

Brutal Blindside Beating

Fortitude

Maneuver: Special

0



Can be played from Ringside.
Can only be played when you have lower Fortitude, with a printed F: 0 "Blindside" maneuver from your Ringside (when *Blindside Aggression* is in your Ring, up to 2 printed F: 0 "Blindside" maneuvers). Ignore "when played..." in their text, and your opponent cannot play D: 1+ reversals to them. Unless all maneuvers are reversed when played, all are successful.

unique

Damage
0

#001 Y11 Fantasy Cards. Not For Resale. All Images Used Under Fair Use Guidelines.

Classic Snap Suplex

Fortitude

Grapple

0



Unless you are Tazz, or have a Kurt Angle-specific card in your Ring, can be reversed as if it is non-Unique. When you have a Heat card in your Ringside, this card is Heat.

During your turn, when this card is in your Ringside, you may discard 1 "Classic" or "Plex" maneuver to put this into your hand.

Arsenal Search 1 "Classic" or "Suplex" card.

unique

Damage
4

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Smack You Down

Fortitude

Strike + Strike

0



Requirement: Allegiance: Smackdown

Can be packed by Female Superstars. When this card is unsuccessful and you unsuccessfully activate your Allegiance, do not discard for your opponent's reversal effect, and put this card into your Ring instead of any other location.

When your next card played this turn is a High Risk, if it is successful, your opponent overturns 1 card for each non-Set-up Smackdown card in your Ring.

SMACKDOWN
multi
unique

Damage
4

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Classic Judo Chop

Fortitude

Strike

4



When you are not Ric Flair, can be reversed as if it was non-Unique.

Choose 1: your opponent randomly discards 1 Backlash card, or during his next turn he cannot play non-Unique maneuvers.

unique
permanent

Damage
4

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School Boy

Fortitude

Grapple / Reversal: Special

5



As a maneuver, RFG the bottom 3 cards of your opponent's Arsenal.
Reverse any Submission or non-Superstar-specific Smackdown maneuver.
When you have F: 20+ and your opponent has F: 10+ more than you, he shuffles his Arsenal and then reveals the top 3 cards. If 2+ cards have the same title, you win the game via Pinfall Victory. He shuffles.

Damage
0

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Beat You Raw

Fortitude

Maneuver: Special

6



Requirement: Allegiance: Raw

You may not search for this card. This card is considered non-Unique for your Raw card effects.

When this card is unsuccessful, your opponent overturns cards equal to the number of Raw cards in your Ring (max 5).

RAW
unique

Damage
5

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Superkick

Fortitude

Strike

10



This card is +10F, +10D and a Trademark Finisher when you have a Superstar-specific card in your Backstage with "Kick" in the title or text.

Fan Favorite!
unique

Damage
10

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Through the Raw Announce Table

Fortitude

High Risk

11



Requirement: Allegiance: Raw

This card is considered non-Unique for your Raw card effects.

Can only be played after a successfully played maneuver or if Roll Out of the Ring is in any Ring.

RAW
unique

Damage
15

#008 Y11 Fantasy Cards. Not For Resale. All Images Used Under Fair Use Guidelines.

Suplex On the Apron Fortitude **20**

Grapple



Can only be played after a 5D+ maneuver or if *Roll Out of the Ring* is in any Ring.
When there are 10+ maneuvers in all players' Rings, can only be reversed from Arsenal.

unique
Damage **12**

#009 Y11 Fantasy Cards. Not For Resale. All Images Used Under Fair Use Guidelines.

Classic Gorilla Press Slam Fortitude **28**

Grapple



When you do not have a "Power" maneuver in your Ring, can be reversed as if it was non-Unique. This card is also considered *Press Slam* for your effects.
Put 1 card in any player's Ring into their Ringside.

unique
Damage **18**

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Apron Bomb Fortitude **30**

Grapple + Grapple



When you have a Superstar-specific card in your Backstage with "Bomb" in the title or text, or you are Kevin Owens, this card is a Trademark Finisher instead.
Can only be played as a Counter (Arsenal) or if *Roll Out of the Ring* is in any Ring.
Discard 2 cards and your opponent discards 5 cards.

Cheater multi unique
Damage **20**

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Your Trash is My Treasure Fortitude **0**

Reversal: Special



Can only be played when *That's Value* is in your Ring.
When played, if you have 3+ cards in your Ring and/or Ringside with card titles listed on *That's Value*, reverse any non-Unique card (when you have 6+ cards, instead reverse any card).
Shuffle up to 5 cards printed on *That's Value* from your Ringside into your Arsenal and Arsenal Search 2 cards with the same title listed on *That's Value*.

