

Greetings from Dudleyville, U.S.A.

Pre-match Venue

Fortitude 0

Damage 0

unique

At the end of the Pre-match phase you may search your Arsenal for any number of Superstar Specific Run-in cards, reveal them to your opponent, put them face-up under this card and shuffle your Arsenal. When using your Superstar Ability, you may have the number of Superstars on your Superstar card be +#, where # is equal to the number of cards under this card. If you do, randomly put one of the cards under this card into your Hand and then discard 1 card.

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Sledgehammer Shot

Mid-match Strike

Fortitude 40

Damage 30

unique

head

Foreign Object.
Cannot be reversed from your opponent's Arsenal.

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CM Punk

Hand Size 5

Superstar Value 3

Superstar Ability:
At the end of the Pre-match phase, search your Arsenal for non-Unique Submission maneuvers, reveal them to your opponent, and add them to your Backlash until you have 20 cards in your Backlash. Submission maneuvers in your Backlash count as Mid-match cards.

John Morrison

Hand Size 7

Superstar Value 3

Superstar Ability:
During your turn, you may attach a card from your Backlash face-down to your Superstar. If you do, choose a non-Hybrid maneuver in your Ringside and put it into your Hand.

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The Walls of Jericho

Trademark Finisher

back

Fortitude 30

unique

Maintainable.
This card is +10D when played after a Superstar Specific card or if the last card played on your opponent's turn was a Superstar Specific card you control and this is the first card played of your turn.

Damage 20

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The Icon ... The Showstopper ... The Main Event

Pre-Match Event

Fortitude 0

Damage 0

unique

At the end of the Pre-match phase, search your Arsenal for 1 Superstar Specific, 1 non-Superstar Specific and 1 Reversal, reveal them to your opponent, put them into your Hand and shuffle your Arsenal.

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Lunge

High Risk/ Reversal

torso

Fortitude 0

Damage 5

As a maneuver, can only be played as the first card of your turn, and only if it is the first turn of the game or your opponent ended his last turn.
As a reversal, reverse any Action if your opponent has played a card with the same title this turn.
When played, your opponent discards 2 cards.

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Lunge

High Risk/ Reversal

torso

Fortitude 0

Damage 5

As a maneuver, can only be played as the first card of your turn, and only if it is the first turn of the game or your opponent ended his last turn.
As a reversal, reverse any Action if your opponent has played a card with the same title this turn.
When played, your opponent discards 2 cards.

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Lunge

High Risk/ Reversal

torso

Fortitude 0

Damage 5

As a maneuver, can only be played as the first card of your turn, and only if it is the first turn of the game or your opponent ended his last turn.
As a reversal, reverse any Action if your opponent has played a card with the same title this turn.
When played, your opponent discards 2 cards.

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Fortitude

1

Pre-match Handshake

Pre-match Event

When this card is in your Ring, you may not play Pre-match cards and at the start of your opponent's turn before his Draw Segment he reveals his Backlash and randomly discards cards from his Backlash until he discards a Mid-match or until he has no Mid-match cards. During your opponent's turn, he may draw 1 card and allow you to draw up to 4 cards. If he does, put this card into your Ringside.

Damage

0

Fortitude

1

Pre-match Handshake

Pre-match Event

When this card is in your Ring, you may not play Pre-match cards and at the start of your opponent's turn before his Draw Segment he reveals his Backlash and randomly discards cards from his Backlash until he discards a Mid-match or until he has no Mid-match cards. During your opponent's turn, he may draw 1 card and allow you to draw up to 4 cards. If he does, put this card into your Ringside.

Damage

0

Fortitude

1

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Damage

0

Bite

Fortitude

1

Submission / Reversal

arm

Unstoppable.
As a maneuver, can only be played after a Submission. Shuffle cards from your Ringside into your Arsenal up to the damage dealt by the Submission.

As a reversal, can only be played after a successfully played Grapple with Target: HEAD or Submission with Target: HEAD. After damage has been applied, shuffle cards from your Ringside into your Arsenal equal to the damage dealt by that Grapple or Submission.

Damage

1

Bite

Fortitude

1

Submission / Reversal

arm

Unstoppable.
As a maneuver, can only be played after a Submission. Shuffle cards from your Ringside into your Arsenal up to the damage dealt by the Submission.

As a reversal, can only be played after a successfully played Grapple with Target: HEAD or Submission with Target: HEAD. After damage has been applied, shuffle cards from your Ringside into your Arsenal equal to the damage dealt by that Grapple or Submission.

Damage

1

Bite

Fortitude

1

Submission / Reversal

arm

Unstoppable.
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Damage

1

Wrist Lock

Fortitude

0

Submission

arm

Set-up.
Can be reversed by reversal cards with "Set-up: or "hybrid" in their text and can only be reversed by reversal cards with "Set-up" or "hybrid" in their text.

Can not be reversed by reversal cards with "non-Set-up" in the text.

