

Backstage Area

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

From Truth or Consequences

unique

MACHO MAN

Your opponent may choose to play with his hand revealed, if he does not, he overturns 1 card before each of his Draw Segments.

Your non-reversal Superstar-specific cards are considered to have "Hardcore" in the title, and your "Hardcore" cards cannot be reversed by hybrid reversals.

Discard 1 less card for *The Hardcore Diaries* and when that card is unsuccessfully Activated, he discards cards equal to the number of cards under that card.

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Hardcore Assault

Fortitude

0

Action

unique

Damage

0

When your first maneuver played this turn is a Foreign Object (without "Sink" in the title) and you have lower Fortitude, you may also play this card; unless both cards are reversed, they are successful, and if this card is reversed, put it in your hand instead.

When this card is discarded for *The Hardcore Diaries*, you can put this card into your hand and shuffle up to 1 card from your Ringside into your Arsenal.

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Extreme Promo Skills

Fortitude

12

Mid-match Action / Reversal: Special

unique

Damage

0

As an action, F: 0 and your opponent cannot respond to this card.

As a reversal, can only be played after a successfully played maneuver. Blank that maneuver's text until the end of turn; when that maneuver is a non-Superstar-specific Foreign Object, it is D: 0. After damage has been applied, end his turn.

ACE: During his turn when he plays a card, you may put this card in your Ringside and then ignore all modifications to that card from his card effects until the end of the turn.

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S*CK IT!

Fortitude

5

Action / Reversal: Non-maneuver

unique

Damage

0

As an action, you may put 1 card in your Ring into your Ringside; if you do, choose 1 card in your opponent's Ring with equal or lower Damage than the card you moved, and put the chosen card into his Ringside.

As a reversal, draw up to 2 cards.

When players would discard for *I've Got Two Words For Ya!*, put this card from your Ring on the bottom of your Arsenal, and all players put their hand on the bottom of their Arsenal instead and draw 2 cards.

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Backstage Area

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

Hulk Rules

unique

HOLLYWOOD HOGAN

Can only be packed by Hollywood Hulk Hogan. Cannot be packed by a Throwback Superstar or when packing WCW or nWo cards.

When packing this card: you are a Superstar, you can pack *Managed by "The Mouth of the South" Jimmy Hart*, you can pack *Hulkamania: Always in Style* cards in your Backstage, and you can pack Hollywood Hulk Hogan cards as if they are not Fan Favorite or Cheater. At the end of the Pre-match, put any cards with those titles in your Backstage into your Backlash.

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Fight For What's Right

Fortitude

0

Pre-match Event

unique

Damage

0

Cannot be packed when packing nWo or WCW cards.

Cannot be blanked.

Your Superstar-specific cards are considered Fan Favorite, and your *Hulkamania: Always in Style* do not take up slots in your Ring. Cards listed in your Ability are considered to have "Classic" in the title, and cannot be reversed by non-Unique cards from hand or Backlash.

When *Hulk Rules* is revealed, your "Classic" maneuvers are -7F.

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Fight For Your Life!

Fortitude

5

Mid-match Reversal: Special

unique

Damage

0

Cannot be packed when packing two cards.

When you have 5F or lower Fortitude, this card is -5F.

Can only be played after your opponent successfully plays a 50+ maneuver; after damage is applied, put up to 1 card from your Ringside into your hand and end his turn.

When you have lower Fortitude, do not discard for your Ability, and before each of your Draw Segments, choose 1: he cannot play non-Unique reversals to your first Superstar-specific maneuver this turn, or he cannot play reversals to your first Superstar-specific card Activated this turn.

When he moves this card from your Ring, he discards 2 random cards, and you may reveal *Feathered Bo.*

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No Holds Barred

Fortitude

22

Action: Movie

unique

Damage

0

This card is -#F, where # is your opponent's Fortitude.