Cheater unique
Damage **0**

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Counter Hold Fortitude **0**

Reversal: Grapple / Submission



Cannot be packed when packing *A Revolution of the Mind* or *Legendary Defense*.
When the played maneuver is not Superstar-specific, this card is considered D: 0 for card effects.
When overturned as a reversal, this counts as 2 reversals and put this card in your Ring.

unique permanent
Damage **1**

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Counter Assault Fortitude **0**

Reversal: Strike / Submission



Cannot be packed when packing *A Revolution of the Mind* or *Legendary Defense*.
When the played maneuver is not Superstar-specific, this card is considered D: 0 for card effects.
When overturned as a reversal, this counts as 2 reversals and put this card in your Ring.

unique permanent
Damage **1**

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Counter Throw Fortitude **0**

Reversal: Strike / Grapple



Cannot be packed when packing *A Revolution of the Mind* or *Legendary Defense*.
When the played maneuver is not Superstar-specific, this card is considered D: 0 for card effects.
When overturned as a reversal, this counts as 2 reversals and put this card in your Ring.

unique permanent
Damage **1**

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Interrupted by the Anonymous Fortitude **11**

Raw GM Reversal: non-maneuver



Requirement: Allegiance: Raw
When you have lower Fortitude, this card is F: 5, and put 1 Raw non-maneuver from your Ringside into your hand.

RAW unique
Damage **0**

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NXT Takeover

Pre-match Pay-Per-View Event

NXT
Fortitude
0

Requirement: Allegiance: NXT

Cannot be packed by a Rookie.

Your opponent cannot reduce your Pre-match Capacity or starting Hand Size, or make you discard cards before the first Draw Segment.

At the end of the Pre-match phase, when a Venue is in any Ring, you may shuffle up to # cards in your hand into your Arsenal and draw the same number +1 (# is the number of NXT cards in your Ring).

ACE: During his turn when he plays a card, you may put 1 NXT card from your Ring under this card and then your reversals are not affected by his card for the rest of the turn.

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unique
permanent

Damage

ace
0

A Puncher's Chance

Pre-match Event

W
Fortitude
0

Cannot be packed when packing Very European or Brass (Nukes' Spot).

When your non-Chain, non-Volley, non-RMS "Punch", "Fist", "Hook", "Uppercut", "Haymaker", or "Jab" Strike is unsuccessful, he overturns # cards, where # is the number of "Punch", "Fist", "Hook", "Uppercut", "Haymaker", or "Jab" maneuvers in your Ringside (max 3).

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unique
permanent

Damage

0

And the Crowd Goes Wild!

Pre-match Event

W
Fortitude
0

When packing this card your I Have a Major Announcement is Unique.

Can only be played when I Have a Major Announcement is in your Ring. When you have equal or lower Fortitude, your opponent cannot reverse its Activated Card Effect.

When your non-Unique non-Superstar-specific maneuver is unsuccessful, you may put it on the bottom of your Arsenal instead of any other location.

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unique
Favorite

Damage

0

Are You Ready For a Good Time?

Pre-match Event

W
Fortitude
0

Requirement: Allegiance: Smackdown

Cannot be packed by Eddie Guerrero, or when packing Enforcers, Boston, Massachusetts, Backed by Smackdown GM Vickie Guerrero, or more than 1 copy of This is Just the Beginning (it is Active, and before each of your opponent's Draw Segments you may put that card from your area into your Backlash.)

Discard and overturn 1 less card to activate your Allegiance.

Your Smackdown actions are considered 2D Strike, Grapple, and Submission maneuvers with 1 Stun for your Smackdown High Rinks.

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unique
permanent

Damage

0

Blindside Aggression

Action + Action

Fortitude
0



When your "Blindside" maneuver is unsuccessful, put this card from your hand or Ringside into your Ring. When you would RFG Ringside cards for your non-Superstar-specific "Blindside" reversals, instead put one of those cards into your hand. Your "Blindside" maneuvers are Cheater, ignore the "When played..." text on them, and your opponent cannot play D: 2+ reversals to them. When you successfully play a "Blindside" maneuver, put this card into your Ringside.

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Cheater

multi
unique

Damage
0

Mamma Mia!

Action

Fortitude
0



Can only be packed when packing We Are Not Your Kind.

When this card is in your hand and damage has been applied from your printed D: 10+ maneuver, you may put this card into your Ring.