Damage

2

Wrist Lock

Fortitude

0

Submission

arm

Set-up.
Can be reversed by reversal cards with "Set-up: or "hybrid" in their text and can only be reversed by reversal cards with "Set-up" or "hybrid" in their text.

Can not be reversed by reversal cards with "non-Set-up" in the text.

Damage

2

Wrist Lock

Fortitude

0

Submission

arm

Set-up.
Can be reversed by reversal cards with "Set-up: or "hybrid" in their text and can only be reversed by reversal cards with "Set-up" or "hybrid" in their text.

Can not be reversed by reversal cards with "non-Set-up" in the text.

Damage

2

Steel Cage Match

Pre-match Stipulation

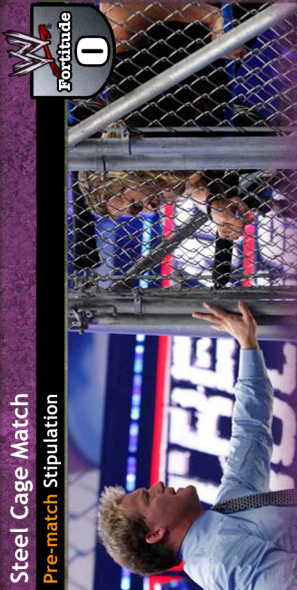


Maneuvers are +2D and when either player plays a High Risk, they may overturn cards equal to its printed Damage. If they do, it is Multi. When either player successfully plays 3 consecutive non-Unstoppable maneuvers with different titles and without "reverse" in their text then ends their turn, they win the game via Pinfall.

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Steel Cage Match

Pre-match Stipulation



Maneuvers are +2D and when either player plays a High Risk, they may overturn cards equal to its printed Damage. If they do, it is Multi. When either player successfully plays 3 consecutive non-Unstoppable maneuvers with different titles and without "reverse" in their text then ends their turn, they win the game via Pinfall.

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Handicap Match

Pre-match Stipulation



At the end of the Pre-match phase, if you have more Superstars than your opponent, he chooses 1. You recently discarded 1 card; he over turns 1 card from his Arsenal. He plays with his hand revealed. The number of Mid-match cards he may have in his Ring is reduced by 2; He puts 2 Pre-match cards from his Ring into his Ringside; When you play a reversal, put 1 card from your Ringside on the bottom of your Arsenal. # is 2, or is your Superstars minus your opponent's Superstars and the number of other Handicap Match in your Ring, whichever is greater.

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Pre-match Stipulation



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Handicap Match

Pre-match Stipulation

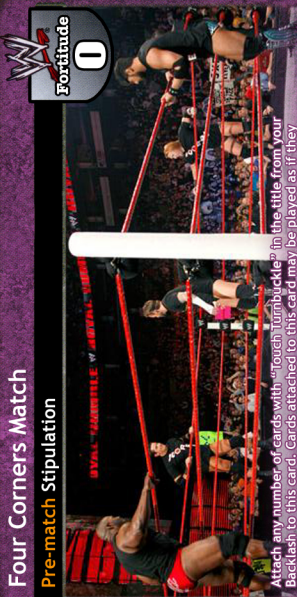


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Four Corners Match

Pre-match Stipulation

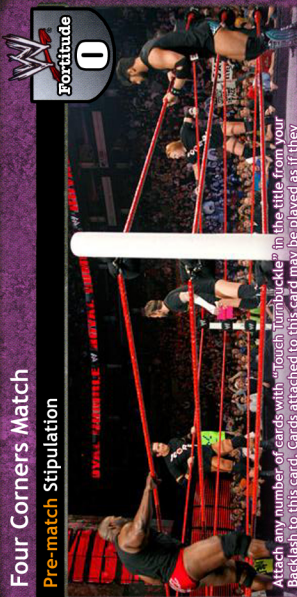


Attach any number of cards with "Touch Turnbuckle" in the title from your Backlist to this card. Cards attached to this card may be played as if they were in their owner's Backlist. At the end of the Pre-match phase, if either player successfully plays 3 while the title is in their Ring, or plays 4 with "Touch Turnbuckle" in the title, their opponent puts all cards with "Touch Turnbuckle" in the title from their Ring into their Ringside and if either player has Touch Turnbuckle #1, Touch Turnbuckle #2, Touch Turnbuckle #3, and Touch Turnbuckle #4 in their Ring, they win the game via Pinfall.

