

Hurricane Kick Fortitude
High Risk head **0**



Can only be played after a maneuver.
ace When successfully played and damage has been applied, if it is still your turn you may overturn 1 card. If you do, play this card again, it is Multi until successfully played and if it is reversed it remains in your Ring.

High Flier

Damage
4

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Chair Throw Fortitude
High Risk / Reversal head **2**



As an additional cost to playing this card, discard 1 Foreign Object with printed Fortitude less than or equal to your Fortitude.

As a maneuver, can only be played after a card and when successfully played move the discarded Foreign Object to your Ring.


As a reversal, reverse any card played after a Set-up.

This card is +#D, where # is equal to the greater of the discarded Foreign Object's printed Fortitude or printed Damage.

Damage
0

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Mysterious Kick Fortitude
High Risk back torso **9**



Can only be played after a 4D or greater maneuver.


When this card is successfully played, your turn ends and this card can be reversed from the Arsenal as if it were any damage value.

When reversed from the Arsenal, both players shuffle up to 2 cards from their Ringside into their Arsenal and this card is considered to not be reversed.

Damage
13

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Wind-Up Punch Fortitude
Strike head **1**



Can only be played after *Taunt* and cannot be reversed from your opponent's Hand.

This card is +#D and when this card is in your Ring, your cards are -#F.
is equal to the number of *Taunt* in your Ring and Ringside.

Damage
0

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Throwback Punch Fortitude
Strike head **0**



Cannot be reversed by *Step Aside*, your opponent can reverse this card by randomly removing 4 cards in his Ringside from the game and when played after a card with "Punch" in the title this card is +2D.

If your opponent plays a card to reverse this card, during his next turn he may only play maneuvers from his hand or Set-up cards and if he does not play a maneuver put up to 1 card with "Throwback" in the title from your Ringside in your Hand.

When this card is in your Ringside, during your turn you may discard 1 card with "Throwback" in the title to put this card into your hand.

Damage
3

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Knife-Edge Chop Fortitude
Strike torso **1**




When played, move up to 1 card with "Chop" in the title from your Ringside to your Hand.

Your opponent randomly discards cards from his Backlash until he discards 1 Mid-match.

Damage
3

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Double Kick Fortitude
Strike / Action head **2**



As a maneuver, this card is +4D, +1SV and Multi if your opponent has more than one Superstar on his Superstar Card.

As an action this card is -4D. Discard this card, search your Arsenal for two cards with "Kick" in the title, reveal them to your opponent, put them into your hand and shuffle your Arsenal.

Damage
4

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Crane Kick Fortitude
Strike / Reversal torso **4**



When played, you must discard 2 cards.

This card is +2D for each maneuver discarded, -2F for each reversal discarded and +2SV for each action discarded.

As a reversal, reverse any card that causes your opponent to discard cards.

Damage
4

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Ax Kick Fortitude
Strike / Reversal head **6**



As a maneuver, when played after a maneuver this card cannot be reversed from your opponent's Backlash.

As a reversal, reverse any card which would allow your opponent to search his Arsenal.

Brawler

Damage
5

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Atomic Lariat Fortitude **6**
Strike ♦ head




If this card is reversed by a card that is not hybrid or Unique, return it to your hand.

Damage 6

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Back Rake Fortitude **7**
Strike ♦ back



Can only be reversed from your opponent's Arsenal.
Can only be played if you reversed a Strike, Grapple or Submission from your Hand to end your opponent's last turn and this is the first card played of your turn.
Your next card played this turn can only be reversed from your opponent's Arsenal.

Damage 1

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Hammer Throw Fortitude **11**
High Risk + Strike ♦ head




Foreign Object, Multi.
Your opponent may fully reverse this card by discarding his hand.
If this card is fully reversed from anywhere other than the Arsenal, discard any number of cards and overturn cards equal to this card's damage -2 for every card you discarded.

Damage 14

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Overpower Fortitude **0**
Grapple / Reversal ♦ torso




When this card is in your Ring, your opponent may not reverse cards from his Backlash and at the start of his turn he may discard 2 cards to put this card into his Hand.
As a reversal, reverse any card that would end your opponent's turn.
You may put this card from your Hand into your Ring when your opponent ends his turn and he overturns 2 cards.

