

Have you ever wanted to become a pro-wrestling manager? Ever wanted to put your favorite wrestlers together in a faction? Here is your chance. In Pro Wrestling Factions (PWF) you can do just that. You can recruit wrestlers, put together legendary matches, or even try a new combination of wrestlers that have never been in a faction before. Make a run for the gold! Can you capture the Championships at the PPV or will you successfully defend the titles that you have earned along the way? The manager with the most management points after the major PPV wins or becomes the target for the next PPV!!

Contents

3 red D6	3 white D6
1 playing board	4 Local talents
50 wrestler cards	22 event cards
4 major PPV cards	29 Trait cards
4 manager cards	2 Blue Pawns
1 Black Pawn	1 Rule Book
16 Wrestler pawns	

Objective:

The goal of PWF is to have the most dominant faction in the business. Recruit wrestlers, improve your style with different manager traits, assign matches and win championships. You win if you end the game with more management points than any other faction.

Game modes

Standard:

A standard game lasts a 3 month time frame. You start from scratch and see how far you can make it before the first Major PPV.

Career:

A career mode can last as long as you like; generally played a year at a time. This mode takes longer to finish but lets you play out the twists and turns that come in a full year of pro-wrestling. After you complete the year you can choose to play another year or pack it up and continue the next time you play by saving the champions and your faction, including traits. Run it as a league and allow new players to join you. Let them

jump in the action by drawing 2 Wrestlers instead of a local talent to start their run in your existing game. The options are endless.

Set Up:

Decide how long of a game you wish to play, standard or career. Choose a local talent card. Take 1 wrestler pawn(no 2 players may have the same color pawn). Roll a D(6) to determine who goes first. Play moves clockwise around the table. The first player spot is represented by a blue token and passes clockwise each round.

New Game:

Each manager takes one local talent. Set unused wrestler pawns and extra local talent cards back in the box. Shuffle all other cards and place them on the appropriate spot on the board. Set management point (MP) tiles aside. Place a black marker on Month 1 and a black marker on week 1. Draw 2 Manager trait cards. First manager to play chooses a trait. Replace that trait and the next manager chooses. After each manager has chosen a trait, shuffle the remaining traits back into the deck.

Declare Champions:

Flip cards until you fill the following titles requirements:

- World Champion: Star
- National Champion: Any
- Television Champion: Any

Place wrestlers in their appropriate Championship Card.

Place 5 wrestlers from the wrestler deck face down in the Out of Action(OOA) pile. You are now ready to play.

Quick play explanation:

Read the Special rules for the phase you are beginning.
Apply that phase's rules and begin.

The following phases happen every week:

Collect 1 MP

Flip an event card. Resolve the event. No events on PPVs

Fill the Free Agent Row

Recruit, Challenge, buy wrestler pawns, buy Trait, or pass. Continue until all Managers pass

Resolve matches, collect MP

Clear free agents from the board

Advance the week counter, pass first player marker

Do not reshuffle discarded wrestlers back into the deck until the deck runs out of cards or until after the PPV.

Special round requirements

Collect 1 MP:

Every week you receive 1 MP. Use this to enhance your faction by purchasing traits, recruiting wrestlers, or expanding your faction. You may also use MP to challenge other factions, or challenge for titles.

Flip an Event Card:

Each week something unique happens. Just like in any wrestling company, you never know what will happen. Flip the card and apply the effects. Any matches that come from the result of an event still happen during the resolve matches phase. Note: there are no events during a PPV.

Fill the Free Agents:

The Free Agents consists of 4 wrestlers. The free agents area must always remain filled. Replace any recruited or challenged wrestler immediately.

Recruit, Challenge, Buy wrestler pawns, Buy Trait, or Pass:

During this phase, each player completes one action then play follows clockwise until players all pass. You may recruit any wrestler in the Free Agent Row by paying the appropriate MP according to the wrestlers talent level. Star wrestlers recruit for 8, Mid card wrestlers recruit for 6 and Openers for 4. You may challenge any wrestler in the free agent row. Is another manager running their mouth? Challenge their wrestler by paying them 1MP. You may also challenge for a title by paying the appropriate amount of MP. You may challenge a wrestler from an opposing faction for a title by paying the appropriate amount of MP required for the title challenge, plus 1MP to challenge the other faction. Select the wrestler and pair him next to the faction member he will be facing. You may purchase a wrestler pawn of your chosen color to increase the size of your faction. Each pawn purchased allows you an additional spot to recruit a wrestler. See wrestler pawn prices for more info. You may purchase a new trait for 5 MP. When purchasing a manager trait simply draw 2 traits and choose one. Some traits have red lettering and should not be revealed until it is played. Discard the trait not chosen. You may drop any trait at any time. If you choose not to take any actions you may pass.

