




Throwback Press Fortitude
High Risk / Action  **18**




When searching your Arsenal or Ringside for any card, you may find this card instead.
As a maneuver, can only be played after a card with "Throwback" in the title. Search your Arsenal for 1 card, put it into your Hand, and shuffle your Arsenal.
As an action, this card is -18F and -21D, discard this card and search your Arsenal and Ringside for 1 card with the word "Throwback" in the title, reveal it to your opponent, put it into your hand, shuffle your Arsenal and you cannot play actions with "Throwback" in the title for the rest of the turn.

Damage 21

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Chop to the Chest Fortitude
Strike  **0**




Unstoppable.
When played, your opponent may remove his Ringside from the game or randomly remove cards in his Ringside from the game equal to this card's Damage. If he does, this card has blank text and is reversed.

Damage 5

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Short-Arm Rib Breaker Fortitude
Strike  **3**



When played, you may have this maneuver be -3D. If you do, it is considered a Strike + Submission Multi.

Damage 6

Brawler

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Japanese Arm Drag Fortitude
Grapple  **1**



When this card is in your Ring or Ringside and you successfully play a card, you may discard 1 non-"Japanese Arm Drag" card. If you do, put this card into your Hand.
When played after a successfully played maneuver this card is +#D and cannot be reversed from the Backlash.
is equal to the number of maneuvers played this turn.

Damage 4

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Press Slam Fortitude
Grapple  **18**



This card is -#F, where # is equal to the total printed Fortitude on cards you have played this turn.

Damage 12

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Throwback Crab Fortitude
Submission / Action  **4**




As a maneuver, you may search your Arsenal for 1 card with "Throwback" in the title, reveal it to your opponent, put it into your Hand and shuffle your Arsenal.
As an action, this card is -2F and -6D. Put this card and 1 card from your Ringside on the bottom of your Arsenal and your opponent overturns 1 card.

Damage 6

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Nerve Hold Fortitude
Submission / Reversal  **6**



As a maneuver, discard a card. Your opponent reveals his hand and discards any cards which share a Target with the discarded card.
As a reversal, discard a card that shares a Target with your opponent's maneuver or put a card from your Hand into your Ring that you could legally play to reverse your opponent's maneuver. If you do, reverse that non-Unique maneuver and if the first card played during your next turn is a maneuver it can only be reversed from your opponent's Arsenal.

Submissionist and Technician

Damage 1

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An Ounce of Prevention Fortitude
Reversal **0**




Can only be played after a successfully played maneuver.
When this card is in your Ring you may put this card into your Ringside to reverse any maneuver of 4F or less.

Damage 0

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Grab the Mic! Fortitude
Action **0**



If this card is reversed, your opponent discards 1 card and you draw 1 card.
acc When this card is in your Ring you may put this card into your Ringside. If you do, and if your next card played is an Action, it can only be reversed from your opponent's Arsenal. If this effect is reversed, your opponent discards 2 cards and you draw 2 cards.

Damage 0

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Energy Burst

Action

Fortitude

6

Discard 3 cards, shuffle 3 cards from your Ringside into your Arsenal, draw 3 cards and your maneuvers are +3D for the rest of the turn.

Damage

0

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Fortitude

I'm Hardcore!

Pre-match Event



Hardcore

Damage

After you overturn cards, if you overturned a Hardcore card, you may put one card attached to this card into your Hand.

After you overturn cards for your Hardcore Style, you may attach one of those cards to this card.

I See What You Did There

Mid-match Reversal

Fortitude

5

Damage

0

Can only be played after a successfully played maneuver. Name a card and your opponent reveals his hand. If he reveals a non-Unique copy of the named card without "Can only be played..." in its text, he discards that card and ends his turn.

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Fortnite



Damage



I'll Show You Old School

Pre-match Event

The maximum number of Mid-match cards each player may have in their ring is reduced by 1.

If this card would have been blanked, you go next in the Pre-match phase. When this card is in your Ring, your cards with "Throwback" or "Old School" in the title can only be blanked by cards with "New" in the title.

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A composite image featuring two men in suits, one holding a 'Lucky Charms' cereal box, overlaid with a 'Fortitude' game board. The board includes a 'Damage' track with a red 'D' icon and a 'Shuffle' instruction. The background is a dark, textured surface.

Hand Size 6
Superstar Value 4

Superstar Ability:
When your opponent successfully plays a maneuver, you may reveal a card from your hand. If it is a reversal you could have legally played to reverse your opponent's maneuver, attach it face-down to your Superstar. When you play a Maneuver, you may randomly move a card attached to your Superstar to your Ringside. If you do, it can only be reversed from your opponent's Arsenal.

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Fortitude 0

Foley is Good!
Pre-match Event

unique
Damage 0

At the end of the Pre-match phase, you may search your Arsenal for 1 non-reversal card, reveal it to your opponent, put it into your hand and discard 1 card.
When this card is in your Ring, your opponent's maneuvers with Damage higher than their printed Damage or Fortitude lower than their printed Fortitude are considered F: 0 and D: 0 for the purposes of your reversals.

