





Glorious Moustache

Fortitude

8

Reversal: Non-unique maneuver

Roode

ROODE

The Iron Sheik

Raushing RICK RUDE

Cannot be packed by The Rhodes Brothers. When you are Robert Roode, this card is F: 2. When you are The Iron Sheik, this card is Heat.

The reversed card is put under this card regardless of other effects. Printed non-Set-up cards with the same title as a card under *Glorious Moustache* are D: 0 and blank.

Shuffle any number of "Cody", "Glorious", or "Rude" cards from your Ringside to your Arsenal.

unique

Damage

0

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Oh So Glorious

Fortitude

8

Action / Reversal: Special

Roode

As an action, your opponent overturns cards equal to the number of "Spectacular" and "Glorious" cards in your Ring and Backstage.

As a reversal, reverse any Activated Card Effect or card that 'cannot be reversed'. RFG the reversed card.

unique

Damage

0

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Glorious Domination

Fortitude

0

Action

Roode

When your opponent draws for his Draw Segment, you may put this card into your Ring from your hand, Ringside or RFG.

When you put this card into your Ring, you do not discard for his reversal restrictions, and during his next turn your reversals are considered D:0.

When this card is in your Ring and he chooses to end his turn after successfully playing a maneuver, RFG this card.

unique

Damage

0

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Glorious Has Arrived

Fortitude

10

Action + Action

Roode

Cannot be reversed when you have 2- "Glorious" cards in your Ring.

Discard any number of *Spectacular Ring Entrance!* cards from your Backstage, and put any number of those cards from your Ring into your Ringside. Put cards from your opponent's Ringside into his Ringside equal to the number of cards put into your Ringside with this effect.

ACE: Once during each of your turns you may reveal your hand and the next card played this turn from under *Glorious Entrance* is blank.

multi unique

ace

Damage

0

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ALEISTER BLACK

Hand Size

6

Superstar Value

1

Superstar Ability:

Your opponent's Fortitude Rating is considered -6F for playing reversals to your Superstar-specific cards.

Your *Sit Right Here and Bide My Time* is Unique, not Smackdown, and replace 'if... a card' with 'Once during each of your turns'.

Face, Heel, Cheater, and Fan Favorite cards can only be packed in your Backstage. You can pack *High-Flying Style* but you cannot pack *Wrestlemania*.

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WWE

Backstage Area

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

No Man is Ever Truly Good...

No Man is Ever Truly Evil

unique

When packing this card, you may pack up to 6 Arsenal Face cards, up to 6 Arsenal Heel cards, up to 6 Arsenal Fan Favorite cards, and up to 6 Arsenal Cheater cards in your Backstage (cards with multiple traits may be packed as any one of them).

When you reveal this card, reveal either all Face and Cheater cards, or all Heel and Fan Favorite cards in your Backstage and shuffle them into your Arsenal.

During your turn, you may reveal all Arsenal cards in your Backstage, then reveal your hand, Ringside, RFG, and Arsenal then put all Face, Heel, Fan Favorite, and Cheater cards in your Backstage hidden. Then shuffle the revealed cards in your Backstage into your Arsenal and hide this card.

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WWE

Fortitude

0

Arise From The Shadows

Pre-match Event

ALEISTER BLACK

Cannot be blanked, and can be played during any Pre-match phase. Your Aleister Black-specific cards do not take up slots in your Ring.

When your opponent plays a Backlash card that is Face, Heel, Cheater, or Fan Favorite, he puts 1 card from his hand on the bottom of his Arsenal.

When you successfully play a Heel or Cheater card, Ringside Search 1 card and put 1 card from your hand at the bottom of your Arsenal. When you successfully play a Face or Fan Favorite card, he randomly discards 1 card and draws 1 card.

unique permanent

Damage

0

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WWE

Fortitude

0

I Do the Things You Never Could...

Pre-match Event

ALEISTER BLACK

Cannot be blanked.

Before your Draw Segment, when you have equal cards in hand, draw 1 card and he discards 1 card.

When you play a Strike or High Risk and your opponent has 4+ cards in hand, he reveals 1 random card in his hand; he cannot play cards with that title in response to that maneuver.

When you successfully play a Strike and your next card this turn is a High Risk, it cannot be reversed from hand.

unique permanent

Damage

0

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Fortitude

12

WWE

Black

Silent Contemplation

Mid-match Action

unique

permanent

Damage

0

When this card is your first non-Pre-match, non-Reversal card played in the game, this card is -12F and your opponent cannot respond to it. Discard up to 6 cards, and for every 2 cards discarded, Arsenal Search 1 non-Superstar-specific card. You are considered to have +6F when playing your next maneuver this turn, and it cannot be reversed from Backlash.

During your turn, you may put this card from your Ring or Ringside into your Backlash and end your turn.

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Black's Barrage

Fortitude

6

Strike + Strike

multi

unique

Damage

6

When you have lower Fortitude, this card is -6F and your opponent must discard 1 card to play reversals to it.

During your turn when this card is in your Ringside, you may either overturn 6 cards or RFG 6 cards in your Ringside and then put it in your hand.

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Dragonslayer

Fortitude

10

Submission

unique

Damage

10

When played, you may overturn 6 cards. If you do, this card can only be reversed by Unique reversals.

Your opponent puts 1 random card from his hand on the bottom of his Arsenal, and shuffle up to 6 random cards from your Ringside into your Arsenal.

When this card is in your Ring, your Black Mass cannot be reversed from hand by hybrid reversals.

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Blood Moon Stomp

Fortitude

12

High Risk + High Risk

multi

unique

Damage

12

Can only be played as a Counter or after From The Top Rope.

When played after From The Top Rope, your opponent's reversals with "Multi" in the text are blank until the end of the turn.

When this card is in your Ring, your Black Mass cannot be reversed from Arsenal by non-Unique reversals.

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Nephilim

Fortitude

20

High Risk + High Risk / Reversal: Special

multi

unique

Damage

10

As a maneuver, can only be played after a successful 4D+ maneuver or Springboard, or as a Counter (6D+ maneuver). When played after Springboard or From The Top Rope, can only be reversed from Arsenal.

As a reversal, reverse any card that would move cards from any Ringside.

When this card is in your Ring, your Black Mass cannot be reversed from Backlash.

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Black Mass

Fortitude

25

Trademark Finisher / Reversal: Action

unique

Damage

20

Can only be reversed by a reversal card.

As a maneuver, when played you may RFG up to 6 cards in your Ring; for each removed card, your opponent's Fortitude Rating is considered -2F for reversals to this card. When this card is unsuccessful, he discards 1 random card.

As a reversal, discard this card, and he overturns 6 cards.

When this card is in your Ringside and your opponent ends his turn without playing a maneuver, put Black Mass into your hand.

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Release The Pressure

Fortitude

8

Reversal: Special

unique

Damage

0

Reverse any non-Trademark Finisher maneuver. When you have fewer cards in hand, choose 1: your opponent discards cards until you have equal cards in hand, or you draw cards until you have equal cards in hand.

When the reversed card was a Submission, or when you hide a Backstage card, you may put this card from your Ring into your Ringside.

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And Now I'm Calling You Out

Fortitude

6

Action

unique

Damage

0

Shuffle up to 6 cards from your Ringside into your Arsenal.

When you have a Face or Fan Favorite card in your Ring, your opponent reveals his hand and you choose 1 maneuver or action. During his next turn, the chosen card must be his first card played or he ends his turn.

When you have a Heel or Cheater card in your Ring, he overturns 6 cards.

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