


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

Emma's Effervescent Entrance



unique
EMMA


At the end of the Pre-match phase, put up to 5 cards from your hand on the bottom of your Arsenal, and draw the same number of cards.

When you randomly discard cards, you may overturn 2 cards and put 1 of those discarded cards under this card. Cards under this card may be played as if from hand.

When you hide *Emma's Bubbly Personality*, put all cards under this card on the bottom of your Arsenal and hide this card.

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Emma's Body Scissors Fortitude **8**
Submission



unique
EMMA

When you have 8+ lower Fortitude, this card is F: 0; when it is Multi, it cannot be reversed by hybrid reversals.

You may randomly discard 1 card; if you do, your opponent randomly discards 1 card.


When this card is in your Ringside and he successfully plays a maneuver, you may discard 1 card and put this card into your hand.

unique
Damage **8**

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Backstage Area
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An Olde School Auditor



unique
VAUDE VILLAINS


Arsenal Search *The Artiste's Auditory Ability* and put it in your Ring; once during each of your turns, you may shuffle it into your Arsenal and then Arsenal Search 1 "Classic" maneuver.

Your "Classic" maneuvers are considered non-Unique for your effects when searching your Arsenal, double the numbers in their text, ignore their "Can be reversed..." text when you have equal or lower Fortitude, and when they are unsuccessful, your opponent puts 1 random card from his hand on the bottom of his Arsenal (when you have lower Fortitude, 2 random cards).

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Backstage Area
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Manly Manifesto



unique
VAUDE VILLAINS

You may pack *It's Showtime* and 3 *Old School Antics* in your Backstage but you cannot pack them in your Backlash. When this card is revealed, put them into your Backlash. When you would overturn cards for *It's Showtime!*, put them into your hand.

Once during each of your turns, you may reveal your hand; if there are no "Classic" maneuvers, Ringside Search 1 "Classic" maneuver without "Cannot be reversed" in its text.


Your *That's a Wrap* and *Gentleman's Clutch* are considered to be "Classic" for your Superstar-specific effects.

When you have 3 *Old School Antics* in your Ringside, *That's a Wrap* is blank.

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

The Mechanics



unique
THE REVIVAL

When packing this card, your "Blindside" maneuvers are not Fan Favorite, and they are considered Chain for your effects; you can pack 3 *Ready to Fight* in your Backstage, and they can be played from Backstage.

During your first Draw Segment, draw up to 2 additional cards. Ignore the "played from hand and" text on your Tag Team reversals.

When you would RFG cards for playing a "Blindside" maneuver, you may instead put 1 Tag Team card or 1 card with "tag team" in the text from your Ring under this card. Your maneuvers are +2D and +1 Stun Value for every 3 cards under this card.

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Wilder's Blindside Punch Fortitude **0**
Strike + Strike / Action



multi
unique
THE REVIVAL

If you have lower Fortitude, can be played from Ringside. If you have equal or greater Fortitude, RFG 1 card from your hand and 1 card from your Ringside.


Cannot be reversed by hybrid cards.

As an action, put this card on the bottom of your Arsenal and put up to 2 RFG "Blindside" cards into your Ringside.

multi
unique
Damage **5**

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Charlotte's Spear Fortitude **40**
Strike + Strike / Reversal: Special



unique
Charlotte

As a maneuver, this card is -20F and +5D, and cannot be reversed by hybrid cards; when you have 40F+, this card is a Trademark Finisher instead of a Strike.

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

Your opponent discards 2 random cards.

unique
Damage **10**

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KO's Stunner Fortitude **35**
Trademark Finisher



unique
KO

When played after a successful maneuver, this card is -5F and +5D.

When this card is in your Ringside and your maneuver is unsuccessful, you may put it on the bottom of your Arsenal.


unique
Damage **15**

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Backstage Area

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From Bracket Busters to Champions



unique
CHAMP III ♥

Do not hide this card for DIY, and when that card and NXT Tag Team Title Belts are in your Ring, your Starting Hand Size is +1 and your opponent's Starting Hand Size is -1.

