

THE I!CONICS

Hand Size
5
Superstar Value
0

Tag Team Superstar Ability:
Once per game, during your turn you may overturn 11 cards and shuffle 11 cards from your Ringside into your Arsenal.

After damage has been applied from your opponent's 11D+ card, you may discard 2 cards and end his turn.

You cannot pack 11D+ cards.

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WWE Backstage Area

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

The Iconic Duo

unique
THE I!CONICS

You can pack 11 copies of **I!CONICS!** in your Backstage but you cannot pack them in your Arsenal. Before your first Draw Segment of the game, put 1 of those cards into your hand and shuffle the other copies into your Arsenal. They do not count as Superstar-specific for *Not On My Broadcast!*.

When you have 11 printed copies of **I!CONICS!** in your Ring, you win the game via Pinfall Victory.

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WWE Fortitude 0

THE I!CONICS

From Sydney, Australia
Pre-match Event

Cannot be blanked! You may play this card during the Venue phase.

Your Pre-match Capacity is 12.

Once during any turn, when you discard any number of cards, you may put 1 of those cards on the bottom of your Arsenal instead.

After overturning 1+ **I!CONICS!** for your opponent's effect or while taking damage, choose 1: put 1 random card from your Ringside on the bottom of your Arsenal OR he puts 1 random card from his hand on the bottom of his Arsenal and draws 1.

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WWE Fortitude 0

THE I!CONICS

The Most Iconic Moment
Pre-match Event

Double the numbers in the text of your **WWE Women's Tag Team Title** belts.

Once during your turn, when you successfully play a maneuver or a Unique action, Ringside Search 1 **I!CONICS!**.

ACE: When he plays a non-unique maneuver, you may put up to 3 **I!CONICS!** from your Ring into your Ringside. When you moved 1, reverse a maneuver. When you moved 3, reverse the maneuver.

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I!CONICS!

Fortitude 1

Trademark Finisher

Can only be played after a successful card. Can be played when playing 1 other copy of **I!CONICS!**. Unless both are reversed, both are considered successful. You cannot play **I!CONICS!** for the rest of the turn. Can only be reversed by printed D:1- or D:11+ cards.

This card is +1D for every **I!CONICS!** in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage 1

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Shades of Kay

Fortitude 11

Strike + Strike / Reversal: Strike

= number of **I!CONICS!** in your Ring.

As a maneuver, your opponent can only play 1 reversal to this card, and he overturns # cards. If this effect is reversed, your turn continues.

As a reversal, this card is +#D.

When this card is in your Ring, your opponent's maneuvers are -1D and -1 Stun Value.

multi unique

Damage 1

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Sick Knee From Sydney

Fortitude 11

Strike + Grapple

When played as a Counter, can only be reversed from Backlash and Arsenal.

Draw up to 1 card.

When this card is in your Ring, and you have 11+ **I!CONICS!**-specific cards in your Ring, your opponent does not draw from *From Sydney, Australia*.

multi unique

Damage 11

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Ilconic Punt

Fortitude 11

Strike + Grapple

When played after a card, this card is a Trademark Finisher + Trademark Finisher instead.

Your opponent puts 1 random card from his hand on the bottom of his Arsenal.

When you have lower Fortitude, you may move 2 random cards with *From Sydney, Australia* instead of 1.

multi unique

Damage 11

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Not Ilconic! Fortitude **4**

Reversal: Special



When you have lower Fortitude, can be played as if this card is D: 0.

Reverse any Superstar-specific card. Arsenal Search 1 non-Unique maneuver and 1 non-Unique action.


unique

Damage **2**

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This is the Future Fortitude **1**

Action + Action



Your opponent can only play 1 reversal to this card.

Arsenal / Ringside Search *The Future is... Ilconic!*

ACE: During your turn, you may put this card into your Ringside and your next card played is -11F.

multi unique


ace **1**

Damage **1**

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The Future is... Ilconic! Fortitude **11**

Action + Action



Cannot be reversed when *This is the Future* is in your Ring.

Arsenal / Ringside Search 1 *Ilconics!*

When this card is in your Ring, choose both options for *From Sydney, Australia*.


multi unique

Damage **1**

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IlCONICS! Fortitude **1**

Trademark Finisher



Can only be played after a successful card. Can be played when playing 1 other copy of *IlCONICS!*. Unless both are reversed, both are considered successful. You cannot play *IlCONICS!* for the rest of the turn. Can only be reversed by printed D:1- or D:11+ cards.


This card is +1D for every *IlCONICS!* in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage **1**

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IlCONICS! Fortitude **1**

Trademark Finisher



Can only be played after a successful card. Can be played when playing 1 other copy of *IlCONICS!*. Unless both are reversed, both are considered successful. You cannot play *IlCONICS!* for the rest of the turn. Can only be reversed by printed D:1- or D:11+ cards.


This card is +1D for every *IlCONICS!* in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage **1**

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IlCONICS! Fortitude **1**

Trademark Finisher



Can only be played after a successful card. Can be played when playing 1 other copy of *IlCONICS!*. Unless both are reversed, both are considered successful. You cannot play *IlCONICS!* for the rest of the turn. Can only be reversed by printed D:1- or D:11+ cards.


This card is +1D for every *IlCONICS!* in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage **1**

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IlCONICS! Fortitude **1**

Trademark Finisher



Can only be played after a successful card. Can be played when playing 1 other copy of *IlCONICS!*. Unless both are reversed, both are considered successful. You cannot play *IlCONICS!* for the rest of the turn. Can only be reversed by printed D:1- or D:11+ cards.


This card is +1D for every *IlCONICS!* in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage **1**

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IlCONICS! Fortitude **1**

Trademark Finisher



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This card is +1D for every *IlCONICS!* in your Ring; when this card is 6D+, it can be reversed as if it was a Strike.

Damage **1**

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