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Four Corners Match

Pre-match Stipulation

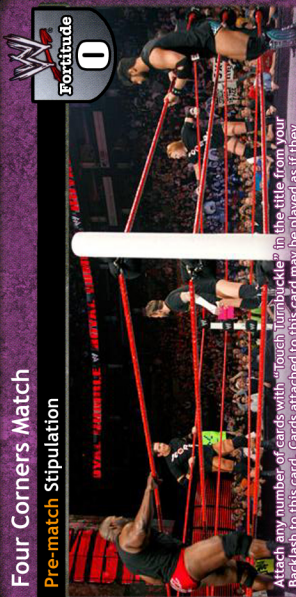


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Fortitude

4

Touch Turnbuckle #2

Mid-match Action

Can only be played as the first card of your turn, and only if you successfully played a reversal to end your opponent's turn and Touch Turnbuckle #1 is in your Ring.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Hand, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

4

Touch Turnbuckle #2

Mid-match Action

Can only be played as the first card of your turn, and only if you successfully played a reversal to end your opponent's turn and Touch Turnbuckle #1 is in your Ring.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Hand, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

4

Touch Turnbuckle #2

Mid-match Action

Can only be played as the first card of your turn, and only if you successfully played a reversal to end your opponent's turn and Touch Turnbuckle #1 is in your Ring.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Hand, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

0

Touch Turnbuckle #1

Mid-match Action

Can only be played after a successfully played maneuver.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Backlash, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

0

Touch Turnbuckle #1

Mid-match Action

Can only be played after a successfully played maneuver.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Backlash, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

0

Touch Turnbuckle #1

Mid-match Action

Can only be played after a successfully played maneuver.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Backlash, and if this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

Fortitude

7

Is That Legal?!

Mid-match Action

If your opponent has greater Fortitude than you, this card is -7F.

You may put a non-Superstar Specific Pre-match from your Ringside into your Ring. If you do not, your next card played this turn may be a Pre-match and it may be reversed as if it were a Mid-match Action.

Damage

0

Fortitude

7

Is That Legal?!

Mid-match Action

If your opponent has greater Fortitude than you, this card is -7F.

You may put a non-Superstar Specific Pre-match from your Ringside into your Ring. If you do not, your next card played this turn may be a Pre-match and it may be reversed as if it were a Mid-match Action.

Damage

0

Fortitude

7

Is That Legal?!

Mid-match Action

If your opponent has greater Fortitude than you, this card is -7F.

You may put a non-Superstar Specific Pre-match from your Ringside into your Ring. If you do not, your next card played this turn may be a Pre-match and it may be reversed as if it were a Mid-match Action.

Damage

0

Maintain Hold

Fortitude

10

Action

Can only be played after a successfully played non-RMS, non-Unstoppable Submission or a Maintainable card.

End your turn. Once during each of your turns, the maintained maneuver is considered non-Multi, does its damage and effects and your opponent may attempt to reverse it as if it was just played. If it is reversed, it remains in your Ring and this card has no further effect. Until the maneuver is reversed, neither player may play cards that do not reverse the maneuver.

Damage

0

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Maintain Hold

Fortitude

10

Action

Can only be played after a successfully played non-RMS, non-Unstoppable Submission or a Maintainable card.

End your turn. Once during each of your turns, the maintained maneuver is considered non-Multi, does its damage and effects and your opponent may attempt to reverse it as if it was just played. If it is reversed, it remains in your Ring and this card has no further effect. Until the maneuver is reversed, neither player may play cards that do not reverse the maneuver.

Damage

0

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Maintain Hold

Fortitude

10

Action

Can only be played after a successfully played non-RMS, non-Unstoppable Submission or a Maintainable card.

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Damage

0

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Touch Turnbuckle #4

Mid-match Action

Fortitude

12

Can only be played after a successfully played maneuver of 8D or greater and Touch Turnbuckle #3 is in your Ring. When this card is in your Ring, your cards are F: 0. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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Touch Turnbuckle #4

Mid-match Action

Fortitude

12

Can only be played after a successfully played maneuver of 8D or greater and Touch Turnbuckle #3 is in your Ring. When this card is in your Ring, your cards are F: 0. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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Touch Turnbuckle #4

Mid-match Action

Fortitude

12

Can only be played after a successfully played maneuver of 8D or greater and Touch Turnbuckle #3 is in your Ring. When this card is in your Ring, your cards are F: 0. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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Touch Turnbuckle #3

Mid-match Action

Fortitude

8

Can only be played if you have successfully played 3 cards this turn and Touch Turnbuckle #2 is in your Ring. When this card is in your Ring, when your opponent overturns cards for damage, the first 3 Reversal cards he overturns have blank text. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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Touch Turnbuckle #3

Mid-match Action

Fortitude

8

Can only be played if you have successfully played 3 cards this turn and Touch Turnbuckle #2 is in your Ring. When this card is in your Ring, when your opponent overturns cards for damage, the first 3 Reversal cards he overturns have blank text. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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Touch Turnbuckle #3

Mid-match Action

Fortitude

8

Can only be played if you have successfully played 3 cards this turn and Touch Turnbuckle #2 is in your Ring. When this card is in your Ring, when your opponent overturns cards for damage, the first 3 Reversal cards he overturns have blank text. If this card is moved to your Ringside or removed from the game and Four Corners Match is in play, you may instead attach it to a Four Corners Match in either player's Ring.

Damage

0

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