

# EXTREME COLOSSAL WRESTLING



CORE CONCEPTS AND DESIGN BY WILL HUNGERFORD AND LYLE LOWERY GAME DEVELOPMENT BY WILL HUNGERFORD

*"Good gawd, Old Danger Snake is beating him like a government Gorax! Bah Morrow, that warjack's got a family! Somebody stop the damn match!"*

Extreme Colossal Wrestling is a new game that allows you to play with your colossal and gargantuan models from WARMACHINE and HORDES in a fast-paced pro-wrestling match of epic proportions. Extreme Colossal Wrestling does not use any of the normal rules for WARMACHINE and HORDES.

The goal of Extreme Colossal Wrestling is to chop, body slam, suplex, and flaunt so hard that the enemy competitor stays down for a three-count pin. Technique, showmanship, and good old-fashioned violence are the key ingredients to victory in the squared circle. What are you waiting for? Grab your favorite huge-based badass, slap on some neon spandex, and get ready to beat down any fools who think they can go three minutes with you!

# GAME OVERVIEW

Extreme Colossal Wrestling (“the game”) is usually played between two players, each using a single huge-based colossal or gargantuan model from the WARMACHINE and HORDES lines as a wrestler. A game of Extreme Colossal Wrestling is played on a 30" × 30" table representing the ring.

The game is played across several game rounds, with each player taking a single turn each round.

The game uses six-sided dice to resolve all of the action, as well as tape measures to determine model movement and ranges. When moving a model or determining whether a model is in range of an effect or close enough to make an attack, measure from the model’s base. A model cannot move across another model’s base.

Players use an Action Point system to determine which maneuvers their model can perform each turn, as well as to determine which model goes first each round. Once a player has dealt enough damage to the enemy wrestler, it’s time to knock that opponent flat on its back and go for a pinfall victory!

The rules for the game are broken down into the following sections: **Starting the Game, Round Overview, Action Points & Initiative Bidding, Performing Maneuvers, Wrestlers, Match Types.**

## STARTING THE GAME

Each player begins the game by choosing a single model from those found in the Wrestlers section below. Once both players have chosen their model, they each roll a d6. The player who rolls highest chooses one of the table corners and places his or her model centered 6" directly away from that corner. The second player then places his or her own model centered 6" directly away from the opposite corner.

## ROUND OVERVIEW

Each round of the game proceeds as follows:

1. The players each gain 3 APs, up to a maximum of 10 APs in their pool. If this is the first round of the game, the players each receive 5 APs instead.
2. The players secretly bid any number of APs from their respective pools. The player who bids lowest as described above takes the first turn in the round.
3. Unbid APs are returned to each player’s pool.
4. The player taking the first turn spends APs to perform maneuvers using the APs the player bid.
5. The player taking the second turn spends APs to perform maneuvers using the APs the second player bid.
6. All APs that were bid but remain unspent are returned to each player’s pool.
7. The next game round begins.

## ACTION POINTS & INITIATIVE BIDDING

**Action Points (APs)**, the primary resource of the game, must be managed by players carefully each round.

At the start of each round except the first, each player gains 3 APs. At the start of the first round of the game, each player gains 5 APs. A player cannot have more than 10 APs at any time.

We recommend using glass beads or tokens to represent a player’s pool of APs.

After gaining APs at the start of each game round, both players secretly bid any number of APs currently in their pool. Players can even bid 0 APs if they choose to. The APs that players bid are the only APs they can use during their turn to perform maneuvers. Unbid APs are stored in their AP pools. Any APs that were bid but not spent to perform maneuvers during a player’s turn are returned to that player’s AP pool at the end of the round.

The player who bids the fewest APs at the start of each round takes the first turn in that round. If both players bid the same number of APs, the players each roll a d6, and the player who rolls highest takes the first turn.

When the players are bidding, it is recommended that they hide their hands below the table, place the number of AP tokens they wish to bid in a closed hand, and then hold their hands over the table. Both players then open their hands to simultaneously reveal their bids.

## PERFORMING MANEUVERS

Both players can spend APs to perform any of the maneuvers listed on the chart at the end of this section. Additionally, each wrestler has a selection of unique maneuvers that the player controlling that model can also choose to perform. Maneuvers are broken down into four categories: moves, attacks, pin attempts, and special maneuvers. **Each player can only perform each maneuver once per round.**

## BOOSTING DIE ROLLS

Each time players roll dice to perform or defend against an attack or Pin Attempt, or to perform a Flaunt maneuver, they can spend one of their bid APs to boost that roll by adding an additional die to the roll. Each roll can only be boosted once. For Pin Attempts, each stage of the three-count must be boosted separately. Move rolls cannot be boosted.

## MOVE MANEUVERS

Several maneuvers allow players to move either their own model or their opponent’s model. Whenever a maneuver calls for a model to be moved it will either specify the exact distance the model is moved, or indicate that a die roll is required. When dice are used to determine movement, roll the appropriate number of dice and add all of the results together, and that total indicates the distance the model can be moved.

If a maneuver states that it places a model in a given area, do not measure normal movement. Instead, place the model as indicated by that maneuver. If a maneuver would place a model off the table, it is placed in contact with the table edge instead. If a model is placed in such a way that it cannot physically fit (for example, being Suplexed on top of another model), simply displace any models that are under the model being placed. Displaced models should be moved the least possible distance that will physically allow the original model to be placed.

The table edges in the game are considered to be the ring ropes. *The ring ropes are electrified steel.*

Any model that comes in contact with a table edge due to an enemy maneuver moving or placing them loses 2 **Endurance (END)** in addition to any other END lost due to that maneuver. A model can only lose END in this manner once per maneuver.