Resolve Matches and Collect MP:

To resolve a match, roll the appropriate amount of D(6) according to the wrestler's talent level. You will notice the dice in the top right corner will represent how many D(6) will be rolled for this wrestler. After the dice are rolled, add any bonuses applied by manager traits, and events. Highest total wins. Any ties result in a 1 D(6) roll off. If the wrestlers tie a second time it is considered a time limit draw. Both players are paid as if they won! After the matches are resolved, you then collect the MP from the upper right corner of the defeated opponent. You also have the option to recruit any wrestler you defeat(excluding other player's wrestlers) for half cost.

Clear Event Card and Free Agents:

Remove the current event and discard the Free Agents. Do not shuffle any of the wrestlers back into the deck until after the PPV or until it runs out of cards. The event cards get shuffled after every Major PPV (every 3 months).

Advance the Week Counter and pass the first player marker:

Move the week counter 1 space. If you move to a PPV see PPV rules. After a PPV move the week counter back to 1 and advance the month counter. Pass the first player marker clockwise.

Winning:

When you have completed your run, cash in your titles for double the MP of what it would cost to challenge for it. Cash in wrestlers for double the MP of what it would cost to recruit them. Cash in wrestler pawns for 10 MP each. Add in leftover MP and the highest total is the most dominant faction in the business today!

Is the game over? Up to you. If you wish to keep playing, then all you do is discard any unwanted faction members, reshuffle the deck and start over at Phase 1.

Card Explanations.

Wrestler Cards:

These are the members of your faction. Future champions!

Wrestler Description:

This is your wrestler's gimmick name, height and weight.

Talent Level:

This can be found directly under the picture. This determines the talent of the wrestler. The talent level determines how many match dice are rolled.

3) Star: 3D6

2) Mid Card: 2D6

1) Opener: 1D6

Local talent 1D6 (no bonuses)

Signature Style:

Power, Grapple, Striker, High Flying:

Each wrestler has a signature style. Each style has its benefits. Try to recruit wrestlers that maximize your manager traits. Also remember that Major PPVs will focus on certain Signature styles.

Bonuses:

If a wrestler has a strength against another style, it will be found here. You will also find other useful information in regards to wrestlers on this section of the card.

MP:

This number can be found in the upper right corner(same number as the Match Dice). Management Points are collected after you defeat an opponent.

Star Cards:

These wrestlers are the main eventers. The top of the PWF. Only a Star can start off the game as World Champion.

The Wrestlers:

These are the collective group of wrestlers that make up the rest of the roster. They consist of Mid Card and openers. They can start off as a National champion or TV Champion but not World Champion. Any wrestler of any talent level may challenge for the World Title.

Event cards:

The event cards shake things up every week. You never know what will happen week to week. Flip from the top of the deck and apply the effects. If a match is required it does not get resolved until the match phase. This deck does not get shuffled until after a major PPV.

Manager Traits:

Traits are specific bonuses that help you to craft a specific management style. They can be purchased for 5 MP. You may discard any trait at any time. Traits with red lettering should not be revealed until it is being played.

Other things to remember:

Minor PPVs cost 2 MP per wrestler to enter and wins gain double the MP

Major PPVs have specific entry costs and the rewards are also PPV specific.

All titles are defended every PPV.

The TV Title is defended every show.

Managers may challenge for a title at a PPV by paying the PPV entry along with the title challenge cost. Managers must choose opponents for their champions and do not have to pay the PPV entry cost. One manager may challenge another faction's champion by paying all MP costs, the champion does not have to pay any MP. His title is on the line in that match.

Factions size is dictated by how many wrestling pawns they own. Each faction begins with one pawn and may purchase additional pawns throughout the game.

Purchasing a wrestling pawn will give you a new spot to fill in your faction. Each pawn starts off with a local talent wrestler. You may recruit a wrestler to fill that spot or wait until your local talent gets his win, allowing him to "find his gimmick".

Wrestler pawn cost:

First- free

Second- 10 MP

Third- 15 MP

Fourth- 20 MP

Factions may discard any wrestler in their faction at any time. If you find yourself with fewer wrestlers than pawns just fill the spot with a local talent wrestler.

The owner of this game is the promoter and has the right to alter any rules they wish. The power is yours!