

Fortitude

0

THE FIEND

Hand Size

6

Superstar Value

4

Superstar Ability:

During your turn, your RFG maneuvers without 'reverse' in the text and Superstar-specific cards can be played as if from hand. When you would apply 8D- from your opponent's maneuver, you may instead RFG the top 4 cards of your Arsenal and end his turn. You can only move RFG cards with Superstar-specific effects.

You can pack Bray Wyatt-specific maneuvers, *Mandible Claw*, and *No Sell* Maneuver (discard 1 less for its effect). You cannot pack *Counterproductive Ambitions*, *Wrestlemania*, or *Allegiances*.

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Fortitude

0

THE FIEND

Let Me In

unique

The Fiend-specific cards in any Backstage cannot be moved, blanked, or hidden.

When your opponent has 6 The Fiend-specific non-Backstage cards in his Backstage, you win the game via Pinfall Victory.

When you play a Superstar-Specific action you may choose 1: he may Promo: 4, or reveal your hand to your opponent, and your card can only be reversed by non-hybrid cards.

When he plays a Superstar-specific card without his logo, he RFG the top card of his Arsenal.

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Fortitude

0

THE FIEND

The Fiend's Lantern

unique

When your opponent plays a Multi card, you may put 2 of your RFG maneuvers under this card, and his card is no longer Multi until the end of the turn.

His non-F: 0 cards are +1F for every card under this card.

Once during each of your turns, you may RFG up to 2 cards from the top of your Arsenal, and then choose 1: put that many cards from under this card on the bottom of your Arsenal, or if you removed 2 cards, put 1 RFG card (except *Divine Intervention*) on the bottom of your Arsenal.

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Fortitude

0

THE FIEND

The Firefly Fun House

unique

When you are Bray Wyatt, your Starting Hand Size is +3.

When you RFG a Superstar-specific card for your Ability, you may put that card on the bottom of your Arsenal instead (when you are The Fiend, into your hand instead). Your opponent must overturn 2 cards to play a card with the same title as a card in your Ring.

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Fortitude

0

THE FIEND

We're Really Glad That You're Our Friend!

Pre-match Event

unique

Damage

0

When successful, put this card into your opponent's Backstage.

When he is Bray Wyatt and he successfully plays a The Fiend-specific card, he may Ringside Search 1 card.

When he is The Fiend and you have 2+ The Fiend-specific cards in your Backstage, before each of your Draw Segments you may RFG 1 random card in your Ringside. If you do not, he may put 1 random RFG non-maneuver card on the bottom of his Arsenal.

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Fortitude

30

THE FIEND

Hurt / Heal

Mid-match Reversal: Card

unique

permanent

Damage

0

RFG any number of cards from your Ring: for each non-maneuver removed, you may RFG a non-maneuver of the same type in your opponent's Ring, and for each maneuver removed you may shuffle an RFG non-maneuver into your Arsenal.

Arsenal Search *Mandible Claw*: when that card is your next card played, it cannot be reversed from hand or Backlash.

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Fortitude

6

THE FIEND

Rambling Rabbit

Mid-match Action

unique

Damage

0

When this card is unsuccessful, put it into your Backlash instead of any other location.

Shuffle up to 6 RFG cards into your Arsenal and then put this card into your opponent's Backstage.

When this card is in your Backstage you may play with your hand revealed.

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Fortitude

0

THE FIEND

Yowie Wowie!

Reversal: Special

unique

Damage

0

Reverse any non-Unique maneuver (when you are Bray Wyatt, instead reverse any card).

When this card reverses from any area, put it into your opponent's Backstage.

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Mercy the Buzzard Fortitude **0**

Action



When successful, put this card into your opponent's backstage. Before each of your draw segments, when you have 4+ cards in hand, overturn 1 card.


unique

Damage **0**

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Huskus the Pig Boy Fortitude **8**

Action



When successful, put this card into your opponent's Backstage. Before each of your Draw Segments, when you have 8+ cards in hand, discard 2 cards.

unique

Damage **0**

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Vince McBossmen Fortitude **12**

Action



When successful, your opponent's Ability is blank until the start of your next turn.

ACE: You may put this card into your opponent's Backstage to reverse any action played from hand.

When this card is in your Backstage and you have greater cards in hand, overturn 1 card to play an action.

unique

Damage **0**

ace

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Abby the Witch Fortitude **20**

Action



When successful, put this card into your opponent's Backstage. Replace 'hand' in Bray Wyatt's Ability with 'hand or Ring'.

When your opponent is The Fiend, you cannot reverse Sister Abigail from Arsenal.

unique

Damage **0**

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

Shayna Baszler Hand Size **9** Superstar Value **3**

Superstar Ability:

Before each of your Draw Segments, choose 1: your Submissions are -3F or +3D. Once during each of your turns, you may play a "Choke" maneuver in your Ringside as if from hand and it is blank until the end of the turn.

You may pack Mixed Martial Arts Specialist, An Ultimate Fighter, and Multi "Arm" and "Choke" maneuvers (they are not Smackdown).