If the maneuver was reversed, shuffle this card and up to 3 cards from your Ringside into your Arsenal.

If the maneuver was not reversed, it applies its damage again, and it can also be reversed as if it were a non-maneuver. After damage is applied, end your turn.

#018 V11 Fantasy Cards. Not For Resale. All Images Used Under Fair Use Guidelines.

unique

Damage
0

Remove the Padding

Action

Fortitude
15



Cannot be packed by Shinsuke Nakamura.

This card is considered Roll Out of the Ring for your effects.

When this card is in your Ring, apply the damage of your next successful Grapple twice, ignoring Stun Value and reversal restrictions on the second application. After all the damage is applied, RFG this card and end your turn.

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unique

Damage
0

We Are Not Your Kind

Pre-match Allegiance: NXT

NXT
Fortitude
0



When packing this card you cannot pack Raw, Smackdown, ECW, WCW, or nWo cards, From NXT to WWE, or NXT Arrival.

Your NXT Mid-match and non-Object NXT Pre-match cards do not take up slots in your Ring.

ACE: When your NXT Mid-match card is unsuccessful, you may discard 2 cards and then put it into your Backlash regardless of other effects.

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unique
permanent

Damage

ace
0

You Don't Want to Play Me

Pre-match Event: Heat

WW throwback



You may pack this card as if it is not Heat. During your turn, you may discard this card and put 1 non-hybrid maneuver from your Ringside on the bottom of your Arsenal. When this card is in your Backlash and your opponent plays *I Want to Hear You Roar*, you may discard this card and choose a card. He will discard all copies of that card. If he does not, he must choose this card for *I Want to Play the Game*. When this card is in your Backlash and your opponent plays *In The Interest of Fairness*, put this card into your Ring. When you move cards from your hand for his *In The Interest of Fairness*, you may draw 1 card.

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Fortitude 0

unique permanent Damage 0

Heated Exchange

Pre-match Event

Fortitude 0



When you have not continued your turn, you may play 1 additional printed Heat maneuver from your Ringside each turn for every 4 printed Heat cards in your Ringside. Your *Feel the Fire* and *Sparks of Glory* are Active and Permanent. Your opponent cannot RFG your Heat or "Blindside" cards with non-Superstar-specific cards or effects.

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unique permanent Damage 0

You're Just Developmental

Pre-match Event

Fortitude 0



Cannot be packed by an NXT Superstar or when packing *I'm Gonna Break You*. After the Draw Segment of his first turn, your opponent discards 1 card for every 2 non-Superstar-specific NXT cards in his Ring. ACE: During his turn, when he successfully plays a non-Trademark Finisher NXT card you may overturn 2 cards and RFG this card, and then choose 1: Reduce that card's damage to 0 or resolve a copy of the card's effects after your opponent does.

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unique permanent ace Damage 0

Mauro Ranallo: The Voice of NXT

Pre-match Event

Fortitude 0



Requirement: Allegiance: NXT. Cannot be packed by a Rookie. When you successfully play a 100+ maneuver or printed D:10+ reversal, shuffle up to 2 cards from your Ringside into your Arsenal. If the successful card is a High Risk, you may shuffle in 1 additional card. When NXT Takeover is in your Ring, you may then Promo: 2.

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unique permanent Damage 0

Raw Women's Championship Belt

Pre-match Object



Superstar Value +1 universally unique

Can only be packed when packing *The Era of the Superstar*. When you successfully play a reversal, put up to 1 maneuver from your Ringside on the bottom of your Arsenal. When you play a maneuver without "reversed" in the text as a Counter, it is +2D. Your *Everyone Wants to Watch Women Wrestle* cards are Multi.

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Raw or Smackdown! - Pick a Brand!

Pre-match Event

Fortitude 0



Cannot be packed with non-Superstar-specific NXT cards. Your NXT Superstar-specific cards are WWE Instead. Choose 1: Raw or Smackdown.

This card and your printed NXT Superstar-specific cards are considered to be the chosen brand when played and in your Ring. When your Superstar-specific card causes your opponent to discard for *Premiere Raw Superstar*, he draws up to 1 card, and when your Superstar-specific card causes you to draw for *Premiere Smackdown Superstar*, put 1 card from your hand on the bottom of your Arsenal.

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unique permanent Damage 0

Smackdown Women's Championship Belt

Pre-match Object



Superstar Value +1 universally unique

Can only be packed when packing *The Era of the Superstar*. When you successfully play a maneuver, put up to 1 action from your Ringside on the bottom of your Arsenal. When you successfully play a Set-up and your next card played that turn is a maneuver without "reversed" in the text, it is +2D. Your *Everyone Wants to Watch Women*, *Period* cards are Multi.

