

Height: 7'0"  
Weight: 405 lbs.  
Tokyo, Japan

Height: 5'6"  
Weight: 233 lbs.  
Sanctus

## GODZILLA

## GOLDEN HAWK

| LEVEL 1 OFFENSE                                                                                                                                            | LEVEL 1 DEFENSE                                                                                             | LEVEL 1 OFFENSE                                                                                                                                            | LEVEL 1 DEFENSE                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| 1. side headlock - 1<br>2. front facelock - 1<br>3. open hand chop - 2<br>4. into the turnbuckle<br>5. hip toss - 2<br>6. Snapdragon Mare - 3 (ag)         | 1. GODZILLA - 2<br>2. GODZILLA - 1<br>3. dazed - 1<br>4. GODZILLA - 2<br>5. GODZILLA - 1<br>6. GODZILLA - 1 | 1. small package - 1<br>2. hip toss - 1<br>3. into the ropes<br>4. gut wrench - 2<br>5. elbow chop - 2<br>6. shoulder tackle - 2 (pw)                      | 1. dazed - 1 (tag)<br>2. dazed - 1<br>3. GOLDEN HAWK - 2<br>4. dazed - 1<br>5. dazed - 1 (tag)<br>6. GOLDEN HAWK - 1 |
| LEVEL 2 OFFENSE                                                                                                                                            | LEVEL 2 DEFENSE                                                                                             | LEVEL 2 OFFENSE                                                                                                                                            | LEVEL 2 DEFENSE                                                                                                      |
| 1. double boot scrape - 2<br>2. forearm smash - 2<br>3. head butt - 2<br>4. rope choke - 2 (ch A)<br>5. dragon screw leg whip - 3<br>6. Tokyo Stomp - 3    | 1. dazed - 1<br>2. GODZILLA - 1<br>3. hurt - 2<br>4. GODZILLA - 1<br>5. GODZILLA - 2<br>6. GODZILLA - 2     | 1. fireman's carry - 2 (ag)<br>2. flying head scissors - 2<br>3. into the turnbuckle (c)<br>4. dropkick - 2<br>5. head butt - 2<br>6. leg drop - 3 (ch D)  | 1. GOLDEN HAWK - 2<br>2. dazed - 1<br>3. hurt - 2 (tag)<br>4. GOLDEN HAWK - 2<br>5. down - 3<br>6. hurt - 2          |
| LEVEL 3 OFFENSE                                                                                                                                            | LEVEL 3 DEFENSE                                                                                             | LEVEL 3 OFFENSE                                                                                                                                            | LEVEL 3 DEFENSE                                                                                                      |
| 1. out of the ring (c)<br>2. choke slam - 3 (ch H)<br>3. European uppecut - 3<br>4. Oriental Spike - 3<br>5. face claw - 3<br>6. SPITFIRE (ROLL) <b>DQ</b> | 1. PIN 4(1)<br>2. dazed - 1<br>3. hurt - 2<br>4. hurt - 2<br>5. down - 3 (lv)<br>6. hurt - 2                | 1. power slam - 2<br>2. double axhandle - 2<br>3. shoulder breaker - 2<br>4. cross-body block - 3 (ch H)<br>5. out of the ring (c)<br>6. airplane spin - 3 | 1. down - 3<br>2. down - 3 (tag)(lv)<br>3. down - 3<br>4. hurt - 2<br>5. down - 3<br>6. PIN 11(9)                    |
| Ropes - A<br>Turnbuckle - B<br>Ring - B<br>Deathjump - C<br>Disqualification - 7                                                                           | Agility +1<br>Power -5<br>Cage 1                                                                            | Ropes - C<br>Turnbuckle - C<br>Ring - C<br>Deathjump - C<br>Disqualification - 2                                                                           | Agility 0<br>Power 0<br>Cage 11                                                                                      |
| (c), Filsinger Games                                                                                                                                       |                                                                                                             | (c), Filsinger Games                                                                                                                                       |                                                                                                                      |