*Example: Valerie spends 1 AP to have her wrestler, Old Danger Snake, perform the Jockey maneuver. The maneuver requires Valerie to roll dice equal to her wrestler's Speed (SPD) and to move the model a number of inches up to that distance. Old Danger Snake has a SPD of 3, so Valerie rolls three dice and her results are 4, 4, and 2. She can move Old Danger Snake up to 10", but she chooses to move him only 7" toward her opponent's wrestler, Macho Mammoth. Additionally, during this movement Valerie changes Old Danger Snake's facing, to ensure it can perform attack maneuvers against Macho Mammoth.*

*Example: John spends 1 AP to have his wrestler, Macho Mammoth, perform the Whip attack maneuver on Old Danger Snake. After he resolves the attack completely, the end result is that John can move his opponent's wrestler up to 15". John moves Old Danger Snake 7" into the ring ropes, causing it to lose 2 END, then moves it 8" back toward Macho Mammoth. John completes this movement by turning Old Danger Snake around so that Macho Mammoth is completely in Old Danger Snake's back arc, setting Macho Mammoth up to perform a devastating Suplex!*

## ATTACK MANEUVERS

The majority of maneuvers in the game are attacks that can whittle down the enemy wrestler's **END**, making it easier to pin. Attack maneuvers require that the defending model ("defender") be within 2" of the attacking model ("attacker") and also within the attacker's front arc.

*Note: When a maneuver references the term "opponent," it means the player controlling the model that was the target of the maneuver.*

A model has two arcs: front and back. The front arc is defined as the 180-degree arc in the direction the model's shoulders face, which is also marked on the model's base. The opposite 180-degree arc is the back arc. Attacks specify whether the

attacking model must be in the defending model's front arc, back arc, or either to perform an attack maneuver. This is indicated by the following icons:



The attacker must be completely within the defender's front arc, and not within the defender's back arc.



The attacker must be completely within the defender's back arc, and not within the defender's front arc.



The attacker can be in either of the defender's arcs.

An attack maneuver typically uses either a model's **Strength (STR)** or **Technical Skill (TECH)** for both attacker and defender. Some models' special rules may use other stats. The attacking player rolls a number of dice equal to the attacker's appropriate stat, and the opponent rolls a number of dice equal to the defending model's stat.

A die result of a 5 is a hit, and a result of a 6 is critical hit. Critical hits **EXPLODE**, meaning that not only is that die result considered a hit when resolving the maneuver, but the player also gets to roll an additional die for another chance to hit and another chance to **EXPLODE**. There is no limit to the number of times a player's dice can **EXPLODE** during a maneuver.

If the attacker scores more hits than the defender, the maneuver is a success, with results determined by the maneuver performed. On a successful attack, the difference between the attacker's hits and the defender's hits is referred to as the **Smash Down Value (SDV)**. Most successful attacks cause the defender to lose END equal to the attacker's SDV.

**A model's END can never drop below 1. If an attack would cause a defender to lose END and the model cannot due to the previously stated rule, then the attacking player instead adds 1 AP to his or her pool equal to the amount of END the defender would normally have lost.** Players should use dice or pen and paper to keep track of their model's current END.

If the defender scores *more* hits than the attacker, not only does the defender block the attack, but it can immediately perform a counter-maneuver. The defending player can spend any combination of bid and pool APs to execute the counter-maneuver. The defender performs the maneuver immediately, as if it were that model's turn and it were the attacker. Once the counter-maneuver is complete, the original attacker continues with its turn as normal. Counter-maneuvers cannot be counter-maneuvered in turn. Remember, a player can only perform each maneuver once per *round*.

*Example: Valerie spends 3 AP to have her wrestler, Old Danger Snake, perform the Body Slam maneuver. The maneuver requires Valerie to roll dice equal to her wrestler's TECH, against the defender's TECH. Old Danger Snake has a TECH of 5, while the defender has a TECH of 4. Valerie gets results of 3, 1, 5, 5, and 6, scoring two hits and a critical hit. She rolls another die for her critical hit, which is a 4. Valerie made a total of three hits. Her opponent, John, rolls four dice for his wrestler and gets 2, 3, 6, and 6, scoring two critical hits. He rolls two dice for his critical hits, which are a 2 and a 1. John has a total of two hits.*

*Valerie's maneuver is successful, since she rolled more hits than John. Her Smash Down Value (SDV) is equal to the difference between her total hits and John's, which in this case is 1. The Body Slam maneuver states that John's wrestler loses END equal to the attacker's SDV, so John notes that Macho Mammoth has lost 1 END. Additionally, Macho Mammoth is staggered by the Body Slam maneuver.*

*Example: Valerie spends 2 AP to have her wrestler perform the Strike maneuver. The maneuver requires Valerie to roll dice equal to her wrestler's STR against the defender's STR. Old Danger Snake has a STR of 3, while the defender has a STR of 4. Valerie rolls 3, 2, and 1, scoring no hits. Her opponent, John, rolls four dice for his wrestler and gets 3, 5, 5, and 5, scoring three hits.*

*Valerie's maneuver is not successful, since she did not roll more hits than John. Additionally, since John rolled more hits than Valerie, he can choose to spend AP out of his bid APs or his pool to immediately perform a counter-maneuver. John spends 1 AP to perform a Jockey maneuver in order to move Macho Mammoth out of the attack range of Old Danger Snake.*

Some attacks indicate that they **stagger** the defending model. This keyword is very important. An attacker can only perform a Pin Attempt maneuver against a staggered defender.

Additionally, some wrestlers' unique maneuvers can only be performed against a staggered defender. Once a model is staggered, it remains so until it performs a maneuver that removes the stagger effect.

## PIN ATTEMPT MANEUVERS

Pin Attempts are the path to victory, but they require a lot of hard work, taunting, and glistening hydraulics to pull off properly. To succeed in a Pin Attempt against a staggered defender, an attacker must win three consecutive rolls using either its STR or TECH (the attacking player chooses) against the defender's END in the same Pin Attempt maneuver. The attacker and defender each roll dice equal to their appropriate stat and compare their total hits. Similar to other attacking maneuvers, a die result of a 5 is a hit, and a result of a 6 is critical hit, which EXPLODES. The attacker wins each roll-off if they get more hits than the defender.

If the attacking player wins the first roll off, the player slams a hand down on the table, counts "One!" and immediately repeats the process. If the attacking player wins the second roll-off, the player counts "Two!" and immediately repeats the process. Finally, if the attacking player wins the third-roll off, that player counts "Three!" and wins the game. If the defending player ever wins one of the roll-offs, that means the defender has successfully kicked out of the Pin Attempt, which ends without the players making any further rolls.

Remember: Pin Attempts are attacks, which means the defender can perform a counter-maneuver after successfully kicking out if that model scored more hits than the attacker.