Non-Superstar specific effects cannot flip your cards over.

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Backstage Area

Can only be revealed from your Backstage area when you reveal your Superstar card.

The Submission Magician

unique

Once during each of your turns, you may flip a Submission in your Ring face down. If you do, your next maneuver played from hand this turn is considered to be a Submission with blank text, and after damage is applied, end your turn. If it is unsuccessful, you may put it in your hand regardless of other effects or flip a card in your ring face up.

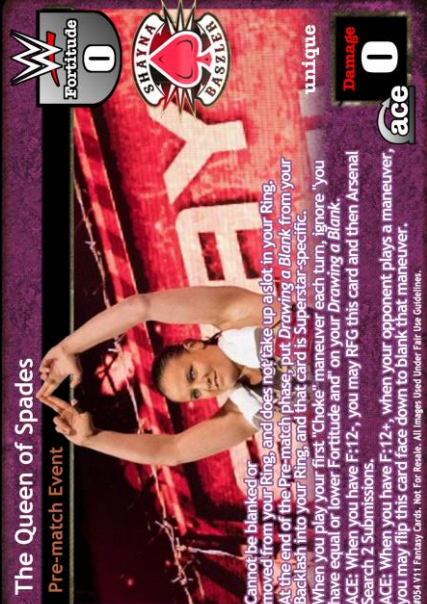
Replace a Superstar on your NXT Women's Championship Belt with Shayna Baszler and ignore "When you are an NXT Superstar".

Damage **0**

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The Queen of Spades Fortitude **0**

Pre-match Event



Cannot be blanked or moved from your Ring, and does not take up space in your Ring. At the end of the Pre-match phase, put Drawing a Blank from your Backlash into your Ring, and that card is Superstar-specific. When you play your first "Choke" maneuver each turn, ignore "you have equal or lower Fortitude and" on your Drawing a Blank. ACE: When you have F:12+, you may RFG this card and then Arsenal Search 2 Submissions. ACE: When you have F:12+, when your opponent plays a maneuver, you may flip this card face down to blank that maneuver.

unique

Damage **0**

ace

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The Most Dominant Woman in Fortitude **12**

Mid-match Action



When you are Active, this card is F:0. Your opponent cannot respond to this card. Shuffle up to 5 cards from Ringside into your Arsenal, draw 2 cards and we discard 2 cards. Your "Choke" maneuvers and maneuvers listed on your Superstar-specific Backstage cards are +3D and +1 Stun Value. During your turn when this card is in your Ringside, you may put a Women's Title belt from your Ring into your Ringside and put this card in your Backlash.

unique

Damage **0**

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

Shayna's Shoot Kick to the Face Fortitude **5**
Strike / Reversal: Strike




As a maneuver, when this card is not considered blank, it is +3D and Multi.

unique
*
Damage 5

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

Shayna's Leg Bar Fortitude **5**
Submission + Submission / Action



As a maneuver, when you have not played an action this turn, can be played from Ringside.
As an action, Ringside Search 1 maneuver and discard this card.

multi unique
* *
Damage 8

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

Twisted Arm Stomp Fortitude **15**
Submission + High Risk



When played as a Counter, can only be reversed by 2 reversals.
When played after a "Choke" or "Finger" maneuver, cannot be reversed from hand or Backlash.
Your opponent discards cards equal to the number of "Arm" maneuvers in your Ring.

multi unique
* *
Damage 10

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Shayna's Cross-Arm Breaker Fortitude **20**
Submission + Trademark Finisher



Your opponent cannot prevent you from playing this card.
When successful, if you have 6+ "Arm" maneuvers in your Ring, you win the game via Pinfall Victory.

multi unique
* * *
Damage 10

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

Kirifuda Clutch Fortitude **35**
Trademark Finisher




When you have 5+ "Choke" maneuvers in your Ring, this card cannot be reversed from Arsenal.
If your next card played this turn is *Maintain Hold*, ignore the "Can only be played after..." text and it can only be reversed by cards with "completely" in the text.

unique
* * *
Damage 20

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The Four Horsewomen of MMA Fortitude **16**
Reversal: Card: Run-in



When your opponent has F: 10+ more than you, this card counts as two reversals and his effects cannot prevent you from playing it.

unique
Damage 4

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

Tap, Nap or Snap? Fortitude **10**
Action + Action / Reversal: Non-maneuver




As an action, Arsenal / Ringside Search 1 Submission. If that card is the next card played, it can only be reversed from Arsenal.
When successful, put up to # random cards from your Ringside on the bottom of your Arsenal, where # is equal to the number of Submissions and face down cards in your Ring.

multi unique
Damage 0

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The Queen's Army Fortitude **19**
Action + Action



Your opponent discards cards equal to the number of Submissions and face down cards in your Ring (max 8).
When this card is unsuccessful and your opponent played 1- cards in response to it, you may put it into your hand instead of any other location and then shuffle up to 4 cards from Ringside and up to 3 RFG cards into your Arsenal.

multi unique
Damage 0

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