNAGE - 1 6. hurt - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. back rake - 2 2. double stomp to back - 3 (ch H) 3. out of the ring (c) 4. out of the ring 5. Aethran Piledriver - 3 6. FEEL THE BURN (ROLL) dq/inj./susp.	1. hurt - 2 2. PIN 5(2) 3. down - 3 4. down - 3 (tag) 5. down - 3 (lv) 6. hurt - 2	1. brainbuster - 2 2. deathjump (c) 3. out of the ring 4. ddt - 3 5. power bomb - 3 6. HEAD KNOCKER (+3)	1. hurt - 2 2. PIN 4(1) 3. down - 3 (lv) 4. hurt - 2 5. down - 3 6. down - 3 (tag)
Ropes - B Turnbuckle - B Ring - C Deathjump - C Disqualification - 7	Agility 0 Power -3 Cage 2	Ropes - B Turnbuckle - A Ring - B Deathjump - C Disqualification - 6	Agility +2 Power -3 Cage 2
FEEL THE BURN -- Regardless of whether or not the opponent is pinned, roll 3 dice after the match's conclusion for injury length. Roll on commissioner's card for suspension.		(c), Filsinger Games	
(c), Filsinger Games		(c), Filsinger Games	