*Example: Valerie has really beat down John's wrestler, so she decides to go for the win! Valerie spends 2 AP to have her wrestler perform the Pin Attempt maneuver against the staggered defender. Since her wrestler's TECH is higher than its STR, Valerie chooses to use TECH for her rolls against the defender's END. Valerie rolls her TECH and scores three hits, while John rolls dice equal to his wrestler's END and only scores one hit. Valerie slams her hand on the table and yells "One!" Then Valerie rolls TECH again, scoring three hits, and John rolls END again, scoring no hits. Valerie slams her hand on the table and yells "Two!" Sensing the game is almost over, both Valerie and John spend 1 of their bid APs to boost the final roll of the Pin Attempt. Valerie rolls TECH + 1 since she boosted, and John rolls END + 1 since he boosted. Valerie scores two hits, but John also scores two hits, meaning that John's wrestler has kicked out—and the game continues! If John had rolled more than two hits, he would also have been able to perform a counter-maneuver.*

## SPECIAL MANEUVERS

There are other maneuvers that, unlike attacks, do not involve an opposed die roll. Instead, for these maneuvers, players spend AP to perform the maneuver and simply make an unopposed roll using the appropriate stat to determine their results.

One of the most common special maneuvers is the Flaunt maneuver. This display of showmanship can not only reinvigorate your wrestler but possibly demoralize your opponent as well! When performing the Flaunt maneuver, a player rolls dice equal to their model's **Showmanship (SHOW)** stat. Just as for attacks and Pin Attempts, a die result of a 5 is a hit, and a result of a 6 is critical hit, which EXPLODES.

The maximum number of hits a Flaunt maneuver can score is 3. For each hit scored, the player chooses one of the following effects but can only choose each effect once per Flaunt:

- The model performing the maneuver gains 1 END, up to its maximum starting value.
- The player gains +1 dice on all pin attempt rolls this round.
- If an opponent has 1 or more AP in his or her pool, the opponent loses 1 pool AP and the player making the maneuver adds 1 AP to his or her pool.

# BASIC MANEUVER CHART

MANUEVER	AP COST		RULES
JOCKEY	1 AP	MOVE	Roll [SPD]. Roll one die fewer if this model is staggered. Total the results. Move this model up to that many inches.
HUSTLE	2 AP	MOVE	Can only be performed if this model performed a Jockey this round. Roll [SPD]. Roll one die fewer if this model is staggered. Total the results. Move this model up to that many inches.
STRIKE	2 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV and is moved up to 2 x the attacker's SDV in inches in a straight line directly away from the attacker. The defending model's facing does not change.
CLOTHESLINE	2 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed if this model performed a Jockey this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
BODY SLAM	3 AP	 ATTACK	Attacker [TECH] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
SUPLEX	3 AP	 ATTACK	Attacker [TECH + 1] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is placed base-to-base (B2B) in the attacker's back arc by the attacking player. The attacking model can be turned to face the defending model afterward. The defending model's facing does not change.
WHIP	1 AP	 ATTACK	Attacker [STR or TECH] vs. defender [STR or TECH] The attacking player chooses which stat both players use, and it must be the same stat. If the attack is successful, the attacking player rolls a number of dice = the attacker's SDV and totals the results. The defender can then be moved up to that many inches. (Note: It does not have to be moved in a straight line, and its facing can be changed.)
PIN ATTEMPT	2 AP	 PIN ATTEMPT	Attacker [STR or TECH] vs. defender [END] Can only be performed against a staggered defender. The attacking player chooses which stat to use. See the Making Maneuvers section for an explanation of Pin Attempts.
FLAUNT	2 AP	SPECIAL	Roll [SHOW]. Choose one of the following effects per hit. Each effect can only occur once per Flaunt. <ul style="list-style-type: none"> <li>This model gains 1 [END] up to maximum starting value.</li> <li>Gain +1 die on all Pin Attempt rolls this round.</li> <li>If your opponent has 1 or more AP in his or her pool, the opponent loses 1 pool AP. Add 1 AP to your pool.</li> </ul>
SHAKE THE COBWEBS	2 AP	SPECIAL	Can only be performed if this model is staggered. This model is no longer staggered.

# MATCH TYPES

## SINGLES MATCH

The standard match type, the singles match is a one-on-one battle between two players, each controlling a single wrestler, with the winner determined by pinfall.

## FATAL FOUR-WAY MATCH

This match is a four-way free-for-all battle with four players, each controlling a single wrestler. The first player to score a pinfall against any opponent wins the match.

## TAG MATCH

This match is a team battle that is played by two players, each controlling two wrestlers. Only one wrestler from each team is deployed at the start of the game, and only one wrestler from each team can be in the ring during the game. The wrestler (tag partner) that is not currently in the ring is placed just outside of the 30" x 30" space, near the corner where its teammate began the game.

All wrestlers gain the following maneuvers in Tag Matches:

TAG MANUEVER	AP COST		RULES
TAG	2 AP	SPECIAL	Can only be performed if this model is completely within 10" of its starting corner. Replace this model with its tag partner model.
DOUBLE TEAM	2 AP	 ATTACK	Attacker [STR] + Tag Partner [STR] vs. Defender [STR] Can only be performed against a defender completely within 10" of this model's starting corner. If the attack is successful, the defender loses [END] = the attacker's SDV, and the AP cost of your opponent's next Tag maneuver this round doubles.

Remember, each *player* can perform each maneuver only once per round. This means if you Tag during your turn, you cannot perform maneuvers with the newly placed wrestler that were performed by the previous one this round.





## BLUE THUNDER STORMWALL

SPD 3

STR 4

Tech 4

SHOW 5

END 8

SIGNATURE MANUEVER	AP COST		RULES
POWER STRUT	1 AP	Special	Can only be performed if this model is staggered. This model is no longer staggered and gains +1 [SHOW] this round.
SHOULDER TACKLE	1 AP	ATTACK	Attacker [TECH + 2] vs. defender [STR] Can only be performed if this model performed a Hustle this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
AMPLITUDE ADJUSTMENT	3 AP	ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and your opponent loses a number of bid AP = the attacker's SDV.

