

Height: 6'8"
Weight: 307 lbs.
"Dark Side of" Parts Unknown

Height: 6' 1"
Weight: 250 lbs.
Aethra

GRIM REAPER

HAVIK

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. clubbing forearm - 1 2. wristlock - 1 3. reverse knife-edge - 2 (pw) 4. head stomp - 2 5. into the turnbuckle 6. reverse chinlock - 3	1. dazed - 1 (tag) 2. GRIM REAPER - 2 3. hurt - 2 4. GRIM REAPER - 2 5. dazed - 1 (tag) 6. dazed - 1 (tag)	1. arm stretch - 1 2. snap mare - 1 3. neck twist - 2 4. hammerlock - 2 5. head into turnbuckle - 2 6. heangman's clothesline - 3 (pw)	1. dazed - 1 (tag) 2. HAVIK - 1 3. dazed - 1 4. HAVIK - 2 5. dazed - 1 (tag) 6. HAVIK - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. choke using ropes - 2 2. choke hold - 2 (ch A) 3. body slam - 2 4. power slam - 3 5. sleeper hold - 3 6. neckbreaker - 3	1. GRIM REAPER - 1 2. hurt - 2 3. hurt - 2 (tag) 4. hurt - 2 5. dazed - 1 6. hurt - 2 (tag)	1. forearm uppercut - 2 2. body slam - 2 3. into the ropes (c) 4. into the turnbuckle 5. swinging neckbreaker - 3 6. backbreaker - 3	1. HAVIK - 1 2. hurt - 2 (tag) 3. hurt - 2 4. dazed - 1 5. hurt - 2 (tag) 6. HAVIK - 2
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. face slam - 2 2. heart punch - 3 (ch H) 3. out of the ring (c) 4. out of the ring (c) 5. superplex - 3 6. DEATH SICKLE (+4)	1. PIN 6(3) 2. hurt - 2 3. down - 3 (lv) 4. down - 3 (tag) 5. hurt - 2 6. down - 3	1. side slam - 3 (ch H) 2. out of the ring (c) 3. power bomb - 3 4. choke slam - 3 5. Fujiwara armbar - 3 6. AETHRAN PILEDRIVER (+3)	1. PIN 6(3) 2. down - 3 (lv) 3. hurt - 2 4. hurt - 2 5. hurt - 2 6. hurt - 2
Ropes - C Turnbuckle - B Ring - B Deathjump - A Disqualification - 4	Agility -1 Power -4 Cage 5	Ropes - B Turnbuckle - A Ring - B Deathjump - B Disqualification - 5	Agility 0 Power -2 Cage 5
REV. MORTIMER "MORTY" SHAHN DISTRACTOR RATE--6			
(c), Filsinger Games		(c), Filsinger Games	

Height: 6'6"
Weight: 290 lbs.
Parts Unknown

Height: 6'5"
Weight: 263 lbs.
Chicago, IL

HERCULES ADONIS

ICEBYRG

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. headlock - 1 2. snap mare - 1 3. knee to back - 2 4. into the turnbuckle 5. body slam - 2 6. kick to ribs - 3 (ag)	1. HERCULES ADONIS - 1 2. HERCULES ADONIS - 1 3. HERCULES ADONIS - 2 4. HERCULES ADONIS - 1 5. HERCULES ADONIS - 2 6. dazed - 1 (tag)	1. forearm to head - 1 2. side headlock - 1 3. punch to head - 2 4. knee to midsection - 2 (ag) 5. into the turnbuckle 6. power slam - 3 (pw)	1. ICEBYRG - 1 2. ICEBYRG - 1 3. dazed - 1 4. dazed - 1 5. ICEBYRG - 2 6. ICEBYRG - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. clothesline - 2 (ch A) 2. choke hold - 2 3. elbow drop - 2 4. backbreaker - 3 5. suplex - 3 (ch D) 6. power slam - 3	1. hurt - 2 2. hurt - 2 (tag) 3. HERCULES ADONIS - 2 4. HERCULES ADONIS - 2 5. dazed - 1 6. dazed - 1	1. suplex - 2 2. into the ropes (c) 3. head butt - 2 4. savatte kick - 2 5. superplex - 3 (ch D) 6. jackhammer - 3	1. dazed - 1 2. hurt - 2 3. ICEBYRG - 2 4. ICEBYRG - 1 5. hurt - 2 (tag) 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. press slam - 2 2. out of the ring (c) 3. deathjump (c) 4. spinebuster - 3 5. human torture rack - 3 6. SPINE SMASHER (+6) dq	1. down -3 (tag)(lv) 2. hurt -2 3. hurt - 2 4. hurt - 2 5. hurt - 2 6. PIN 4(1)	1. lariat - 2 2. press slam - 3 (ch G) 3. shoulder breaker - 3 4. out of the ring (c) 5. spear tackle - 3 6. ICE CAP (+4)	1. down - 3 (lv) 2. hurt - 2 3. hurt - 2 4. down - 3 5. hurt - 2 6. PIN 4(1)
Ropes - A Turnbuckle - B Ring - A Deathjump - B Disqualification - 6	Agility 0 Power -5 Cage 1	Ropes - B Turnbuckle - B Ring - A Deathjump - C Disqualification - 5	Agility 0 Power -4 Cage 3
(c), Filsinger Games		(c), Filsinger Games	