Put up to 3 maneuvers from your Ringside into your hand, shuffle cards up to your Superstar Value into your Arsenal, put 1 card from your opponent's Ring into his Ringside, and he puts 1 random card from his hand on the bottom of his Arsenal.

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W Fortitude **0**

Eric Bischoff

RAW **unique** **permanent** **Damage** **0**

I'm Back, and I'm Better Than Ever

Pre-match Event

Can be played during any Pre-match phase. Cannot be blanked. You are a **WWE** Superstar and you can play *Where The Big Boys Play* during the Event phase.

When *nWo T-Shirt* is in your Ring, your Unique Raw actions are *nWo*, and your opponent's effects cannot modify or prevent you from playing Run-in cards.

When *We Burn It To The Ground Tonight* is in your Ring, your *nWo* cards are Raw, and cards under *Controversy* Creates Cash count as cards with the Raw logo in your Ring for your Raw effects.

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W Fortitude **8**

Eric Bischoff

RAW **unique** **permanent** **Damage** **3**

83 Weeks

Mid-match Reversal: Maneuver

Can be played as if it is D: 0.

Shuffle up to 8 cards from your Ringside into your Arsenal, and draw up to 3 cards.

When this card is in your Ring, discard 1 less card to change Enforcers with *Controversy* Creates Cash.

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W Backstage Area

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

Friends of the Frenchman

René Duprée

unique

When packing this card, you may pack reversals as if they are not Face or Heel.

Your opponent cannot prevent you from playing your Superstar-specific Pre-match cards, and they can be played from Ringside.

You may RFG 4 Ringside cards to Activate *Vive La Résistance!* instead of moving that card; if you do, you cannot Activate it again this turn, and only a non-hybrid reversal can be moved from your Ring with this effect.

When he plays a maneuver, you may discard 1 card and overturn 1 card, and then choose one: it is not Multi; you may play a hybrid reversal as if it is not hybrid (it deals no damage); OR you may play a D: 1 reversal as if it is D: 0.

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Au Revoir **Fortitude** **40**

Trademark Finisher / Action / Reversal: Special

René Duprée

As a maneuver, cannot be reversed from Arsenal when *Vive La Résistance!* is in your Ring.

As an action, this card is -35F; shuffle this card into your Arsenal, and put 1 card from your Backstage into your Backlash.

As a reversal, this card is F: 0; completely reverse any Activated Card Effect or Multi card. When played, put this card on the bottom of your Arsenal instead of any other area.

unique

Damage **20**

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W Backstage Area

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

Seeking Heat Backstage

The Heat Seekers

unique

When packing this card, you may pack Virtual cards as if you are not The Heat Seekers (but you cannot search for them), and *Juvi Driver* and *The Backstabber*.

Your *On Your Home Turf* is now an Event, and Unique instead of Universally Active.

Your Superstar-specific Pre-match cards cannot be blanked, ignore "when overturned" and "non-Unique" text on your Superstar-specific reversals, and you may discard 1 less card and RFG 1 less card for your Ability.

Your Heat cards are not RFG when moving cards from your Ringside.

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Heat Seeking Stretch **Fortitude** **25**

Trademark Finisher / Reversal: Submission

The Heat Seekers

As a maneuver, this card is -10F; if your next card played this turn is *Maintain Hold*, you may ignore the "Can only be played after..." text.

As a reversal, reverse any Submission (Including *Clutch Onto Opponent*).

When this card is in your Ringside, once during each of your turns, you may RFG 2 other cards in your Ringside and your opponent chooses 1: he discards 1 card, or you draw 1 card.

unique

Damage **15**

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Heat Seeking Buzzsaw Kick **Fortitude** **30**

Trademark Finisher / Reversal: Special

The Heat Seekers

As a maneuver, this card is -10F; when played as a Counter, it is -5F.

As a reversal, reverse any Strike or Grapple.

When this card is in your Ringside, your opponent must discard 1 card to reverse your Superstar-specific cards from hand or Backlash.

unique

Damage **10**

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W Backstage Area

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

Legendary Longevity

Mae Young

The Fabulous Moolah

unique

You cannot RFG F: 0 or Superstar-specific maneuvers with your Ability.