## KOMMANDANT KRUSER CONQUEST

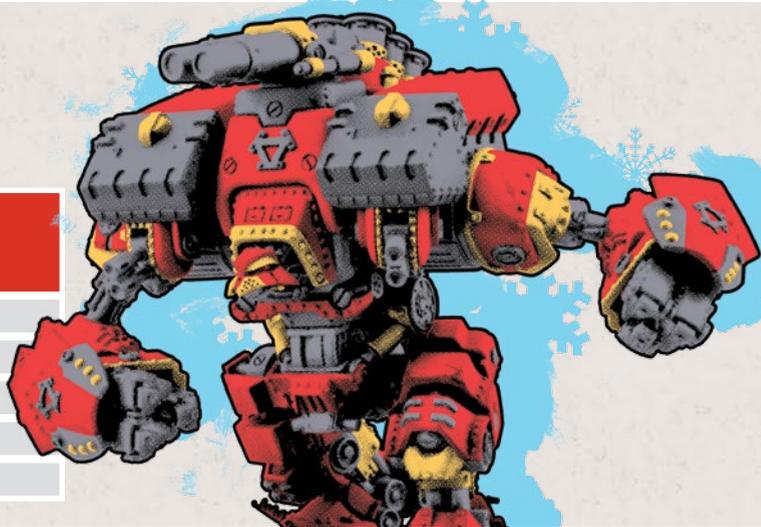
SPD 2

STR 6

Tech 2

SHOW 2

END 11



SIGNATURE MANUEVER	AP COST		RULES
INTIMIDATING FLEX	1 AP	Special	The next attack against this model this round costs an additional 1 AP
OVERHEAD PRESS	3 AP	ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and your opponent cannot EXPLODE on die rolls this round.
IMPERIAL SPINNING PILEDRIIVER	3 AP	ATTACK	Attacker [STR + 2] vs. defender rolls [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and your opponent cannot EXPLODE on die rolls this round. Your next Pin Attempt this round costs 0 AP

## OLD DANGER SNAKE

KRAKEN



SIGNATURE MANUEVER	AP COST		RULES
LEG SWEEP	1 AP	ATTACK	Attacker [TECH] vs. defender [TECH] If the attack is successful, your opponent doubles the AP cost of all Jockey and Hustle maneuvers this round.
WIND UP NOODLE PUNCH	X AP	ATTACK	Attacker [STR + X] vs. defender [STR] You must spend between 2–4 AP when performing this maneuver to determine X. If the attack is successful, the defender loses [END] = the attacker's SDV.
DARK DEPTHS DDT	3 AP	ATTACK	Attacker [TECH + 1] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and your opponent cannot perform a maneuver that would cause the defender to no longer be staggered this round AND next round.



## THE LAWBRINGER

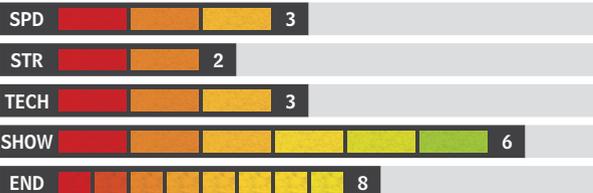
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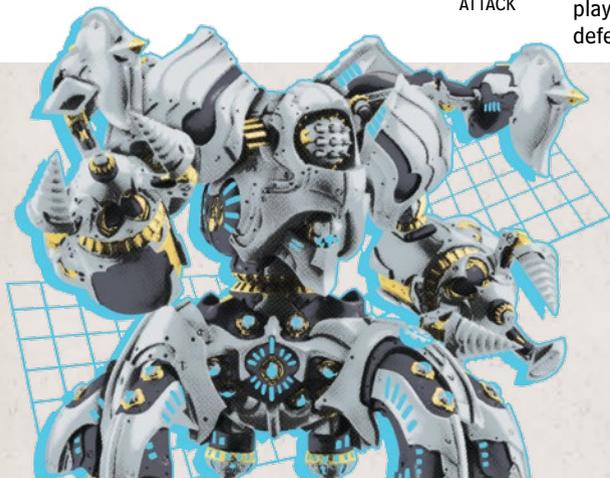
SIGNATURE MANUEVER	AP COST		RULES
FIERY INSULT	1 AP	Special	If this model successfully performs a Flaunt maneuver this round, your opponent immediately loses 1 bid AP and this model gains +1 [STR] this round.
SUL-PLEX	3 AP	ATTACK	Attacker [TECH + 1] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is placed B2B in the attacker's back arc by the attacking player. The attacker can be turned to face the defender afterward. The defender's facing does not change.
PHOENIX SPLASH	3 AP	PIN ATTEMPT	Attacker [STR + TECH] vs. defender [END] Can only be performed against a staggered defender with [END] 1.

## BIG BAD LASER DADDY

HYPERION



SIGNATURE MANUEVER	AP COST		RULES
LIGHT SHOW	2 AP	<b>FLAUNT</b>	<p>Roll [SHOW]. Choose one of the following effects per hit. Each effect can only occur once per Flaunt.</p> <ul style="list-style-type: none"> <li>This model gains +1 [STR] or [TECH] this round.</li> <li>Gain 1 bid AP. If unspent at the end of the round, this AP does not return to your pool.</li> <li>Your next Jockey OR Hustle this round costs 0 AP.</li> </ul>
SHINING WIZARD	1 AP	 ATTACK	<p>Attacker [SHOW] vs. defender [STR] Can only be performed if this model performed a Hustle this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.</p>
NORTHERN LIGHTS SPARKLEPLEX	4 AP	 ATTACK	<p>Attacker [SHOW + 2] vs. defender [TECH] Can only be performed against a defender with [END] 6 or less. If the attack is successful, the defender loses [END] = the attacker's SDV, is staggered, and is placed B2B in the attacker's back arc by the attacking player. The attacker can be turned to face the defender afterward. The defender's facing does not change.</p>



## CLOCKWORK COMMANDO

PRIME AXIOM



SIGNATURE MANUEVER	AP COST		RULES
ACTIVATE BEATDOWN PROTOCOL	1 AP	<b>SPECIAL</b>	Swap this model's [STR] and [TECH] stats this round.
ACTIVATE PILEDRIVER PROTOCOL	1 AP	 ATTACK	<p>Attacker [TECH] vs. defender [TECH] Can only be performed against a staggered defender. If the attack is successful, the defender loses 1 [END] = the attacker's SDV.</p>
ACTIVATE SLOBBERKNOCKER PROTOCOL	2 + X AP	 ATTACK	<p>Attacker [STR + X + X] vs. defender [STR] Can only be performed against a defender with [END] 4 or less. You must spend between 1-3 AP when performing this maneuver to determine X. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.</p>



