

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

Action Movie Icon



unique
Dwayne Johnson

When packing this card, you may pack up to 10 Movie cards in your Backstage; when this card is revealed, shuffle those cards into your Arsenal.


When your Movie card is unsuccessful, put up to 1 card from your Ringside on the bottom of your Arsenal.

During your turn, you may hide this card and shuffle any number of Movie cards from your Ringside into your Arsenal.

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

The V.I.P. Lounge



unique
MVP

Your *The Players Club* cannot be blanked, and when you have 10+ lower Fortitude, ignore "randomly" in the text.

When your maneuver is unsuccessful, you have lower Fortitude, and there are 0 MVP-specific Pre-match cards in your Ring; you may put 1 MVP-specific Pre-match card from your Ringside into your Ring.

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WWE Backstage Area
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Camp Cornette
Pre-match Faction



Fortitude 0

unique permanent
Damage 0

Cannot be blanked. Can be played during any Pre-match phase. When packing this card, you are a *WWE* Superstar, but you cannot pack *The Hart Family*, *Strength of Allied Powers* or *Managed by Harley Race*.

When your opponent successfully played a maneuver during the previous turn, ignore "Can only be played..." text on your first non-Run-In maneuver of each turn.

When you play an "Interfere" card, draw up to 1 card and your opponent discards 1 random card.

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

Managed by Jim Cornette
Pre-match Manager



Fortitude 0

unique permanent
Damage 0

Cannot be blanked. Your Pre-match Capacity is +2. When packing this card, you may pack *Cornette's Patented Tennis Racket*.

Your opponent's Starting Hand Size is -1, and your Starting Hand Size is +1. He must discard 2 cards to reverse an Activated Superstar-specific card.

Your Superstar-specific maneuvers are considered to have "Classic" in the title and your *Classic Distraction* is F: 0.

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Cornette's Ringside Support
Mid-match Action



Fortitude 5

unique
Damage 0

Requirement: *Camp Cornette* is in your Ring. When your opponent successfully played a maneuver during the previous turn, he cannot respond to this card.

Ringside Search up to 2 non-hybrid maneuvers, and he puts 2 random cards from his hand on the bottom of his Arsenal and draws 1 card.

When this card is RFG or in your Ringside and his maneuver is successful, put this card into your Backlash.

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Cornette Interferes
Reversal: Special



Fortitude 15

unique
Damage 0

When you are not Jim Cornette or Yokozuna, can only be played when *Camp Cornette* is in your Ring; when it is, this card is -7F.

Reverse any non-Superstar-specific card and your opponent overturns 2 cards.

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Cornette's Motivational Speech
Action / Reversal: Action



Fortitude 12

unique
Damage 0


When you are not Jim Cornette or Yokozuna, can only be played when *Camp Cornette* is in your Ring; when it is, this card is -7F and cannot be reversed by non-Unique cards.

As an action, shuffle up to 4 cards from your Ringside into your Arsenal and draw up to 3 cards.

When successful, Ringside Search 1 card.

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Load the Spaceship with
Reversal: Special the Rocket Fuel!



Fortitude 9

unique permanent
Damage 0


Reverse any non-Unique #F- card, where # is the number of cards in your Ringside.

When *Back to Basics* is in your Ring, you may put any number of cards with titles listed on that card from your Ring or Ringside under that card; when you do not, this card is also considered to be *Back to Basics*.

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

WCW's Technical Shooter



unique
MALENKO

When packing this card, you can pack *Drawing a Blank* in your Backstage and it is considered to have "1000" in the title; replace the "Before your Draw Segment when your Ability is blank" text with "When your maneuver is unsuccessful" on that card.

You are also considered The Radicalz for your card effects, and replace "Arsenal" with "Ringside" on your *Ring Psychology: Leg*.

Do not RFG cards for *The Iceman Cometh*, your Superstar-specific cards are considered non-Unique for that card's effect, and when you play a maneuver without a printed reversal restriction "as if from hand", it is Chain and you may blank that card for the rest of the turn.

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Malenko's Textbook Suplex Fortitude **4**
Grapple / Reversal: Grapple



MALENKO

As a maneuver, this card is +4D.
As a reversal, can be played as if it is D: 0 and not a hybrid.

When this card is in your Arsenal, it is considered non-Unique for your card effects.

When this card is in your Ring, it is considered to have "Arm", "Leg", and "Slam" in the title.

unique
Damage 4

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Dean's Single Leg Lock Fortitude **8**
Submission / Reversal: Special



MALENKO


As a maneuver, reversals to this card are +12F and -4D.
As a reversal, reverse any Submission or Multi card.

When successfully played, Arsenal Search 1 "Cloverleaf" card.

unique
Damage 8

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Malenko Locks It In Fortitude **15**
Action + Action



MALENKO

This card is also considered to have the title "Maintain Hold".
Put up to 1 of your RFG cards into your Ringside.

