

Hulk Hogan
Hand Size 5
Superstar Value 6

Superstar Ability:
Once during each of your turns, you may overturn 3 cards. If you do, 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.

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Wacha Gonna Do, Brother...
Pre-match Event

Fortitude 0

unique

Damage 0

During your turn, you may put this card into your Ringside pile. If you do, your next maneuver played this turn can only be reversed from your opponent's Arsenal and for the rest of the turn you may only play maneuvers with "Throwback" in the title and Superstar Specifics.

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...When Hulkamania Runs Wild On You!
Mid-match Action

Fortitude 25

unique

Damage 0

You may reveal **Hulkamania Leg Drop** from your Hand. If you do, your next card played this turn is Unstoppable and for the rest of the turn you may only play maneuvers with "Throwback" in the title, Superstar Specifics and Go For the Cover. If you do not, your next 2 cards played this turn can only be reversed from your opponent's Arsenal.

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Hulkamania Leg Drop
Trademark Finisher

head

Fortitude 25

unique

Unstoppable.
Can only be played after a maneuver with "Throwback" in the title.
If your next card played this turn is Go For the Cover, it is Unstoppable.

Damage 15

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Hulkin' Up
Reversal

Fortitude 7

unique

Damage 0

Can only be played after a successfully played maneuver.
Blank that maneuver's text and damage until end of turn and end your opponent's turn.
If the first card played during your next turn is a maneuver, it can only be reversed from your opponent's Arsenal.

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Say Your Prayers and Eat Your Vitamins
Action

Fortitude 4

unique

Damage 0

Shuffle up to 6 cards from your Ringside into your Arsenal and draw 3 cards.

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Rock
Hand Size 6
Superstar Value 6

Superstar Ability:
At the start of each of your turns, before your Draw Phase, remove one non-Unique card in your Ring from the game, choose one of its types, and shuffle cards from your Ringside into your Arsenal up to the number of cards in your Ring of the chosen type.

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The Most Electrifying Man in Sports Entertainment!
Pre-match Event

Fortitude 0

unique

Damage 0

When you have no non-Unique cards in your Ring, your non-Unique cards without "win" in their text are F:0.
After the Pre-match phase, before the start of the Match, you may put all non-Unique cards from your Ring into your Ringside.

08/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

The People's Elbow
Mid-match Trademark Finisher

head

Fortitude 0

unique

Damage 10

Unstoppable.
Can only be played after a Superstar Specific maneuver.
When you successfully play a 50 or greater maneuver and damage has been applied, if it is still your turn you may reveal this card from your Backlash. If you do, search your Arsenal for one Superstar Specific, reveal it to your opponent, put it into your hand and shuffle your Arsenal.

09/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Rock Bottom

Fortitude

Trademark Finisher / Action

back

30

As a maneuver, if your opponent reverses this card from his Arsenal and has less than 10 cards in Arsenal, your turn continues.

As an action, this card is -30F and -20D. Put this card on the bottom of your Arsenal and draw 2 cards. If your next card played this turn is Rock Bottom it can only be reversed from your opponent's Arsenal.

unique

Damage

20

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Miavia Spinebuster

Fortitude

Grapple / Reversal

back

10

As a maneuver, when played after a Set-up card or a Superstar Specific card this card is +4D and +1SV.

As a reversal, reverse any Grapple.

unique

*

Damage

6

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The People's Eyebrow

Fortitude

Action / Reversal

7

As an action, your opponent reveals his hand and Backlash, you choose one card, he discards the chosen card, and shuffle this card into your Arsenal. You may not choose a Superstar Specific.

As a reversal, when overturned, reverse any non-Unique maneuver and put this card into your Ring.

unique

Damage

0

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Kurt Angle

Hand Size

7

Superstar Value

5

Superstar Ability:

After you have successfully played a non-RMS maneuver and damage has been applied, if it is still your turn you may immediately play that maneuver again from your Ring. If you do, it can only be reversed from your opponent's Arsenal and has the added text "End your turn."