## BILGE RAT BRAWLER

GALLEON

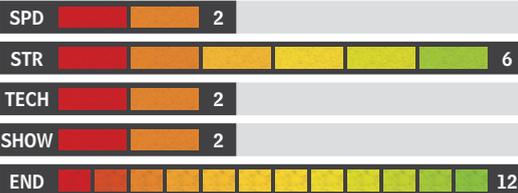


SIGNATURE MANUEVER	AP COST		RULES
DROP KICK THE REF	1 AP	<b>SPECIAL</b>	This maneuver can only be performed once per game. Immediately move any number of APs from your pool to your bid APs.
CHEAP SHOT	2 AP	 ATTACK	Attacker [STR] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV, and the AP cost of the next maneuver your opponent performs increases +1
FIGURE FIVE (FINGERS) LEGLOCK	4 AP	 ATTACK	Attacker [TECH + 2] vs. defender [STR - 1] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered. Your opponent cannot boost die rolls this round, and your next Pin Attempt this round costs 0 AP



## KING OF GIANTS

MOUNTAIN KING



SIGNATURE MANUEVER	AP COST		RULES
BEAT ON CHEST	2 AP	<b>SPECIAL</b>	When this model uses [STR] to resolve its next non-Pin Attempt attack this round, the dice EXPLODE on 5s and 6s.
BIG MEATY CHOP	2 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV and loses 1 [STR] this round, to a minimum of 1.
DHUNIAN DRIVER	3 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and this model gains +2 [END] up to maximum starting value.

## THE STONE

WOLDWRATH



SIGNATURE MANUEVER	AP COST		RULES
OUTTA NOWHERE	1 AP	<b>MOVE</b>	Roll [SPD]. Place this model anywhere completely within that many inches of its current position. This placement can displace another model.
THE BLACKCLAD'S ELBOW	1 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed if this model performed a Hustle this round. If the attack is successful, the defender loses [END] = the attacker's SDV, this model gains +1 [SHOW] this round, and your next Flaunt this round costs 0 AP
STONESHAPER STUNNER	3 AP	 ATTACK	Attacker [STR + 1] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered. Your opponent cannot boost or EXPLODE die rolls during pin attempts this round.

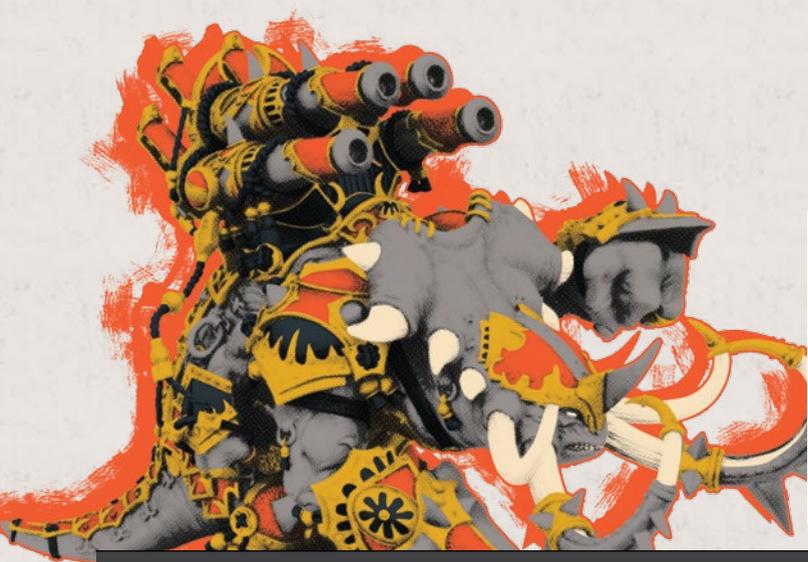


## PSYCHO BEE

ARCHANGEL



SIGNATURE MANUEVER	AP COST		RULES
FLOAT LIKE A BUTTERFLY	1 AP	<b>SPECIAL</b>	Each time this model successfully performs an attack maneuver this round, after the attack is resolved you can immediately roll 1 die and move this model up to that many inches.
TORNADO DDT	2 AP	 ATTACK	Attacker [TECH] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV, and after the attack is resolved you can immediately roll 1 die and move the defender up to that many inches.
BLACKFROST BRAINBUSTER	3 AP	 ATTACK	Attacker [TECH + 1] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and after the attack is resolved you can immediately roll 2 dice and move the defender up to that many inches.



# MACHO MAMMOTH

MAMMOTH



SIGNATURE MANUEVER	AP COST		RULES
MAMMOTH MADNESS	1 AP	<b>SPECIAL</b>	Each time this model successfully performs an attack maneuver this round, add 1 AP to your pool if any of your dice EXPLODED.
THE FLYING ERRATA ELBOW DROP	2 AP	 ATTACK	Attacker [TECH] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV, and one or more of your dice EXPLODED, the defender also loses 1 [STR] and 1 [TECH] this round, to a minimum of 1.
HOKSUNE HEADBUTT	3 AP	 ATTACK	Attacker [STR + 2] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and if one or more of your dice EXPLODED, your opponent doubles the cost of all maneuvers this round.



# EXTREME COLOSSAL WRESTLING

## ROUND 2

BY WILL HUNGERFORD

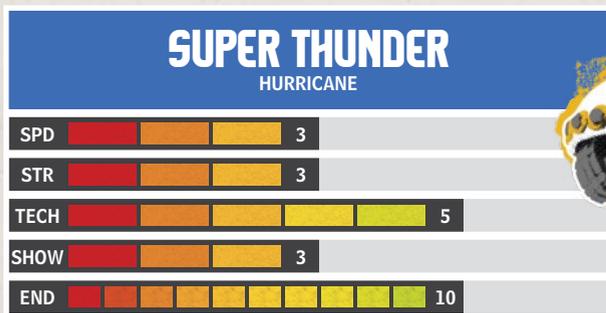
*"Someone shoulda told Super Thunder that this is the Gravemaster's yard! Good gawd he's gonna break him in half! Super Thunder is trying to run like a scalded dog with his tail between his legs. Wait . . . Baron . . . what's that in the rafters? Oh my, that's an actual #&%\*! monster!!! Somebody stop the damn match!"*

Extreme Colossal Wrestling first appeared in *No Quarter* #71 and introduced a completely new way to throw down with your colossal and gargantuan models from WARMACHINE and HORDES.