Your NXT Title Belts do not take up a slot in your Ring.

When you are Johnny Gargano and DIY is in your Ring: ignore "Superstar specific" in your Ability, replace the Superstar listed on *Headstrong* with "Johnny Gargano", and before your first Draw Segment, put *Johnny Takeover* from any area into your Ring.

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DIY Pre-match Faction

Fortitude 0



Johnny GARGANO
CHAMP III ♥

unique permanent
Damage 0

Cannot be blanked or prevented from being played by your opponent. Can be played from Ringside.

At the end of the Pre-match phase, hide 1 Backstage card with your logo.

This card is also considered to be *The Sicilian Psychopath* for your effects.

When your maneuver is unsuccessful, put either 1 random card or 1 "Technical", Face, or Heel card from your Ringside on the bottom of your Arsenal; he reveals 2 random cards in his hand.

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Corner Charge Strike

Fortitude 12

Strike + High Risk



Johnny GARGANO
CHAMP III ♥

multi unique
Damage 8


When *DIY* is not in your Ring, this card is -4F and when it is unsuccessful, discard 1 card and put up to 2 maneuvers from your Ringside into your hand.

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Meet in the Middle

Fortitude 35

Trademark Finisher



Johnny GARGANO
CHAMP III ♥

unique
Damage 15

Requirement: *DIY* is in your Ring.

When played as a Counter, or after a successful maneuver, this card is -5F.


Your opponent overturns 1 card for every maneuver in your Ring; this effect cannot be reversed.

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Nobody Will Do It For You

Fortitude 5

Reversal: Special



Johnny GARGANO
CHAMP III ♥

unique
Damage 0

Reverse any non-maneuver card or Activated Card Effect, or when overturned, can also reverse any non-damage card effect.

When *DIY* is in your Ring and this card reverses from any area, you may discard 1 card and then shuffle it into your Arsenal.

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Do It Yourself

Fortitude 5

Action + Action



Johnny GARGANO
CHAMP III ♥

multi unique
Damage 0

Arsenal / Ringside Search 2 non-Unique non-reversal maneuvers and *Nobody Will Do It For You*.

When *DIY* is in your Ring, put up to 1 card from your Ringside on the bottom of your Arsenal; when it is not and this card is unsuccessful, your turn does not end.

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One Final Beat

Fortitude 20

Grapple / Action + Action



Johnny GARGANO
CHAMP III ♥

multi unique
Damage 10

As a maneuver, -10F; when you have 30F+ this card is a Trademark Finisher instead and +10D.

As an action, -15F and cannot be reversed by cards with "Completely" in the text; shuffle this card and up to 2 other cards in your Ringside into your Arsenal.

When successful, your opponent discards 2 cards.

When this card is in your Ring, choose up to 3 options for your Ability.

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Willow's Bell

Fortitude 25

Grapple + Grapple / Reversal: Special



Johnny GARGANO
CHAMP III ♥

multi unique
Damage 15

As a maneuver, this card is -5F; when you have 30F+ this card is a Trademark Finisher instead and +5D. When you have 10+ cards under *The Sicilian Psychopath*, cannot be reversed from hand or Backlash by non-Superstar-specific reversal cards.

As a reversal, reverse any card with "Ringside" in the title or text.

Your opponent discards half the cards in his hand (rounded down).