Height: 5'10"  
Weight: 234 lbs.  
Carillon

Height: 6'8"  
Weight: 315 lbs.  
Prague, Czechoslovakia

## HONORABLE GOLDEN KNIGHT

## GOLEM

| LEVEL 1 OFFENSE                                                                                                                                        | LEVEL 1 DEFENSE                                                                                                          | LEVEL 1 OFFENSE                                                                                                                                                         | LEVEL 1 DEFENSE                                                                                   |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| 1. arm drag - 1<br>2. arm bar - 2<br>3. shoulder tackle - 2 (ch B)<br>4. reverse knife-edge - 2<br>5. into the ropes<br>6. superplex - 3               | 1. dazed - 1<br>2. GOLDEN KNIGHT - 2<br>3. dazed - 1 (tag)<br>4. GOLDEN KNIGHT - 1<br>5. dazed - 1<br>6. dazed - 1 (tag) | 1. knife hand chop - 1<br>2. standing side headlock - 1<br>3. elbow drop - 2 (ag)<br>4. suplex - 2<br>5. clothesline - 2 (ch A)<br>6. bear hug - 3                      | 1. GOLEM - 2<br>2. GOLEM - 1<br>3. GOLEM - 2<br>4. dazed - 1<br>5. GOLEM - 1<br>6. GOLEM - 2      |
| LEVEL 2 OFFENSE                                                                                                                                        | LEVEL 2 DEFENSE                                                                                                          | LEVEL 2 OFFENSE                                                                                                                                                         | LEVEL 2 DEFENSE                                                                                   |
| 1. hammerlock - 2 (ch C)<br>2. dropkick - 2<br>3. cross body block - 2<br>4. flying dropkick - 3<br>5. power slam - 3<br>6. surfboard - 3              | 1. GOLDEN KNIGHT - 1<br>2. hurt - 2<br>3. hurt - 2<br>4. hurt - 2 (tag)<br>5. GOLDEN KNIGHT - 2<br>6. GOLDEN KNIGHT - 1  | 1. side headlock takeover - 2<br>2. rear chinlock - 2<br>3. abdominal stretch - 2<br>4. into the turnbuckle (c)<br>5. torture rack - 3<br>6. head butt - 3 <b>Add 1</b> | 1. dazed - 1<br>2. GOLEM - 1<br>3. hurt - 2 (tag)<br>4. GOLEM - 1<br>5. dazed - 1<br>6. GOLEM - 2 |
| LEVEL 3 OFFENSE                                                                                                                                        | LEVEL 3 DEFENSE                                                                                                          | LEVEL 3 OFFENSE                                                                                                                                                         | LEVEL 3 DEFENSE                                                                                   |
| 1. headlock - 2<br>2. full nelson - 3<br>3. out of the ring (c)<br>4. bulldog headlock - 3<br>5. deathjump (c)<br>6. BIG JOUST (ROLL)                  | 1. hurt - 2<br>2. down - 3<br>3. PIN 6(3)<br>4. down - 3 (tag)<br>5. down - 3<br>6. down - 3 (lv)                        | 1. vertical suplex - 3 (ch G)<br>2. body slam - 3<br>3. out of the ring (c)<br>4. out of the ring<br>5. short arm clothesline - 3<br>6. GUARDIAN OF THE STONE (+4)      | 1. PIN 4(1)<br>2. dazed - 1<br>3. GOLEM - 1<br>4. hurt - 2<br>5. hurt - 2<br>6. down - 3 (lv)     |
| Ropes - B<br>Turnbuckle - A<br>Ring - A<br>Deathjump - B<br>Disqualification - 4                                                                       | Agility 0<br>Power -1<br>Cage 1                                                                                          | Ropes - A<br>Turnbuckle - B<br>Ring - A<br>Deathjump - C<br>Disqualification - 5                                                                                        | Agility +3<br>Power -5<br>Cage 2                                                                  |
| BIG JOUST--Roll 1 die. 1= Honorable Golden Knight misses the dropkick. Opponent rolls on Level 3 Offense<br>2 to 6= Opponent rolls PIN + Finisher rate |                                                                                                                          | (c), Filsinger Games                                                                                                                                                    |                                                                                                   |
| (c), Filsinger Games                                                                                                                                   |                                                                                                                          | (c), Filsinger Games                                                                                                                                                    |                                                                                                   |