



AFTERSHOCK

Height: 6'3"
Weight: 253 lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. fireman's carry - 1
2. drop toe hold - 1
3. grinding headlock - 2 (pw)
4. shoulder block - 2 (pw)
5. short-arm clothesline - 2
6. into the turnbuckle

LEVEL 2 OFFENSE

1. eye gouge - 2 (ag)
2. forearm smash - 2
3. Aethran uppercut - 2
4. repeated headbutts - 2 (ch A)
5. headlock suplex - 3
6. Aethran Grind - 3

LEVEL 3 OFFENSE

1. top rope clothesline - 3 (ch G)
2. out of the ring (c)
3. out of the ring (c)
4. Aethran Drop - 3
5. Aethran Press Slam - 3
6. TECTONIC BREAK (+3)

LEVEL 1 DEFENSE

1. AFTERSHOCK - 2
2. dazed - 1
3. dazed - 1
4. AFTERSHOCK - 2
5. dazed - 1 (tag)
6. AFTERSHOCK - 1

LEVEL 2 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. AFTERSHOCK - 1
5. AFTERSHOCK - 1
6. hurt - 2

LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. PIN 5 (2)
4. hurt - 2
5. down - 3 (lv)
6. down - 3

Ropes - C
Turnbuckle - B
Ring - B
Deathjump - B
Disqualification - 5

Agility
Power
Cage

+3
-3
4



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AETHRAN TASKMASTER

AAW: Allegiance 2125

Distractor Rating: 7

SUSPENSIONS (roll 2 dice)

Roll Result

- 2 - 8 "Toughen up! This! Is! Aethra!" - No action taken.
- 7 - 10 "I'll take care of it. In the meantime, man-up." - Roll one die and divide by two to see how long the suspension will last.
- 11 - 12 "Although it seemed deplorable, the fans loved it." - Roll one die to see how long the suspension will last.

TITLE SHOTS (roll 2 dice)

Roll here when a wrestler feels they are in line for a title shot.

Roll Result

- 2 - 7 No title match granted.
- 8 Fight the number one contender in a regular match for a title shot.
- 9 Fight the number one contender in a special match for a title shot.
- 10 - 11 Fight the champion in a special match for a title shot.
- 12 Title match granted.

SPECIAL MATCHES (roll 2 dice)

Roll Result

- 2 - Aethran Death Match
- 3 - Aethran Slave-Master Match
- 4 - Marathon Match
- 5 - Disqualification Match
- 6 - Blood Match
- 7 - Iron Maiden Match
- 8 - Aethran Barbed-Wire Hell-Fire Bat Match
- 9 - Aethran Ropes of Hell-Fire Match
- 10 - Warrior's Circle of Destruction Match
- 11 - Aethran Blood Dome Match
- 12 - Aethran Ultimate Hell-Chamber of Horrors Match



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BERSERK

Height: 6'11 1/2"
Weight: 371lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. Aethran chest slaps - 1
2. grinding headlock - 1
3. shoulder block - 2 (pw)
4. shoulder breaker - 2 (ag) Add to pw
5. into the turnbuckle
6. Revolutionary Spear - 3 (pw)

LEVEL 2 OFFENSE

1. repeated knees to stomach - 2
2. bone crusher - 2 Add to pw
3. full nelson quake - 2 (ch A)
4. head stomps - 2 **Berserk Bashing** - 3
5. Aethra Coup Cannon - 3
6. Homicidal Instincts - 3

LEVEL 3 OFFENSE

1. Aethran Supremacy - 3 (ch G)
2. out of the ring (c)
3. out of the ring (c)
4. Decapitator - 3 Add 1 **BATTLECRY** (+1)
5. AETHRAN CONQUEST (+1)
6. AETHRAN CONQUEST (+1)