Now, it's time to turn up the heat with a mega-sized expansion to the original roster of wrestlers! Everything from the sinister self-contained stable of hydra wrestlers known as the B.O.A.

to the heroic (and sometimes booed) Super Thunder can be found in Round 2. With this issue of *No Quarter* and a copy of #71, you're ready to beat your friends into the mat, no matter what colossal or gargantuan you own in your collection.

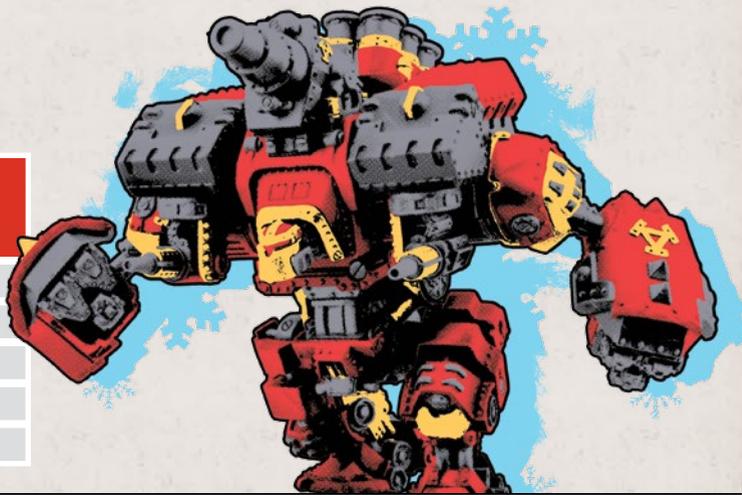
Oh, and be careful of that new blighted combatant making his way toward the ring. That's not a wrestler at all . . . that's an actual #&%\*! monster! SOMEONE GET HELP!



SIGNATURE MANUEVER	AP COST		RULES
ELECTRIFY THE CROWD	1 AP	<b>SPECIAL</b>	This model cannot lose [END] due to contacting a table edge this round.
MACH MOCK	3 AP	 ATTACK	Attacker [TECH] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, this model gains +1 [SHOW] this round, and your next Flaunt this round costs 0 AP.
GALE FORCE CUTTER	0 AP	 ATTACK	Attacker [TECH + 3] vs. defender [TECH] Can only be performed if this model performed a Hustle this round and only against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV, is staggered, and your opponent doubles the AP cost of all Jockey and Hustle maneuvers this round.

# KAPITAN KANNON

VICTOR



SIGNATURE MANUEVER	AP COST		RULES
FLYING KICK	1 AP	 ATTACK	Attacker [TECH + 2] vs. defender [TECH] Can only be performed if this model performed a Hustle this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
BLACK POWDER FACEBREAKER	2 AP	 ATTACK	Attacker [STR+1] vs. defender [TECH] If the attack is successful, the defender loses [END] = the attacker's SDV and is moved up to the attacker's SDV in inches in a straight line directly away from the attacker. The defending model's facing does not change.
10 BOOM SALUTE	3 AP	 ATTACK	Attacker [STR + 2] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV, is staggered, and cannot move more than 3" during a Jockey or Hustle maneuver this round.



# THE GRAVEMASTER

SEPULCHER



SIGNATURE MANUEVER	AP COST		RULES
RISE FROM THE GRAVE	1 AP	<b>SPECIAL</b>	Choose a basic maneuver. This model can perform that maneuver twice this round.
BRAINPICKER NOGGIN KNOCKER	3 AP	 ATTACK	Attacker [STR+1] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV. In addition, choose a signature maneuver available to the defender. This model can perform that maneuver this round.
NOODLE SLAM	3 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered. You can perform Rise from the Grave twice this round, and your next Rise from the Grave this round costs 0 AP



## BLIND JUSTICE

JUDICATOR

SPD	<div style="width: 20%;"></div>	2
STR	<div style="width: 40%;"></div>	5
TECH	<div style="width: 30%;"></div>	3
SHOW	<div style="width: 30%;"></div>	3
END	<div style="width: 80%;"></div>	10

SIGNATURE MANUEVER	AP COST		RULES
Divine Senses	1 AP	<b>SPECIAL</b>	The next attack maneuver this model performs this round cannot be countered.
Shifting Sands Counterslap	1 AP	 ATTACK	Attacker [STR + 3] vs. defender [STR] Can only be performed as a counter-maneuver. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
Burning Truth Uppercut	3 AP	 ATTACK	Attacker [STR] vs. defender [STR] Can only be performed against a defender with [END] 4 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered. In addition, you can place the defender anywhere completely within 10" of its current position. This placement can displace another model.

## WONDERPOOL THE ANNIHILATOR

HELIOS

SPD	<div style="width: 20%;"></div>	3
STR	<div style="width: 20%;"></div>	3
TECH	<div style="width: 40%;"></div>	5
SHOW	<div style="width: 40%;"></div>	5
END	<div style="width: 80%;"></div>	9



SIGNATURE MANUEVER	AP COST		RULES
GRIM VACUUM	1 AP	<b>SPECIAL</b>	Each time your opponent boosts a roll this round, this model gains a cumulative +1 [TECH] or +1 [STR] this round. You choose which stat increases each time this benefit triggers.
ANOMALY DRIVER	3 AP	 ATTACK	Attacker [STR or TECH] vs. defender [STR or TECH] The attacking player chooses which stat both players use, and it must be a different stat for each player. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
TRACTOR WHIP	3 AP	 ATTACK	Attacker [STR or TECH] vs. defender [STR or TECH] Can only be performed against a defender with [END] 6 or less. The attacking player chooses which stat both players use, and it must be the same stat. If the attack is successful, the attacking player rolls a number of dice = the attacker's SDV and totals the results. The defender can then be moved up to twice that many inches. (Note: It does not have to be moved in a straight line, and its facing can be changed.) [END] loss from contacting the ring ropes during this move is doubled.