Damage 2

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Snap Suplex Fortitude **0**
Grapple ♦ back



When played, overturn 1 card.
Discard 1 card.

Damage 5

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Monkey Flip Fortitude **3**
Grapple / Reversal ♦ back



When there is a Foreign Object in either player's Ring this card is +3D.
As a reversal, reverse *Monkey Flip*.

Damage 6

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Rolling Headlock Vise Fortitude **5**
Grapple + Submission ♦ head



Multi.
When played, you are considered to have played no cards this turn.

Damage 5

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Fall-Away Slam Fortitude **6**
Grapple ♦ back



After damage has been applied, your opponent randomly shuffles # cards from his Hand into his Arsenal and draws # cards.
is equal to the damage dealt by this card.

Damage 8

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Choke Bomb Fortitude **7**
Grapple ♦ back head



When successfully played, this card is considered to be a Submission.
After each point of damage has been applied, if this card is not reversed you may have it stop applying damage. If you do, this card is considered to be a Grapple + Grapple Multi with blank text and your opponent treats it as if it was just successfully played.

Damage 6

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Swinging Neckbreaker Fortitude **8**

Grapple  head



If you have played a Set-up this turn, this card is -3F.
If you have played a Strike this turn, this card is +3D.
If your previous two cards played this turn were a Strike and then a Set-up, this card is Multi and can only be reversed from your opponent's Arsenal.

Damage 5

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Gutbuster Fortitude **10**

Grapple  torso



When you successfully play this card, you may put any number of *Gutbuster* from your Ringside into your Hand and if there are more than two *Gutbuster* in your Ring you may put *Debilitating Injury: TORSO* from your Backlash or Ringside into your Ring.

Damage 9

20/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Beal Toss Fortitude **13**

Grapple  back





When played after a Set-up, you may search your Arsenal for an Action: Venue and put it in your Ring.

Damage 12

21/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Finger Lock Fortitude **0**

Submission / Action  arm




As an action, discard this card and it is D:0.
If your opponent has more than # cards in his hand or Backlash, he discards cards until he has # cards in his hand and # cards in his Backlash.
is equal to 10 minus the number of cards in your ring with "Finger" in the title.

Damage 1

22/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

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

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Standing Side Headlock Fortitude **0**

Submission  head





Can only be reversed by cards of printed D:1 or less.

Damage 3

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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

25/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Groin Grab Fortitude **2**

Submission  groin



This card is +2D for every Target: GROIN card in your Ring and can not be reversed from your opponent's hand when you have a Target: GROIN card in your Ring.
This card is considered Multi when resolving the text of *Maintain Hold*.

Damage 2

26/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Neck Torque Fortitude **2**

Submission  head



Your opponent randomly discards cards from his hand until he discards a non-Reversal card.

Damage 6

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Leg Wrench Fortitude **4**

Submission  **7**



Your opponent may not play a maneuver as the first card of his next turn.

Damage 7

28/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Inverted Chicken Wing Fortitude **8**

Submission  **9**



After damage has been applied, search your Arsenal for a Target: ARM card and if this card is reversed from the Arsenal you may play that card before your turn ends.

Damage 9

29/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Camel Clutch Fortitude **11**

Submission  **14**



Can only be played after a maneuver or Set-up and cannot be reversed from your opponent's Backlash.

Damage 14

30/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Playing Possum Fortitude **0**

Reversal **0**



Reverse any Strike, Grapple or Submission if it is not the first maneuver played this turn. If this card is overturned while applying damage, your opponent overturns 3 cards.

Submissionist

Damage 0

31/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Hold the Phone Fortitude **2**

Reversal **0**




Reverse any non-Unique hybrid card.

Damage 0

32/72v02-3 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Outside Interference Fortitude **1**

Action / Reversal **2**




As an action, this card is D:0. Shuffle this card into your Arsenal and put all Backstage Politics from your opponent's Ring into your Ring. As a reversal, when there are 3 Backstage Politics in your Ring, reverse any card. When there are 2 Backstage Politics in your Ring, reverse any maneuver. When there is 1 Backstage Politics in your Ring, when overturned reverse any non-Unique maneuver.