LEVEL 1 DEFENSE

1. BERSERK - 2
2. dazed - 1
3. BERSERK - 2
4. BERSERK - 1
5. BERSERK - 1
6. BERSERK - 1

LEVEL 2 DEFENSE

1. BERSERK - 1
2. BERSERK - 1
3. hurt - 2* **BERSERK - 2**
4. hurt - 2*
5. hurt - 2*
6. dazed - 1

LEVEL 3 DEFENSE

1. down - 3
2. PIN 6 (3) **PIN 4** (1)
3. down - 3 (lv)
4. hurt - 2 **dazed** - 1
5. hurt - 2*
6. hurt - 2

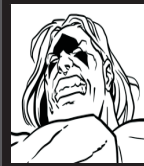
Ropes - C B
Turnbuckle - B A
Ring - B A
Deathjump - B A
Disqualification - 5 7

Agility +1 -1
Power -2 -4
Cage 5 2



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*Roll Rage. After each roll, subtract one number from RAGE. Berserk does not enter into a rage. Until only a 1 remains.
1 - 5: Berserk does not enter into a rage: Play as normal.
6: Berserk enters his rage: Keep Fatigue and use bold stats.



AGONY

Height: 6'7"
Weight: 292 lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. stare down - 1
2. violent shoving match - 1
3. headbutt - 2
4. Aethran Legsweep - 2 (ag)
5. Aethran Uppercut - 2 (pw)
6. fireman's carry gut buster - 3 Add 1

LEVEL 2 OFFENSE

1. running shoulder breaker - 2 Add to pw
2. into the ropes (c)
3. into the turnbuckle (c)
4. snake eyes - 2 (ch F)
5. Aethranbomb - 3
6. running jackhammer - 3 Add 1

LEVEL 3 OFFENSE

1. fingers stomp - 2
2. choke-out with foot - 3 (ch G)
3. out of the ring
4. Woe is You - 3 Add 1
5. Splitting Headache - 3 Add 1
6. Edge of Agony - 3 Add 2

LEVEL 1 DEFENSE

1. AGONY - 2
2. AGONY - 2
3. dazed - 1 (tag)
4. dazed - 1
5. dazed - 1
6. dazed - 1

LEVEL 2 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. hurt - 2 (tag)
5. AGONY - 1
6. AGONY - 2

LEVEL 3 DEFENSE

1. PIN 6 (3)
2. down - 3 (lv)
3. down - 3
4. hurt - 2
5. hurt - 2
6. hurt - 2

Ropes - C
Turnbuckle - B
Ring - A
Deathjump - C
Disqualification - 6

Agility 0
Power -3
Cage 3



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AETHRAN TASKMASTER

AAW: Allegiance 2125

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AFTERSHOCK

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AGONY

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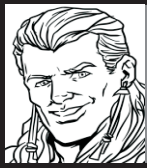
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BERSERK

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CURT FREEMAN

Height: 6'3"
Weight: 233 lbs.
Unknown

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. headlock takedown - 1
2. chest slap - 1
3. catapult forearm - 2
4. snapmare - 2 (ag)
5. side leg sweep - 2 (pw)
6. into the ropes

LEVEL 2 OFFENSE

1. leg whip - 2 (pw)
2. dropkick - 2
3. rolling neckbreaker - 2 (ch B)
4. floatover DDT - 2 (ch C)
5. Posing Punk Piledriver - 3
6. top rope super kick - 3

LEVEL 3 OFFENSE

1. color commentary - 2
2. deathjump (c)
3. out of the ring (c)
4. Pulverizer - 3
5. Freeman Flyer Miles - 3 Add 1
6. DRAGON DRIVER (+1)

