

Height: 6'3"
Weight: 256 lbs.
Montreal, Canada

Height: 5' 8"
Weight: 240 lbs.
Titan, Saturn

COLD-BLOODED

COMET

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. roundhouse punch - 1 2. side headlock takeover - 2 3. into the turnbuckle 4. suplex - 2 5. back elbow smash - 2 6. clothesline - 3 (pw)	1. dazed - 1 2. dazed - 1 (tag) 3. COLD-BLOODED - 1 4. COLD-BLOODED - 1 5. dazed - 1 (tag) 6. COLD-BLOODED - 2	1. hammerlock - 1 2. arm twister - 1 3. choke hold - 2 4. chinlock - 2 (ch A) 5. into the turnbuckle 6. Galactic Spinal Tap - 3 (ag)	1. hurt - 2 2. COMET - 1 3. dazed - 1 (tag) 4. dazed - 1 (tag) 5. dazed - 1 (tag) 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. open hand chop - 1 (ag) 2. fist drop - 2 3. head butt - 2 (ch A) 4. standing dropkick - 3 5. flying forearm - 3 6. reverse Russian leg sweep - 3	1. dazed - 1 2. COLD-BLOODED - 2 3. hurt - 2 4. hurt - 2 (tag) 5. COLD-BLOODED - 2 6. dazed - 1	1. top wristlock - 2 (pw) 2. atomic drop - 2 3. body slam - 2 4. stomach punch - 2 5. backbreaker - 3 6. sleeper hold - 3	1. dazed - 1 2. COMET - 1 3. hurt - 2 (tag) 4. COMET - 2 5. hurt - 2 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. backbreaker - 2 2. spinning heel kick - 3 (ch H) 3. out of the ring (c) 4. out of the ring 5. tilt-a-whirl backbreaker - 3 6. ICE COLD DRIVER (+4)	1. down - 3 (tag)(lv) 2. hurt - 2 3. hurt - 2 4. hurt - 2 5. PIN 4(1) 6. down - 3	1. piledriver - 3 (ch G) 2. out of the ring (c) 3. out of the ring (c) 4. shoulder breaker - 3 5. power slam - 3 6. INTERSTELLAR SPINAL TAP (+2)	1. down - 3 2. hurt - 2 3. down - 3 (tag) 4. hurt - 2 5. PIN 6(3) 6. down - 3 (lv)
Ropes - A Turnbuckle - B Ring - A Deathjump - B Disqualification - 5	Agility +1 Power -4 Cage 2	Ropes - C Turnbuckle - B Ring - B Deathjump - C Disqualification - 4	Agility +1 Power -4 Cage 4
(c), Filsinger Games		(c), Filsinger Games	

Height: 6'4"
Weight: 265 lbs.
NewChalisia

Height: 6'6"
Weight: 325 lbs.
"Dark Side of" Parts Unknown

COUNTER-STRIKE

DARK ANGEL

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. snap mare - 1 2. rear chinlock - 1 3. body slam - 2 4. clothesline - 2 (ch B) 5. hip toss - 2 6. backbreaker - 3	1. dazed - 1 (tag) 2. dazed - 1 (tag) 3. COUNTER-STRIKE - 1 4. COUNTER-STRIKE - 1 5. dazed - 1 (tag) 6. COUNTER-STRIKE - 2	1. slap to face - 1 2. into the turnbuckle 3. clothesline - 2 4. camel clutch - 2 5. dropkick - 3 (ag) 6. superkick to jaw - 3	1. DARK ANGEL - 2 2. dazed - 1 (tag) 3. hurt - 2 4. DARK ANGEL - 2 5. DARK ANGEL - 1 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. reverse knife-edge - 2 (pw) 2. into the ropes 3. back elbow smash - 2 4. gut wrench suplex - 3 (ch D) 5. leg drop - 3 6. driving knee lift - 3	1. COUNTER-STRIKE - 2 2. hurt - 2 3. hurt - 2 (tag) 4. hurt - 2 (tag) 5. COUNTER-STRIKE - 1 6. dazed - 1	1. chinlock - 2 2. punch to jaw - 2 (ch-A) 3. shoulder chop - 2 4. illegal choke hold - 2 5. piledriver - 3 (ch-F) 6. heart punch - 3	1. hurt - 2 2. hurt - 2 3. DARK ANGEL - 2 4. DARK ANGEL - 1 5. DARK ANGEL - 1 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. roundhouse kick - 2 2. deathjump (c) 3. missile dropkick - 3 4. power slam - 3 5. out of the ring (c) 6. CHALISIAN AXHANDLE (+2)	1. hurt - 2 2. down - 3 3. PIN 6(3) 4. down - 3 (tag) (lv) 5. hurt - 2 6. hurt - 2	1. body slam - 2 2. out of the ring (c) 3. deathjump 4. backbreaker - 3 5. elbow drop - 3 6. DETONATOR (ROLL)	1. hurt - 2 2. PIN 6(3) 3. hurt - 2 4. down - 3 (tag)(lv) 5. hurt - 2 6. hurt - 2
Ropes - A Turnbuckle - B Ring - A Deathjump - C Disqualification - 5	Agility +1 Power -3 Cage 2	Ropes - A Turnbuckle - B Ring - B Deathjump - A Disqualification - 5 DETONATOR--Roll 1 die: 1 or 2 = Opponent moves out of the way. Dark Angel rolls on Out Of The Ring chart 3 to 6 = Opponent rolls PIN + Finisher Rate	Agility -2 Power -1 Cage 4
(c), Filsinger Games		(c), Filsinger Games	