Damage 2

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Taunt Fortitude **0**

Action **0**



This card counts as a Set-up for the purposes of your opponent's reversals. When played, search your Arsenal for one non-"Taunt" card and reveal it to your opponent. Your opponent may reverse this card by overturning cards equal to the number of Taunt in your Ringside +1 and if this card is reversed, shuffle the revealed card into your Arsenal. Put the revealed card into your Hand.


unlimited

Damage 0

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What Do You Want From Me? Fortitude **2**

Action **0**



Reveal your hand and your opponent chooses 1 card in your hand. Remove that card from the game and if your next card played this turn is from your Hand it cannot be reversed from your opponent's Hand.


Glom

Damage 0

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Throwback Execution Fortitude **3**

Action **0**



Your opponent must discard 2 cards to reverse this card from Hand or Backlash. You may discard 2 cards. If you do, search your Arsenal for a card with "Throwback" in the title, reveal it to your opponent, put it into your Hand and shuffle your Arsenal. When this card is in your Ring, if you successfully play a maneuver you may put 1 card from your Ringside on the bottom of your Arsenal.

Damage 0

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What the Hell is This?
Fortitude
3

Action / Reversal

As an action, can only be played if you reversed an action to end your opponent's last turn and this is the first card played of your turn.

As a reversal, reverse any Multi card that is hybrid or has more than one maneuver type.

When this card is in your Ring, at the start of your opponent's turn he overturns 1 card.

Damage
1

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Dragged to the Center of the Ring
Fortitude
4

Action

Set-up.

When your next card played is a Submission you are considered to have played no cards this turn and if it is successful, during your opponent's next turn he may not play maneuvers.

When *Powerful Conditioning* is in your Ring, you are applying the effects of *Maintain Hold* and this card is in your Hand, you may remove this card from the game at the start of your turn to make the maintained maneuver a Multi until end of turn.

unlimited

Damage
0

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The Parking Lot
Fortitude
5

Action: Venue

End your turn and your opponent skips his next turn.

When this card is in your Ring, if the first card played during each player's turn is a maneuver it can only be reversed from their opponent's Arsenal and when you successfully play a non-Reversal card, attach it to this card. At end of turn, if there are 10 or more cards attached to this card your opponent wins the game via Count Out victory.

When either player completely reverses a maneuver or ends their turn without playing a card, they may put this card into your Ringside.

If this card is moved from your Ring, put all cards under this card into your Ring.

universally active

Damage
0

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Backstage
Fortitude
5

Action: Venue

Non-unique, non-Reversal cards under this card may be played as if they were in your Hand.

During each player's Draw Segment, search your Arsenal for 1 card, attach it face-down to this card and shuffle your Arsenal. At end of turn, if there are 10 or more cards attached to this card your opponent wins the game via Count Out victory.

When either player successfully plays a maneuver or their opponent ends their turn without playing a maneuver they may put this card into your Ringside.

If this card is moved from your Ring, reveal all cards under this card, put all Unique cards into your hand and shuffle all non-Unique cards into your Arsenal.

universally active

Damage
0

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Ringside
Fortitude
5

Action: Venue

Cards under this card may be played as if they were in your Hand.

During each player's Draw Segment, randomly attach one card from your Ringside to this Card.

At end of turn, if there are 10 or more cards attached to this card your opponent wins the game via Count Out victory.

When either player successfully plays a maneuver or their opponent ends their turn without playing a maneuver they may put this card or all cards under this card into your Ringside.

If this card is moved from your Ring, put all cards under this card into your Ringside.

universally active

Damage
0

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Ladder in the Ring
Fortitude
8

Action

Foreign Object.

When this card is in your Ring, maneuvers are +3D, High Risks are an additional +3D and when either player reverses a High Risk their opponent overturns 6 cards.

When this card is in your Ring or Ringside and either player successfully plays a maneuver or action, they may discard 2 cards and end their turn. If they do, and they are F:8 or greater, they may put this card into your Ring or Ringside.

Damage
0

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Vancouver, British Columbia, Canada
Pre-match Venue
Fortitude
0

universally active

Search your Arsenal for *Hold The Phone*, reveal it to your opponent, put it into your Hand and shuffle your Arsenal.