LEVEL 1 DEFENSE

1. CURT FREEMAN - 2
2. CURT FREEMAN - 1
3. hurt - 2
4. dazed - 1
5. dazed - 1
6. CURT FREEMAN - 1

LEVEL 2 DEFENSE

1. CURT FREEMAN - 1
2. down - 3
3. hurt - 2
4. hurt - 2
5. hurt - 2
6. CURT FREEMAN - 2

LEVEL 3 DEFENSE

1. down - 3 (lv)
2. PIN 7 (4)
3. down - 3
4. down - 3
5. hurt - 2
6. hurt - 2

Ropes - A
Turnbuckle - B
Ring - C
Deathjump - B
Disqualification - 3

Agility 0
Power +1
Cage 4



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CETUS SON

Height: 6'2"
Weight: 252 lbs.
Cetus

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. arm bar - 1
2. hammerlock - 1
3. springboard neckbreaker - 2 (ag)
4. drop kick - 2 (ag)
5. scoop slam - 2 (pw)
6. into the ropes

LEVEL 2 OFFENSE

1. arm drag - 1
2. uppercut chop - 2
3. into the turnbuckle (c)
4. running DDT - 2 (ch C)
5. Cetus Kick - 3
6. Tomahawk Thrust - 3

LEVEL 3 OFFENSE

1. Flyby Scalping - 3 (ch H)
2. out of the ring (c)
3. kneebar - 3
4. Cosmic War Dance - 3 Add 1
5. SPIRIT LOCK (+1)
6. WARRIOR'S END (+2)

LEVEL 1 DEFENSE

1. dazed - 1
2. CETUS SON - 2
3. dazed - 1
4. CETUS SON - 1
5. dazed - 1 (tag)
6. dazed - 1 (tag)

LEVEL 2 DEFENSE

1. hurt - 2
2. CETUS SON - 2
3. hurt - 2
4. hurt - 2 (tag)
5. CETUS SON - 1
6. hurt - 2

LEVEL 3 DEFENSE

1. PIN 5 (2)
2. down - 3 (lv)
3. hurt - 2
4. down - 3
5. hurt - 2
6. hurt - 2

Ropes - B
Turnbuckle - B
Ring - B
Deathjump - B
Disqualification - 4

Agility -2
Power -1
Cage 2



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DRAGOTH

Height: 6'9"
Weight: 383 lbs.
Andromeda 13

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. shoving match - 1
2. hip toss - 1
3. rib buster - 2 (pw)
4. flying headbutt - 2 (ag)
5. running big boot - 2
6. into the turnbuckle

LEVEL 2 OFFENSE

1. atomic drop - 2 (pw)
2. triple chop clothesline - 2
3. into the ropes (c)
4. choke with tail - 2 (ch F)
5. one-armed body slam - 3
6. piledriver - 3

LEVEL 3 OFFENSE

1. falling headbutt - 3 (ch G)
2. out of the ring (c)
3. tail drop - 3
4. running knee drop - 3
5. swooping knee drop - 3
6. BLAZING GLORY (+3)

LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. dazed - 1
3. dazed - 1
4. DRAGOTH - 2
5. DRAGOTH - 1
6. DRAGOTH - 1

LEVEL 2 DEFENSE

1. DRAGOTH - 1
2. DRAGOTH - 2
3. dazed - 1
4. hurt - 2
5. hurt - 2
6. hurt - 2

LEVEL 3 DEFENSE

1. down - 3 (lv)
2. PIN 5 (2)*
3. hurt - 2
4. down - 3
5. hurt - 2
6. hurt - 2

Ropes - B
Turnbuckle - A
Ring - A
Deathjump - B
Disqualification - 6

Agility +4
Power -4
Cage 2



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Hardness 2: Dragoth has Hardness 2.
He ignores the first two Add1/Fatigue gained each match.