## CLAMP CHAMP

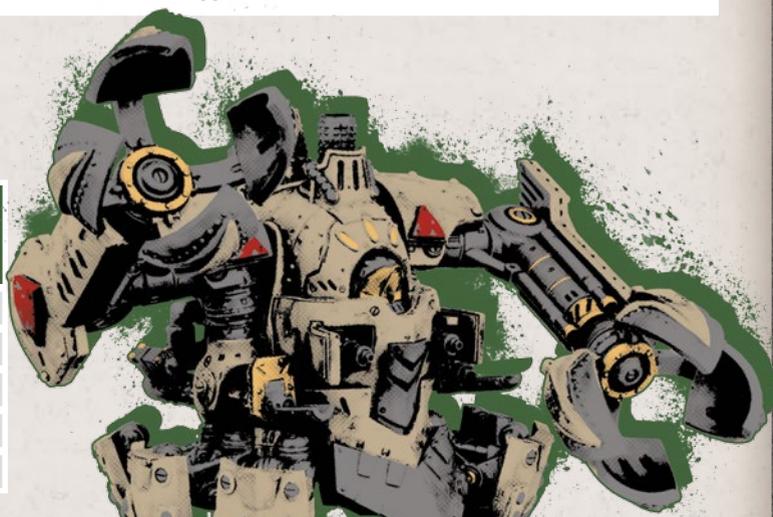
PRIME CONFLUX



SIGNATURE MANUEVER	AP COST		RULES
THE CLAMPS	1 AP	<b>SPECIAL</b>	This model gains +3 [STR] and cannot boost or EXPLODE on die rolls this round.
THE CLAMPABLE CLAW	1 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [STR] = the attacker's SDV for one round, to a minimum of 1.
CLAMPLINE FROM URCAEN	2 + X AP	 ATTACK	Attacker [STR] vs. defender [STR - X, minimum of 1] Can only be performed if this model performed a Jockey this round and only against a defender with [END] 3 or less. You must spend either 1 or 2 AP when performing this maneuver to determine X. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.

## SERGEANT SCRUNCH

GHORDSON EARTHBREAKER



SIGNATURE MANUEVER	AP COST		RULES
EARTHSHAKING GIRTH	1 AP	<b>SPECIAL</b>	This model cannot be moved by enemy maneuvers for one round. Additionally, when an enemy model within 2" of this model performs a Jockey or Hustle maneuver, it rolls 1 less die.
TORPEDO DDT	3 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and your opponent cannot perform a maneuver that would cause the defender to no longer be staggered this round.
SQUATTING SCRUNCH- PLEX	3 AP	 ATTACK	Attacker [STR + 2] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV, is staggered, and is placed B2B in the attacker's back arc by the attacking player. The attacker can be turned to face the defender afterward. The defender's facing does not change.



**BLIZZARO**  
GLACIER KING

SPD 2

STR 5

TECH 3

SHOW 4

END 9

SIGNATURE MANUEVER	AP COST		RULES
VERY ICE	1 AP	<b>FLAUNT</b>	Roll [SHOW]. Choose one of the following effects per hit. Each effect can only occur once per Flaunt. <ul style="list-style-type: none"> <li>• Roll 1 die. Move this model up to that many inches.</li> <li>• Roll 1 die. Move your opponent's wrestler up to that many inches. It does not suffer [END] lost from contacting the ring ropes during this move.</li> </ul>
CHILL CHOP	2 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and your next Very Ice maneuver this round costs 0 AP
BRAINFREEZE BUSTER	3 AP	 ATTACK	Attacker [STR + 1] vs. defender [STR] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered. In addition, choose a maneuver available to the defender. The defender cannot perform that maneuver this round.

**HIGH FLYIN' JOHNNY BEAKS**  
STORM RAPTOR

SPD 3

STR 3

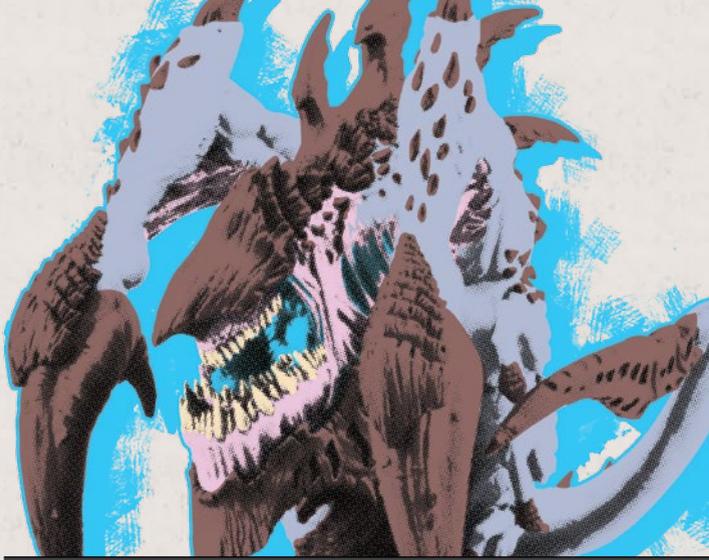
TECH 4

SHOW 6

END 8

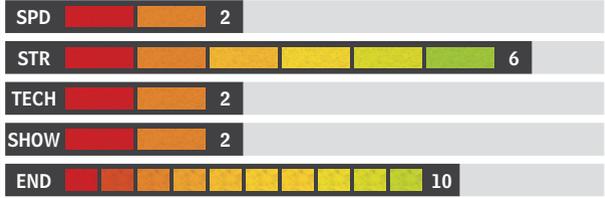


SIGNATURE MANUEVER	AP COST		RULES
CA-CAW!	1 AP	<b>SPECIAL</b>	This model boosts all non-pin attempt attack maneuvers performed in the defender's back arc this round for free.
FLAP! FLAP! PUNCH!	2 AP	 ATTACK	Attacker [TECH] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and your next non-pin attempt attack maneuver this round is boosted for free.
TWISTING 720 STORMSAULT	3 AP	 PIN ATTEMPT	Attacker [SHOW] vs. defender [END] Can only be performed against a defender with [END] 2 or less. All of your Pin Attempt rolls during this maneuver are boosted for free.



## AN ACTUAL #@\$%\*! MONSTER

BLIGHTBRINGER



SIGNATURE MANUEVER	AP COST		RULES
NOT A WRESTLER. CALL THE AUTHORITIES.	0 AP	<b>SPECIAL</b>	When this model successfully performs a Strike maneuver this round, the defender is staggered.
RAZORSHARP CHOMP	3 AP	ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and if the defender was staggered, it loses an additional 2 [END].
RIP TO SHREDS	7 AP	ATTACK	Attacker [STR] vs. defender [END] Can only be performed against a defender with [END] 1. If the attack is successful, you win the game.