Your opponent RFG the top card of his Arsenal; when this card is played after a maneuver or Superstar-specific card, he RFG 2 additional cards.

When he successfully plays a card, you may put this card from your Ring on the bottom of your Arsenal.

multi unique
Damage 0

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

Carrying All the Gold



unique
SHOCK THE SYSTEM

When packing this card, you can pack 3 Title Belts without "diva" or "female" in the text in your Backstage, but you cannot pack *First Of All* or Title Belts in your Backlash.

When you are the Four Horsemen, you can only pack "WCW" or "United States" Title Belts. When you are Undisputed Era, you can only pack "NXT" Title Belts and ignore the "When you are Seth... those" text.

When you are Evolution, you can only pack Raw Title Belts.

When this card is revealed, reveal any Title Belts in your Backstage, and at the end of the Pre-match phase, put those cards into your Ring.

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

The Symbol of Excellence



unique
WORSEMAN

When packing this card, you may pack any number of The Four Horseman-specific Backlash cards in your Backstage, they can be played during any phase, and when you reveal this card, put them into your Backlash. Your Pre-match Capacity is +4. Your opponent cannot prevent you from playing Title Belts.

Ignore "non-maneuver" on your non-hybrid Superstar-specific cards.

During the Pre-match phase, or when you have 4-cards in hand or 4+ lower Fortitude: you are also considered the Brain Busters for your effects, draw 1 additional card for your Ability, your Superstar-specific maneuvers are Trademark Finishers instead, and when your maneuver is unsuccessful, he overturns 4 cards.

unique
Damage 4

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

A Legendary Legion



unique
LEGION DOOM

You are a **WWE** Superstar and considered to be The Road Warriors for *Legendary Offense*, and your "Classic" maneuvers are also **BASH** maneuvers for your effects.


Once during each of your turns, you may RFG 1 card in your hand, and your opponent puts 2 random cards from their hand on the bottom of their Arsenal and draws 1 card.

When you successfully play a "Doom" maneuver, you may reveal *Spiked Armor*.

unique
Damage 4

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Flexy Lexy Fortitude **5**
Reversal: Special



LEX LUGER

Reverse any card that would move a card from your Ring; when you have no "Striker" cards in your Ring, can also reverse any non-Trademark Finisher maneuver.

When this card is in your Ring and you have lower Fortitude, replace "maneuver" with "card" in your *No Sell Maneuver*.

unique permanent
Damage 0

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

Primo: A Shining Star

unique
CARLITO COLON PRIMO

When your maneuver is unsuccessful, draw up to 2 cards and shuffle 1 random card from your Ringside into your Arsenal; when you have lower Fortitude, you may also shuffle 1 non-reversal card into your Arsenal.

Your first Superstar-specific Action each turn can only be reversed by Unique cards.

During your turn, you may hide this card and then reveal up to 3 other Backstage cards.

Damage 0

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WWE The Bad Apples
Fortitude 4

Mid-match Reversal: non-Unique maneuver

unique
CARLITO COLON PRIMO

Arsenal Search Spit at Opponent: draw up to 2 cards; and your opponent puts 2 random cards from his hand on the bottom of his Arsenal. Your Spit At Opponent is Superstar-specific.

When you overturn / Know Cool... And You're Not Cool, you may put that card into your Ring, and it is Permanent.

Damage 0

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

WWE The Bar
Fortitude 0

Pre-match Faction

unique permanent
Cesaro

Cannot be packed when playing Managers or The Great White. Cannot be blanked or prevented from being played. Can be played from Ringside.

ACE: Once during each of your turns when playing a Strike or Grapple, you may overturn 2 cards and then when you are Sheamus, your maneuver is -3F for every maneuver in your Backstage OR when you are Cesaro, your maneuver cannot be reversed by hybrid reversals, and when it is unsuccessful and you have 5F, put it under your Superstar card. This effect cannot be reversed.

Damage 0

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

WWE We Don't Set the Bar
Fortitude 20

Mid-match Reversal: Special

unique permanent
Cesaro

When The Bar is in your Ring, this card is -10F. Reverse any non-Superstar-specific maneuver played from hand, or when The Bar is in your Ring, reverse any maneuver played from hand. Your opponent puts the reversed card on the bottom of his Arsenal, regardless of other effects.

ACE: When The Bar is in your Ring and he plays a non-Superstar-specific maneuver, you may discard 2 cards, and his maneuver is Multi.

Damage 0

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

The Bar's Tandem Attack
Strike + Strike

Fortitude 10

multi unique
Cesaro

Requirement: The Bar is in your Ring. When played, you may choose Grapple or Submission; if you do, this card is the chosen maneuver type instead of Strike for the rest of the turn.