DEVASTATOR

Height: 6'3"
Weight: 287 lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. stare down - 1
2. collar elbow tie up - 1
3. test of strength - 2 (pw)
4. side suplex - 2 (pw)
5. into the turnbuckle
6. Pride of Aethra - 3 Add 1

LEVEL 2 OFFENSE

1. throat chop - 2 (ag)
2. choke on ropes - 2
3. face smash - 2 (ch A)
4. spinning back breaker - 2
5. inverted DDT - 3
6. Aethran Crippleplex - 3

LEVEL 3 OFFENSE

1. Aethran Face Wrecker - 3 (ch G)
2. out of the ring (c)
3. out of the ring (c)
4. Aethran Face Crusher - 3
5. Aethran Devastation - 3 Add 1
6. IRREPARABLE DAMAGE (+4)

LEVEL 1 DEFENSE

1. DEVASTATOR - 2
2. DEVASTATOR - 1
3. dazed - 1
4. dazed - 1 (tag)*
5. DEVASTATOR - 2
6. DEVASTATOR - 1

LEVEL 2 DEFENSE

1. hurt - 2
2. DEVASTATOR - 2
3. DEVASTATOR - 1
4. dazed - 1
5. hurt - 2 (tag)*
6. DEVASTATOR - 1

LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. PIN 6 (3)
5. down - 3 (lv)
6. hurt - 2

Ropes - B
Turnbuckle - A
Ring - A
Deathjump - B
Disqualification - 6

Agility +2
Power -5
Cage 2



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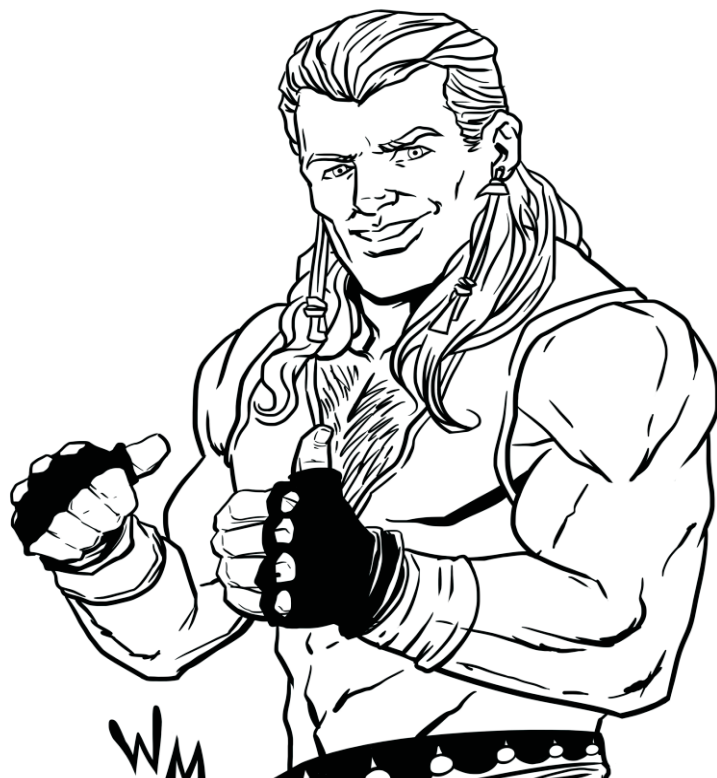
***Tag Efficiency 1:** When attempting to tag his partner, the chance to tag is increased by 1 number.



CETUS SON

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CURT FREEMAN

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DEVASTATOR

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DRAGOTH

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SLYTHER

Height: 6'3"
Weight: 232 lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. arm wrench - 1
2. hammerlock - 1
3. springboard crossbody - 2 (ag)
4. bulldog - 2 (ag)
5. tilt-a-whirl backbreaker - 2 (pw)
6. into the ropes

LEVEL 2 OFFENSE

1. belly-to-back suplex - 2 (pw)
2. falling clothesline - 2
3. underhook backbreaker - 2
4. springboard clothesline - 2 (ch B)
5. running enzuigiri - 3
6. Slytherplex - 3

LEVEL 3 OFFENSE

1. side suplex slam - 3 (ch E)
2. deathjump (c)
3. out of the ring (c)
4. Playing With Prey - 3
5. Clampdown - 3
6. VENOM-VICE (+2)

