

EXTREME COLOSSAL WRESTLING

ROUND 3

TRIPLE THREAT XTREME

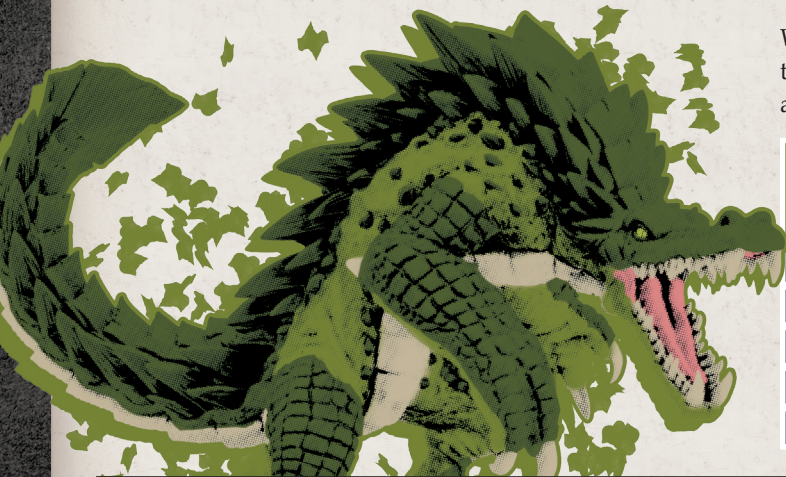
BY WILL HUNGERFORD

“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.

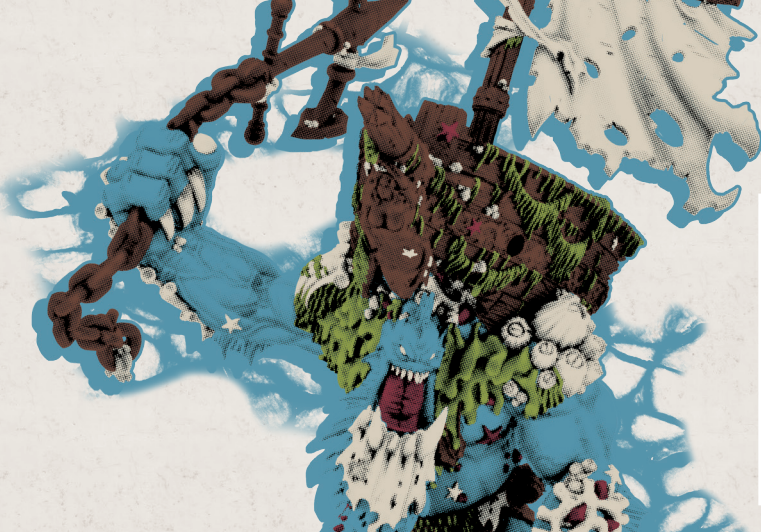


SWAMPY PETE

DRACODILE

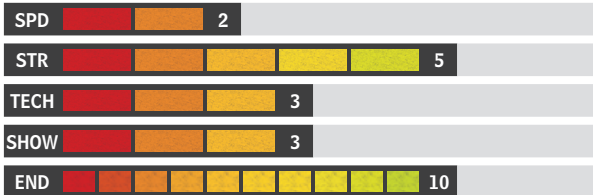
| | | |
|------|--|----|
| SPD | <div style="display: flex; justify-content: space-between;"><div style="width: 30%; background-color: #C00000;"></div><div style="width: 30%; background-color: #FF8C00;"></div><div style="width: 30%; background-color: #FFD700;"></div></div> | 3 |
| STR | <div style="display: flex; justify-content: space-between;"><div style="width: 30%; background-color: #C00000;"></div><div style="width: 30%; background-color: #FF8C00;"></div><div style="width: 30%; background-color: #FFD700;"></div></div> | 3 |
| TECH | <div style="display: flex; justify-content: space-between;"><div style="width: 30%; background-color: #C00000;"></div><div style="width: 30%; background-color: #FF8C00;"></div><div style="width: 30%; background-color: #FFD700;"></div></div> | 4 |
| SHOW | <div style="display: flex; justify-content: space-between;"><div style="width: 30%; background-color: #C00000;"></div><div style="width: 30%; background-color: #FF8C00;"></div><div style="width: 30%; background-color: #FFD700;"></div></div> | 2 |
| END | <div style="display: flex; justify-content: space-between;"><div style="width: 30%; background-color: #C00000;"></div><div style="width: 30%; background-color: #FF8C00;"></div><div style="width: 30%; background-color: #FFD700;"></div></div> | 12 |

| SIGNATURE MANEUVER | AP COST | | RULES |
|--------------------------------|---------|---|--|
| JUS' A LIL' LAGNIAPPE | 0 AP | SPECIAL | <p>If you bid fewer AP than your opponent this round, this model gains +1 [STR] this round.</p> <p>If you bid the same AP as your opponent this round, add 1 AP to your pool.</p> <p>If you bid more AP than your opponent this round, this model gains +1 [TECH] this round.</p> |
| MUDHOLE STOMPIN' | 2 AP |  ATTACK | <p>Attacker [STR] vs. defender [STR]</p> <p>If the attack is successful, the defender loses 1 [END], then the attacker immediately performs this maneuver again without spending AP</p> <p>You will continue to generate additional Mudhole Stompin' maneuvers until this attack is blocked by the defender.</p> |
| DAT GIT-CHA-RIGHT BUSTA BUSTER | 3 AP |  ATTACK | <p>Attacker [TECH] vs. defender [TECH]</p> <p>Can only be performed against a defender with [END] 3 or less.</p> <p>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.</p> |



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 | SPECIAL | 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. |