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Sasha's Suicide Dive Fortitude **12**
High Risk



Can only be played after a card or as a Counter.
When played as a Counter (from hand) or after a maneuver or Set-up card, you may overturn 2 cards; if you do, this card cannot be reversed.
This card is considered to have "Back" in the title for your effects.

unique
Damage **8**

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The Scottish Psychopath Fortitude **0**
Pre-match Event



Cannot be blanked.
When your first maneuver played each turn is not printed F-1, printed D: 1, or Chain, and it does not have "can only be reversed" or "cannot be reversed" in the text, it is +1D; when that maneuver is unsuccessful, you may put it and up to 1 random card from your Ringside on the bottom of your Arsenal; when it is successful, choose one: draw up to 1 card or your opponent puts 1 card from his hand on the bottom of his Arsenal.

unique permanent
Damage **0**

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Claymore Kick Fortitude **30**
Trademark Finisher / Reversal: Special




As a maneuver, this card is -10F and your opponent cannot reduce the damage of this card.
As a reversal, reverse any Grapple or non-Superstar-specific action.
When successfully played, draw up to 1 card, and your opponent discards 2 random cards; if he does not, he overturns 3 cards.

unique
Damage **20**

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What Lies Within Fortitude **1**
Action



Can only be reversed by D: 1 cards.
Arsenal / Ringside Search 1 card, put that card under *I Dream Broken Dreams*, and shuffle.
Your opponent chooses 1: he puts 1 random card under another card in his Ring into his Ringside, he puts 1 random card from his hand on the bottom of his Arsenal, or you may RFG 1 card in his Ring.

unique
Damage **1**

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Backstage Area
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You're Gonna Get These Hands!



unique
BRAUN

Your non-Chain, non-Volley, non-RMS "Fist", "Hook", "Uppercut", "Haymaker", or "Jab" Strikes are considered to have "Punch" in the title. Your "Punch" Strikes are +2D.
When you have lower Fortitude and your "Punch" Strike is unsuccessful, you may put 1 other "Punch" Strike from your Ringside into your hand, and your opponent puts 1 card from his hand on the bottom of his Arsenal.

Damage **1**

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The Strowman Express Fortitude **0**
Pre-match Event

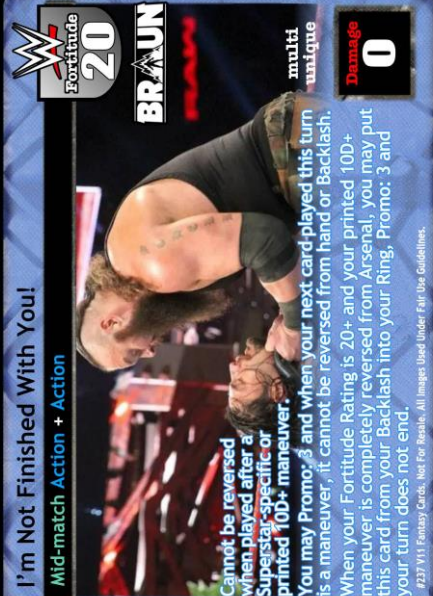


Cannot be blanked.
Your Superstar Value is 11.
When you have lower Fortitude or fewer cards in hand, and your opponent's Fortitude Rating is 5+, your reversals are -#F, where # is equal to the Stun Value in your Ring.
His non-maneuver cards are considered actions for your Superstar-specific reversals.
When you play a Superstar-specific card with more than one logo, discard cards equal to the number of Superstar-specific cards with more than one logo in your Ring.

unique permanent
Damage **0**

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I'm Not Finished With You! Fortitude **20**
Mid-match Action + Action



Cannot be reversed when played after a Superstar-specific or printed 10D+ maneuver.
You may Promo; if and when your next card played this turn is a maneuver, it cannot be reversed from hand or Backlash.
When your Fortitude Rating is 20+ and your printed 10D+ maneuver is completely reversed from Arsenal, you may put this card from your Backlash into your Ring. Promo: 3 and your turn does not end.

multi unique
Damage **0**

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Strowman's Running Knockdown Fortitude **10**
Strike + Strike / Reversal: Special



When you have 5+ lower Fortitude, this card is -#F, where # is your opponent's Fortitude Rating.
As a maneuver, +3D; when played as a Counter or after a successfully played maneuver, cannot be reversed from hand.
As a reversal, reverse any card that would move cards from any player's Ringside.

multi unique
Damage **5**

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