LEVEL 1 DEFENSE

1. dazed - 1 (tag)
2. dazed - 1 (tag)
3. SLYTHER - 1
4. SLYTHER - 2
5. dazed - 1
6. dazed - 1

LEVEL 2 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. SLYTHER - 2
5. hurt - 2 (tag)
6. hurt - 2

LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. down - 3
5. down - 3 (lv)
6. PIN 5 (2)

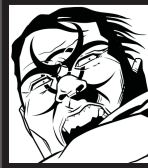
Ropes - A
Turnbuckle - B
Ring - B
Deathjump - A
Disqualification - 5

Agility
Power
Cage

-3
+4
2



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PANDEMIC

Height: 6'4"
Weight: 275 lbs.
Aethra

AAW: Allegiance 2125

LEVEL 1 OFFENSE

1. eye rake - 1
2. drop toe hold - 1
3. drop kick - 2 (ag)
4. snapmare - 2 (ag)
5. into the turnbuckle
6. double sledgehammer - 3 (pw)

LEVEL 2 OFFENSE

1. chinlock and punches - 2 (pw)
2. backbreaker - 2 Add to pw
3. into the ropes (c)
4. short arm clothesline - 2 (ch F)
5. running bulldog - 3
6. spinning vertical DDT - 3

LEVEL 3 OFFENSE

1. trapping splashes - 3 (ch G)
2. out of the ring (c)
3. walk on opponent's chest/salute - 3
4. forward Aethran leg sweep - 3
5. Sickness Rising - 3 Add 1
6. MAIM MACHINE (roll) tag/inj*

LEVEL 1 DEFENSE

1. dazed - 1
2. dazed - 1
3. hurt - 2
4. dazed - 1 (tag)
5. PANDEMIC - 2
6. PANDEMIC - 2

LEVEL 2 DEFENSE

1. PANDEMIC - 2
2. hurt - 2 (tag)
3. PANDEMIC - 1
4. hurt - 2
5. hurt - 2
6. dazed - 1

LEVEL 3 DEFENSE

1. hurt - 2
2. hurt - 2
3. hurt - 2
4. down - 3 (tag)
5. PIN 6 (3)
6. down - 3 (lv)

Ropes - B
Turnbuckle - A
Ring - A
Deathjump - B
Disqualification - 6

Agility
Power
Cage

-1
-3
3

*1 - 2 = Miss. Opponent rolls on Level 2 Offense.
3 - 6 = Hit. Opponent rolls pin against number rolled.
In singles matches substitute with:
UNCURABLE (+3)



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AAW P2 CHAMPION

AAW: Allegiance 2125

Being a champion in the AAW has its advantages. When the P2 Champion faces any non-champions in an event, be sure to use the following (optional) rules.

- Lower the P2 Champion's Agility and Power rating by -1.
- The P2 Champion rolls once on the following chart:

P2 CHAMPION ADVANTAGE (roll 2 dice)

- | Roll | Result |
|------|---|
| 2 | Resiliency 2 (1). |
| 3 | Resiliency 3 (2). |
| 4 | Hardness 1. |
| 5 | Hardness 2. |
| 6 | Lower Pin or Cage rating by 1. |
| 7 | Lower Pin or Cage rating by 2. |
| 8 | Lower Agility and Power rating an additional -1. |
| 9 | Opponent starts with 1 Fatigue. |
| 10 | Opponent starts with 2 Fatigue. |
| 11 | Choose an advantage on this chart. |
| 12 | Roll for two powers on this chart. (If rolled more than once substitute with: "Choose an advantage on this chart.") |

Hardness 1: This wrestler has Hardness 1. He ignores the first Add 1/Fatigue gained each match.

Hardness 2: This wrestler has Hardness 2. He ignores the first two Add 1/Fatigue gained each match.

Resiliency 2 (1): This wrestler has Resiliency 2 (1). If he collects 2 or more Fatigue Tokens and kicks out of a pinning attempt, immediately remove 1 Fatigue from him. This may only be performed once per match.