ACE: When playing a Superstar-specific maneuver, you may discard 1 maneuver and then your played maneuver is +5D and +1 Stun Value.

Damage 10

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

We ARE The Bar!
Action + Action

Fortitude 15

multi unique
Cesaro

Can only be reversed by 2 D: 0 reversals.

When your opponent has greater cards in hand, he puts random cards from his hand on the bottom of his Arsenal until he the same number of cards in hand.

When The Bar is in your Ring, his 8D+ Multi maneuvers played are 7D.

Damage 0

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

White Noise
Grapple + Grapple

Fortitude 15

multi unique
Cesaro

Your opponent's reversals to this card are blank until the end of the turn.

When The Bar is not in your Ring, draw up to 1 card.

When this card is in your Ring and your opponent plays a non-Superstar-specific maneuver, he chooses 1: he puts 1 card from his hand on the bottom of his Arsenal, or his card is blank.

Damage 15

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Signature Kingly Entrance
Pre-match Event

Fortitude 0

unique permanent
THE KING OF RINGS

When you reveal your Backstage cards, put this card from your Backstage into your Ring. Your Pre-match Capacity is +2, and your Fortitude is +2 for each Triple H-specific card in your Ring. When you have lower Fortitude, overturn 1 less card for your Ability, and ignore the "Set-up" text on Forebuster.

When you successfully play a Triple H-specific card, draw up to 1 card; when it is unsuccessful, you may put it on the bottom of your Arsenal, your opponent discards 1 random card, and when it is an action, you may put it in your Ring instead.

Damage 0

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

The Salt Ceremony

unique

YOKOZUNA

When packing this card, you may pack *No Sell Maneuver* and an additional 15 cards in your Arsenal.

Your Fortitude is considered +10F for *Mr. Fuji's Cane*.

When your maneuver is affected by *Managed by Mr. Fuji*, your opponent must overturn 3 cards in order to reverse it from hand, Backlash, or Ringside.

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

Victorious Villany

unique

YOKOZUNA

Replace 'maneuver' with 'High Risk maneuver' in your Ability.

Your maneuvers are +2D, your *Samoan Drop* cards are considered to have "Classic" in the title for your effects.

Your opponent must discard 1 card to reverse your Unique maneuvers from hand or Backlash; when your Unique maneuver is unsuccessful, Ringside Search 1 other Unique non-hybrid maneuver.

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Yokozuna's Nerve Hold Fortitude **8**

Submission / Reversal: Strike/Grapple

unique

Damage **2**

As a maneuver, when played as a Counter, cannot be reversed from hand.

As a reversal, can be played as if it is D: 0.

When successful, your opponent discards 1 random card, and your next maneuver played cannot be reversed.

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Yokozuna's Savate Kick Fortitude **15**

Strike + Strike / Action / Reversal: Special

multi unique

Damage **10**

As a maneuver, draw up to 2 cards and your opponent discards 2 cards.

As a reversal, reverse any action or Grapple.

As an action, this card is -10F; put this card and up to 2 cards from your Ringside on the bottom of your Arsenal.

When successful, Arsenal Search 1 other card.

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

A Triple Threat

unique

Bigelow

When packing this card, you are also an ECW Superstar and a WCW Superstar.

When you do not have a Faction in your Ring; you may play 1 *Allegiance* card and/or *Asbury Park, New Jersey* during the Events phase; if you do, you cannot play Factions; your "Classic" maneuvers are considered non-Unique for *Asbury Park, New Jersey*, and your Superstar-specific cards are also WCW cards.

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

The Flamed Wonder

Fortitude **5**

Mid-match Action / Reversal: Special

unique

Damage **0**

Cannot be blanked.

When you have 5+ lower Fortitude and your maneuver with Stun Value is unsuccessful, you may put this card from your Ringside or Backlash into your Ring.

As a reversal, reverse any non-Unique maneuver or any Unique action.

When this card is in your Ring, your "Classic" maneuvers are +1 Stun Value, and when you have lower Fortitude, you may discard 1 card instead of RFG for your Ability, and when your maneuver with Stun Value is unsuccessful, put up to 1 RFG non-reversal card into your hand.

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Bigelow's Double Underhook Backbreaker Fortitude **12**

Grapple

unique

Damage **10**

This card is considered to be a Foreign Object with "Classic" in the title for your effects.

Your opponent puts 2 cards from his hand on the bottom of his Arsenal.

When this card is in your Ring, *Greetings From Asbury Park* cannot be reversed from Arsenal by non-Unique cards.

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Backed by Luna Vachon Fortitude **23**

Action

unique

Damage **0**

= total Stun Value in your Ring.

This card is -#F, shuffle up to # cards from your Ringside and up to 3 RFG cards into your Arsenal, and draw up to 2 cards.

ACE: During your turn, you may RFG this card and your opponent overturns # cards (max 8).

ace

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