## THE B.O.A.

DESERT HYDRA



SIGNATURE MANUEVER	AP COST		RULES
SELF-CONTAINED STABLE	X AP	<b>SPECIAL</b>	You must spend between 1–3 AP when performing this maneuver to determine X. This model gains X [STR], [TECH], and [SHOW] this round.
THE FIVE STAGES OF HEADBUTT	3 AP	ATTACK	Attacker [STR or 5 dice] vs. defender [STR] Roll either this model's [STR] or 5 dice when performing this maneuver. If you choose to roll 5 dice instead of [STR], you cannot boost this attack. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
THE "GET REKT" RACK	3 AP	ATTACK	Attacker [TECH or 5 dice] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less. Roll either this model's [TECH] or 5 dice when performing this maneuver. If you choose to roll 5 dice instead of [TECH], you cannot boost this attack. If the attack is successful, the defender loses [END] = the attacker's SDV, is staggered, and your next Pin Attempt this round costs 0 AP.

# EXTREME COLOSSAL WRESTLING

## ROUND 3

### TRIPLE THREAT XTREME

BY WILL HUNGERFORD

*“Loco Motion nearly took the Big Skipper’s head off! Skip’s down, and Loco’s setting up for the Full Steam A-Headbutt! This match is over. Wait, where did Swampy Pete come from! He’s barred from the ring, get him out of here. Oh my gawd, the swamp monster is just bludgeoning Loco like a voodoo doll, and that gives Big Skip a chance to recover. Hold on, Swampy Pete just stomped a mudhole in the Big Skipper, too! This just became a triple-threat match! Ring the damn bell, it looks like we’re gonna have a round three . . .”*

Extreme Colossal Wrestling first appeared in *No Quarter* #71 and introduced a completely new way to throw down with your colossal and gargantuan models from WARMACHINE and HORDES. This was followed up by Extreme Colossal Wrestling: Round 2 in *No Quarter* #72, which introduced a mega-sized expansion to the original roster of wrestlers.

Since then, some new colossal and gargantuan models have released that are just begging to get a shot in the squared circle—namely the Dracodile, the Sea King, and the Vulcan.

Worry not, wrestling aficionados, the wait is over. This triple-threat expansion is oiled up, jacked up, and ready to suplex any punk foolish enough to stand in its way.



## SWAMPY PETE

DRACODILE

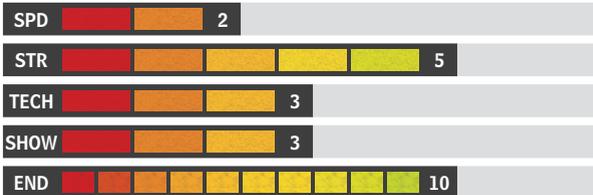
SPD	<div style="background-color: #E67E22; width: 100%; height: 10px; position: relative;"><div style="background-color: #F1C40F; width: 30%; position: absolute; left: 0;"></div></div>	3
STR	<div style="background-color: #E67E22; width: 100%; height: 10px; position: relative;"><div style="background-color: #F1C40F; width: 30%; position: absolute; left: 0;"></div></div>	3
TECH	<div style="background-color: #E67E22; width: 100%; height: 10px; position: relative;"><div style="background-color: #F1C40F; width: 40%; position: absolute; left: 0;"></div></div>	4
SHOW	<div style="background-color: #E67E22; width: 100%; height: 10px; position: relative;"><div style="background-color: #F1C40F; width: 20%; position: absolute; left: 0;"></div></div>	2
END	<div style="background-color: #E67E22; width: 100%; height: 10px; position: relative;"><div style="background-color: #F1C40F; width: 60%; position: absolute; left: 0;"></div><div style="background-color: #2ECC71; width: 40%; position: absolute; left: 60%;"></div></div>	12

SIGNATURE MANEUVER	AP COST		RULES
JUS' A LIL' LAGNIAPPE	0 AP	<b>SPECIAL</b>	If you bid fewer AP than your opponent this round, this model gains +1 [STR] this round. If you bid the same AP as your opponent this round, add 1 AP to your pool. If you bid more AP than your opponent this round, this model gains +1 [TECH] this round.
MUDHOLE STOMPIN'	2 AP	 ATTACK	Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses 1 [END], then the attacker immediately performs this maneuver again without spending AP You will continue to generate additional Mudhole Stompin' maneuvers until this attack is blocked by the defender.
DAT GIT-CHA-RIGHT BUSTA BUSTER	3 AP	 ATTACK	Attacker [TECH] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, and your opponent cannot perform Flaunt maneuvers this round.



## THE BIG SKIPPER

SEA KING



SIGNATURE MANEUVER	AP COST		RULES
ANCHOR HOOK	X AP	 ATTACK	You must spend 2 or 3 AP when performing this maneuver to determine X. Attacker [STR] vs. defender [STR] If the attack is successful, the defender loses [END] = the attacker's SDV, and the defender loses X [TECH] for one round, to a minimum of 1.
THE SEA BOTTOM LINE	2 AP	 ATTACK	Attacker [STR] vs. defender [TECH] Can only be performed if this model performed a Jockey this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.
SAILBOAT SINKER	1 AP	 ATTACK	Attacker [STR + 2] vs. defender [TECH] Can only be performed against a defender with [END] 3 or less, and only if this model successfully performed an Anchor Hook and Sea Bottom Line maneuver this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered, your next pin attempt this round costs 0 AP, and your dice EXPLODE on 5s and 6s during your next Pin Attempt.

## LOCO MOTION

VULCAN



SIGNATURE MANEUVER	AP COST		RULES
LOCO MOTIVES	X AP	<b>SPECIAL</b>	You must spend 1-4 AP when performing this maneuver to determine X. This model gains +X [SPD] this round. This model's next Jockey or Hustle this round costs 0 AP
STONE COAL SLAM	2 AP	 ATTACK	Attacker [SPD] vs. defender [STR] If successful, the defender loses [END] = the attacker's SDV, and the attacker gains [SPD] = its SDV for one round.
FULL STEAM A-HEADBUTT	1 AP	 ATTACK	Attacker [SPD] vs. defender [SPD] Can only be performed if this model currently has [SPD] 8 or higher, and only if this model performed a Hustle this round. If the attack is successful, the defender loses [END] = the attacker's SDV and is staggered.