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Sit Right Here and Bide My Time

Pre-match Event

Fortitude 0



When you are *Master Blaster*, you may pack this card in your Backlash and as the ace of the Backlash, which you want to your Ringside when you are not, can only be packed when packing *I Won't Be Denied*.

Cannot be blanked. If your turn ends and you did not successfully play a card, you may put 1 card from your Ringside under this card. ACE: During your turn you may RFG this card and put all cards under this card on the bottom of your Arsenal, and then shuffle up to triple that many cards from your Ringside into your Arsenal. When your opponent has 25+ greater Fortitude, this cannot be reversed.

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unique permanent ace Damage 0

Everyday I'll Fight to Be Legendary

Mid-match Action



Requirement: Allegiance: Raw

When played you may discard 1 Raw card and your opponent cannot respond to this card.

Shuffle any number of RFG "Coach" cards into your Arsenal. ACE: When your maneuver is unsuccessful, you may put this card into your Ringside and your turn does not end.

#037 Y11 Fantasy Cards. Not For Resale. All Images Used Under Fair Use Guidelines.

Fortitude
0

unique

Damage
0

ace

Sending The Crowd Home Happy

Mid-match Action / Reversal: Special



Can only be played when I Have a Major Announcement is in your Ring. As an Action, shuffle up to 10 cards with the text "I Have a Major Announcement" from your Ringside into your Arsenal.

As a reversal, reverse any maneuver when you have a maneuver of the same type in your Ring. When you reversed a Trademark Finisher, and your first card played next turn is a maneuver it cannot be reversed.

When this card is in your Ring and you have 10+ non-Set-up maneuvers with titles listed on I Have A Major Announcement in your Ring, you win the game via Pinfall Victory.

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Fortitude
25

unique

Damage
0

ace

THIS IS AWESOME!

Mid-match Action



Can only be played when packing We Are Not Your Kind! Cannot be packed when packing Wrestlemania.

During your turn when this card is in your Backlash or Ringside and all players have F: 25+, you may put this card into your Ring, and then all players may shuffle up to 5 Unique cards from their Ringside into their Arsenal, and each NXT Superstar may put 1 Unique maneuver from their Ringside into their hand.

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Fortitude
25

unique

Damage
0

School Boy

Grapple / Reversal: Special



As a maneuver, RFG the bottom 3 cards of your opponent's Arsenal. Reverse any Submission or non-Superstar-specific Smackdown maneuver. When you have F: 20+ and your opponent has F: 10+ more than you, he shuffles his Arsenal and then reveals the top 3 cards. If 2+ cards have the same title, you win the game via Pinfall Victory. He shuffles.

Damage
0

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Fortitude
5

Women's Tag Team Title Belts

Pre-match Object



Can only be packed by a female Superstar.

At the end of the Pre-match phase, draw 1 card and put 1 card from your hand and up to 1 card in your Ringside on the bottom of your Arsenal. When you are Alexa Bliss, Asuka, Bayley, Nikki Cross, Kairi Sane, Sasha Banks, or the IIconics, draw up to 2 cards instead.

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Superstar
Value
+0

unique

Topé Suicida

Mid-match High Risk



Requirement: Allegiance: NXT

When High-Flying Style is in your Ring, you may play this card from your Ringside.

Can only be played after a successful 2D+ maneuver. When High-Flying Style is in your Ring, can only be played after a successful card. Put up to # RFG cards on the bottom of your Arsenal, where # is half the number of NXT cards in your Ring, rounded down.

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Fortitude
6

unique

Damage
10

ace

Heated Defense

Mid-match Reversal: Special: Heat



Can only be played when you have non-Backlash Heat cards in your Ring.

Reverse any Chain or Volley maneuver. When you have 6+ Heat Cards in your Ringside, he is considered to have not played a Volley card on his turn, and if the reversed maneuver was Chain, it is considered reversed from your Ring.

Your first printed non-Superstar-specific Heat Action played each turn cannot be reversed by hybrid reversals when you do not have a card with that title in your Ring.

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Fortitude
12

unique

Damage
0

Cole Calls it Right!

Mid-match Action



When your opponent has a Feud in his Ring, he cannot respond to this card.

When he plays a maneuver listed on a Feud in his Ring he may discard 2 cards. If he does not, it is -1D for each maneuver in his Ring with a title printed on his Feud.

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Fortitude
0

unique

Damage
0

ace