Your cards with "Legend" or "Era of the Superstar" in the text are considered Superstar-specific. When your Superstar-specific card is successful, draw 1 card; when it is not, your opponent RFGs 1 card in his hand.


Your opponent's maneuvers are -1D for every 3 cards in his hand.

Increase the number of cards moved from your Ringside or RFG into your Arsenal by 1, and he decreases the number of cards moved from his Ringside or RFG into his Arsenal by 1 (min. 1).

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

The Quarter-Ton Titan



unique
Visceral


At the end of the Pre-match phase, Arsenal Search 2 non-Unique non-hybrid maneuvers. During your first turn, your opponent reveals his hand; choose 1 card and he shuffles the chosen card into his Arsenal.

When you have 8F+ and he plays a maneuver, you may hide this card and his maneuver is considered either *Irish Whip*, *Throw Into the Corner Turnbuckle*, or *Gut Wrench* for your cards.

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

Eviscerating Chop
Mid-match Strike + Strike




Fortitude 0
Damage 6

Cannot be reversed by *Elbow to the Face*. When played after *Throw Into the Corner Turnbuckle*, can be played from Ringside. Draw 2 cards, and your opponent shuffles 1 card from his hand into his Arsenal.

When this card is in your Ring, your Visceral-specific maneuvers are also considered Grapples for your effects, and when played as a Counter, ignore the "Can only be played..."

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Big Daddy V Drop
High Risk



Fortitude 15
Damage 10

unique


When you have 30F+ this card is +10D and a Trademark Finisher instead.

Your opponent must RFG 2 random cards from his hand and the top 2 cards of his Arsenal.

During your turn when this card is in your Ringside, you may shuffle it and up to 1 card in your Ringside into your Arsenal, and put up to 1 Set-up card in your Ringside into your hand.

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The Ghetto Drop
Grapple / Reversal: Special



Fortitude 18
Damage 10


unique

As a maneuver, this card is -6F and when played after a Set-up card, can only be reversed by Unique cards.

As a reversal, reverse any non-Unique Strike or non-Unique Grapple.

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Paydirt
Trademark Finisher



Fortitude 30
Damage 20

unique

When played as a Counter, this card is -5F.

When this card is discarded for the Chain trait or your opponent's effects, you may reveal it, and then put this card and 1 random card in your Ringside on the bottom of your Arsenal.

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

Mikey's Got Spirit, How 'Bout You?



unique
MIKEY

Your Superstar-specific cards are considered reversals and actions for your ability.


When you have used your Ability this turn, and your Action is unsuccessful, put 1 RFG reversal into your hand.

Ignore "Set-up card" on your Spirit Squad-specific maneuvers.

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

Winning at All Costs




unique
TUNK MAN

When packing this card, you may pack up to 4 Heel maneuvers, 5 Heel reversals, and 4 Heel actions in your Backstage; when this card is revealed, reveal those cards and shuffle them into your Arsenal. You may pack *El Kabong* but you cannot pack *Quick Count Ref*.

During your turn when you have lower Fortitude, or when you would lose the game by Pinfall Victory, you may put *Playin' a Mean Tune* from any area on the bottom of your Arsenal, hide this card and shuffle up to 4 RFG cards and up to 5 cards in your Ringside into your Arsenal, draw up to 4 cards, and the game continues.

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S*CK IT!



Fortitude 5
Damage 0

unique

Action / Reversal: Non-maneuver

As an action, you may put 1 card in your Ring into your Ringside; if you do, choose 1 card in your opponent's Ring with equal or lower Damage than the card you moved, and put the chosen card into his Ringside.

As a reversal, draw up to 2 cards.

When players would discard for *I've Got Two Words For Ya!*, put this card from your Ring on the bottom of your Arsenal, and all players put their hand on the bottom of their Arsenal instead and draw 2 cards.

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