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Fortitude 20

Mr. Socko
Mid-match Action

unique
Damage 0

Foreign Object.
When this card is in your Ring, your maneuvers that can only be reversed from your opponent's Arsenal are Unstoppable instead and when you successfully play an Unstoppable maneuver you may not play maneuvers for the rest of the turn.

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Mandible Claw
Trademark Finisher

head **Fortitude 30**

unique
Damage 20

If this card can only be reversed from Arsenal or is Unstoppable it is +7D and you may search your Arsenal for "Maintain Hold", reveal it to your opponent, put it into your Hand and shuffle your Arsenal.
When this card and "Mr. Socko" are in your Ring, your "Maintain Hold" are Unstoppable.

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Have a Nice Day!
Reversal

Fortitude 5

unique
Damage 0

Reverse any Strike, Grapple or Submission.
If this card is moved from your Superstar to your Ringside, your opponent discards his hand.

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Get Hardcore
Action

Fortitude 8

unique
Damage 0

Foreign Object.
When this card is in your Ringside, maneuvers are +3D.

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TEAM Xtreme
Hand Size 7
Superstar Value 3

Tag Team (3) Ability:
When your Fortitude Rating is greater than your opponent's, your maneuvers are -3F.
When you successfully play a Grapple, shuffle up to 3 cards from your Ringside into your Arsenal.
When you successfully play a High Risk, choose 1:
Draw 2 cards and discard 1 card, or your opponent discards 2 cards and draws 1 card.

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Fortitude 0

The Original Xtremers
Pre-match Event

unique
Damage 0

Once during each of your turns, before your Draw Segment, you may choose one number in your Superstar Ability.
When this card is in your Ring, that number is doubled until you choose another number for this card.

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Fortitude 0


No, Jeff, Don't Do It!
Mid-match Action

unique
Damage 0

When this card is in your Ring, when you successfully play a High Risk or Trademark Finisher that can be reversed from your opponent's Arsenal, you may overturn any number of cards. If you do, that maneuver is +#D, where # is twice the number of cards overturned.

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Poetry in Motion Fortitude **30**
Trademark Finisher



Can not be reversed from the Arsenal until half of its damage has been overturned.

When played after "Throw Into the Corner Turnbuckle", this card counts as a High Risk and a Grapple for the purposes of your card effects and Superstar Ability.

unique

Damage **20**

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The Goddess Returns Fortitude **0**
Reversal



When overturned, reverse any non-Unique maneuver.


This card is +#F, where # is four times the number of Grapples in your Ring.

unique

Damage **0**

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Mattitude Adjustment Fortitude **2**
Action




Put 1 non-Superstar Specific card from your opponent's Ring into his Ringside and 1 Backlash card from your Ringside into your Backlash.

unique

Damage **2**

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RIGHT TO CENSOR
Hand Size **5**
Superstar Value **1**

Stable (5) Ability:
During your turn, you may shuffle your hand into your Arsenal and draw the number of cards shuffled in -1. You may not pack "Clean Fighter" or "Dirty Fighter" unless you are packing both.

WWE

Censorship Match Fortitude **0**
Pre-match Stipulation



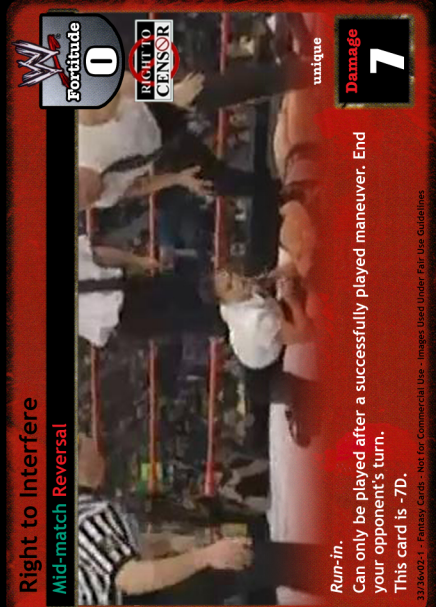
unique

Damage **0**

Your opponent must discard # cards in any combination from his Hand or Backlash to play any Unique, Showman, Hardcore, Clean or Dirty card. # is equal to the number of Unique, Showman, Hardcore, Clean and Dirty cards in your opponent's Ring.

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Right to Interfere Fortitude **0**
Mid-match Reversal



unique

Damage **7**

Run-in.
Can only be played after a successfully played maneuver. End your opponent's turn.
This card is -7D.

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We're Doing This For Your Own Good! Fortitude **30**
Trademark Finisher / Reversal



As a maneuver, when played immediately after your Superstar Ability is activated, if you have 0 cards in hand this card is Unstoppable.


As a reversal, this card is +7F and -7D. Reverse any Action.

unique

Damage **20**

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This is Unacceptable Behavior! Fortitude **3**
Reversal



unique


Damage **0**

This card ignores any "Can only be reversed..." text and the Unstoppable trait.

Reverse any card that would cause either player to draw cards, discard cards, overturn cards, move cards from any location to any other location, has any "Can only be reversed..." text or is Unstoppable.

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Your Filth Will Not Be Permitted! Fortitude **7**
Action



unique

Damage **0**

When this card is in your Ring, when you activate your Superstar Ability for the first time each turn, you may have your opponent discard his hand and randomly move cards from his Ringside into his Hand equal to the number of cards he discarded.

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