When this card is in your Ring, *Hold The Phone* now reads: "Reverse any Trademark Finisher, Unstoppable or hybrid card."

Damage
0

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Falls Count Anywhere
Pre-match Stipulation
Fortitude
0

Damage
0

When this card is in your Ring, neither player may win the game via Count Out victory and if *Wanna Take This Outside?* would be put into either player's Ringside, put it into that player's Backlash instead.

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Four Corners Match
Pre-match Stipulation
Fortitude
0

Damage
0

Attach any number of cards with "Touch Turnbuckle" in the title from your Backlash to this card. Cards attached to this card may be played as if they were in their owner's Backlash.

While this card is in your Ring, if either player successfully plays 3 or more cards in their turn, or plays 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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Hometown Hero

Pre-match Event



Can only be played if you have a Venue in your Ring. You go first after the Pre-match phase, and the maximum number of Pre-match cards you may have in your ring is increased by 1.

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Damage
1

Old School Manager

Pre-match Manager



When this card is in your Ring, during your turn you may have your non-Trademark Finisher non-High Risk maneuvers be blank text until end of turn. If you do, and if your next card played has blank text and greater Damage than Fortitude, it is Multi.

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Damage
1

Handicap Match

Pre-match Stipulation



At the end of the Pre-match phase, if you have more Superstars than your opponent, the opponent's cards are discarded. The opponent's cards are discarded. You may only discard cards if they are discarded. The number of cards 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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Damage
1

Now It's Personal

Pre-match Event



Choose 1 non-Superstar Specific card in your opponent's Ring. When this card is in your Ring, if the chosen card is an Object or Manager it now reads "The number of Pre-match cards you may have in your ring is increased by 1."

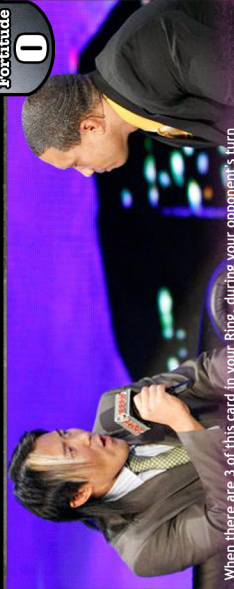
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Fortitude
1

Damage
1

Backstage Politics

Pre-match Event



When there are 3 of this card in your Ring, during your opponent's turn he may overturn 3 cards. If he does, put one copy of this card in his Ring. When there are 2 of this card in your Ring, during your opponent's turn he may allow you to draw up to 2 cards. If he does, put one copy of this card in his Ring.

When there is 1 of this card in your Ring, during your opponent's turn he may discard 1 card. If he does, put this card into his Ring.

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Fortitude
1

Damage
1

Pre-Existing Injury

Pre-match Event



As an additional cost to playing this card, put 1 card from your Backlash into your opponent's ring with "Debilitating Injury" in the title that he does not have a copy of in his Ring. When this card is in your Ring and your opponent has any cards with "Debilitating Injury" in the title in his Ring, when he plays a maneuver he may add to it any Targets referred to in the text of those cards and before each of your draw segments, randomly choose 1 card in your Ringside and you may shuffle it into your Arsenal.

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Fortitude
1

Damage
1

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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Fortitude
1

Damage
1

Managed by a Friend

Pre-match Manager



Face When this card is in your Ring and your opponent's Fortitude is 15 or greater, during your turn you may put this card into your Ringside. If you do, your next card played this turn is a Run-In Trademark Finisher maneuver.

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Fortitude
1

Damage
1

Serves You Right!

Mid-match Reversal

Fortitude 0

Damage 5

Can only be played if your opponent's Fortitude is greater than yours.

Reverse any High Risk or Trademark Finisher if it is not the first High Risk or Trademark Finisher played this turn.

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Power Struggle

Mid-match Reversal

Fortitude 4

Damage 1

During your turn, if your opponent has Backstage Politics in his Ring, you may put this card from your Backlash into your Ring. If you do, overturn cards equal to the number of Backstage Politics in your opponent's Ring and put all Backstage Politics in play into your Ring.

As a Reversal, if there are 3 Backstage Politics in your Ring, reverse any non-Unique card. If there are 2 Backstage Politics in your Ring, reverse any non-Unique maneuver. If there is 1 Backstage Politics in your Ring, reverse any non-Unique maneuver of F: 1 or greater.