Resiliency 3 (2): This wrestler has Resiliency 3 (2). If he collects 3 or more Fatigue Tokens and kicks out of a pinning attempt, immediately remove 2 Fatigue from him. This may only be performed once per match.



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AAW TAG TEAM CHAMPIONS

AAW: Allegiance 2125

Being a champion in the AAW has its advantages. When the Tag Team Champions faces any non-champions in an event, be sure to use the following (optional) rules.

- Lower each of the Tag Team Champions' Agility and Power rating by -1.
- Each tag champion rolls once on the chart:

TAG CHAMPION ADVANTAGE (roll 2 dice)

- | Roll | Result |
|------|---|
| 2 | Resiliency 2 (1). |
| 3 | Hardness 2. |
| 4 | Lower Pin or Cage rating by 1. |
| 5 | Lower Pin or Cage rating by 2. |
| 6 | Lower Agility and Power rating an additional -1. |
| 7 | Opponent starts with 1 Fatigue. |
| 8 | Opponent starts with 2 Fatigue. |
| 9 | Tag Efficiency 1. |
| 10 | Tag Efficiency 2. |
| 11 | Choose an advantage on this chart. |
| 12 | Roll for two powers on this chart. (If rolled more than once substitute with: "Choose an advantage on this chart.") |

Tag Efficiency 1: When attempting to tag your partner while on Defense, your chance to tag is increased by 1 number. (Usually tags are successful on rolls of 6 and lower.)

Tag Efficiency 2: When attempting to tag your partner while on Defense, your chance to tag is increased by 2 numbers. (Usually tags are successful on rolls of 6 and lower.)



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PANDEMIC

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SLYTHER

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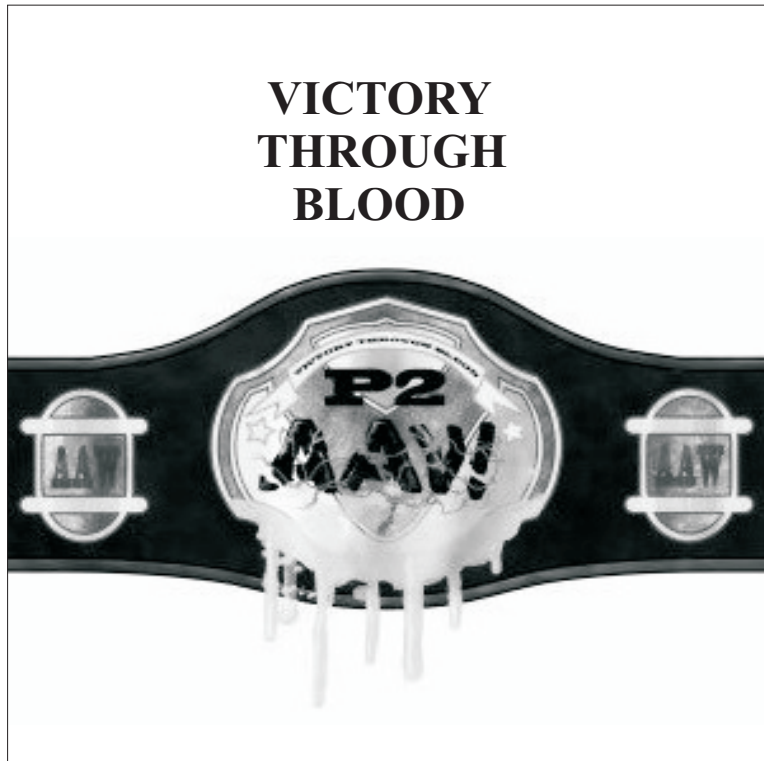


**VICTORY
THROUGH
ALLIANCE**

AAW TAG TEAM CHAMPIONS

AAW: Allegiance 2125

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**VICTORY
THROUGH
BLOOD**

AAW P2 CHAMPION

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