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Dirty Counter

Mid-match Reversal

Fortitude 10

Dirty

Damage 0

As an additional cost to playing this card, discard 1 Foreign Object from your hand or Backlash.

Reverse any maneuver with printed D: #, and this card is +#D.

is the discarded card's printed Damage.

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Panic Attack

Mid-match Maneuver

Fortitude 0

none

Damage 2

Can only be played when your Fortitude Rating is less than your opponent's Fortitude Rating and only with a non-R.A.S. printed F: 0 maneuver of Printed D: 3 or less from your hand.

This card can be reversed as if it were the same maneuver type as the card it is played with and your opponent may not play Reversals to these cards after they are successfully played.

If your opponent does not reverse both maneuvers, both are successfully played, both go into your Ring and your turn continues.

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Fastball Special

Mid-match High Risk

Fortitude 5

Corso

Damage 7

Can only be played if you have more than one Superstar on your Superstar Card or a Manager in your Ring.

When played, overturn 7 cards or put a Manager from your Ring into your Ringside.

End your turn.

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Throwback Overload

Mid-match High Risk

Fortitude 10

Corso

Damage 10

Can only be played after a successfully played maneuver and only if you have 3 or more cards in your Ring with "Throwback" in the title.

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Putting the Hurt On

Pre-match Event

Fortitude 0

Submissionist

Damage 0

When this card is in your Ring, when you successfully play Maintain Hold you may attach it to the card being maintained and resolve it as normal.

When this card is in your Ring, when you play a maneuver that shares a Target with a maneuver in your Ring with Maintain Hold attached, the played maneuver is Multi: #.

is equal to the number of maneuvers in your Ring with Maintain Hold attached that share a target with the played maneuver.

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Rules Were Meant to be Broken

Pre-match Event

Fortitude 0

Damage 0

When your opponent has more Fortitude than you, your Actions are Multi and he may remove a maneuver in his Ring from the game to reverse any Action.

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Show-Off

Pre-match Event

Fortitude 0

Showman

Damage 0

When you play Taunt, do not reveal the card searched for with its text to your opponent.

See Once during each of your turns, you may discard one non-Taunt card and shuffle 1 Taunt from your Ringside into your Arsenal. If you do, draw 1 card.

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Touch Turnbuckle #2

Mid-match Action



Can only be played after a successful played maneuver of 8D or greater 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. 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.

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Wanna Take This Outside?

Mid-match Action



Search your Arsenal for an Action: Venue, reveal it to your opponent, put it into your Hand and shuffle your Arsenal.

When this card is in your Ring, at the end of your opponent's turn you may put this card into your Ringside. If you do, put 1 Action: Venue from your Hand into your Ring.

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A Touch of Class

Mid-match Action



Each A Touch of Class in your Ring is treated as if it was just successfully played and you are considered to have played no cards this turn.

Choose 1 for each A Touch of Class in your Ring: Your maneuvers are +1D; Your opponent's maneuvers are -1D; Your Actions are -1F; or Your opponent's non-F:O Actions are +1F.

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Touch Turnbuckle #3

Mid-match Action



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.

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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.

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That's Just Rude

Mid-match Action



When your opponent draws more than 1 card as a result of a card or card effect and the number of Mid-match in your Ring is less than the maximum number of Mid-match you may have in your Ring, you may put this card from your Backlash into your Ring. If you do, he randomly discards cards equal to the number of cards drawn -1. You may not put multiple copies of That's Just Rude into your Ring in response to one card or card effect.

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Touch Turnbuckle #4

Mid-match Action



Can only be played after a successful 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.

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Touch Turnbuckle #1

Mid-match Action



Can only be played after a successful played maneuver.

When this card is in your Ring, when you successfully play a maneuver your opponent randomly discards 1 card from his Backlash. 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.

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The Road to Recovery

Mid-match Action



You may remove a card in your Ring from the game. If you do, your opponent may remove a card in his Ring from the game and if he did not remove a card of greater printed Damage than the card you removed, shuffle 1 card from your Ringside into your Arsenal.

Repeat this card's text until you do not remove a card from the game.

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