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Fortitude

0

Kurt Angle

Where are Your Medals?

Pre-match Object

After the Pre-match, before the first turn of the game, your opponent chooses 1: He discards 3 cards; or discards until he has 3 or less cards in hand.

When this card is in your Ring, the maximum number of Mid-match you may have in your Ring is increased by 3.

unique

Damage

0

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Fortitude

10

Kurt Angle

Do You Remember...?

Mid-match Action

This card counts as 3 Mid-match cards in your Ring. Shuffle up to 7 Styled cards from your Ringside into your Arsenal. When this card is in your Ring, your maneuvers are +3D, and you may draw 1 additional card during your Draw Segment, and your opponent plays with his Hand revealed.

unique

Damage

0

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Olympic Slam

Fortitude

Trademark Finisher

back

30

This card is -5F and +5D when this is the first card played of your turn and you reversed a maneuver to end your opponent's last turn.

unique

Damage

20

16/72x02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Angle Lock

Fortitude

Trademark Finisher / Reversal

leg

30

Maintainable.

As a maneuver, this card is +5D for each card with Target: LEG in your Ring.

As a reversal, this card is -10F.

Completely reverse any card with "Kick", "Boot" or "Leg" in the title.

unique

Damage

10

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Oh It's True...It's Damn True

Fortitude

Action / Reversal

12

As an action, look at your opponent's Hand, choose 1 card, he discards the chosen card, and put 1 card from your Ringside into your Hand.

As a reversal, when played from your Hand, reverse any maneuver, search your Arsenal for 1 card, reveal it to your opponent, put it into your hand, and shuffle your Arsenal.

When this card is in your Ring, your Maintain Hold are unstoppable.

unique

Damage

0

18/72x02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Hand Size 8
Superstar Value 4

Superstar Ability:
When your opponent plays a maneuver, if it is F:# or less it is -#D (to a minimum of D:1) and has blank text. # is equal to the number of Superstar Specifics and non-Hybrid, non-Backlash maneuvers in your Ring.

Showstopper Chokeslam
Fortitude

Trademark Finisher / Reversal

35

As a maneuver, if your opponent reverses this card from his Arsenal, you may play *Go For the Cover* before ending your turn.

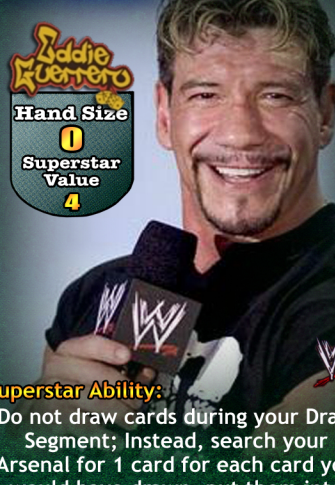
As a reversal, reverse any maneuver of D:1 or less.

unique

Damage
25

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A composite image featuring a professional wrestler in a ring. The wrestler is shirtless, wearing a blue singlet and a blue armband, with a determined expression. Behind him is a black backdrop with the words 'CAPTURE THE FLAG' in large, white, block letters. To the right of the wrestler is a 'Fortitude' card with a large white '0' in a black circle. Below the wrestler is a 'Damage' card with a large white '0' in a black circle. The entire scene is framed by a metal truss structure.




Eddie Guerrero

Hand Size
0

Superstar Value
4

Superstar Ability:
Do not draw cards during your Draw Segment; Instead, search your Arsenal for 1 card for each card you would have drawn, put them into your hand, and shuffle your Arsenal. Cards in your Ring are Active.

Guerrero Frog Splash Fortitude **30**
Trademark Finisher ♦ torso



Can only be played after a 5D or greater maneuver, or *From the Top Rope*.
If played immediately after activating *El Paso, Texas*, this card can only be reversed from your opponent's Arsenal.

unique

Damage **20**

33/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Whatchoo Talkin' 'bout, Ese? Fortitude **2**
Reversal




Reverse any non-Set-Up Action.
During your next turn, if your first card played is a maneuver with Fortitude less than or equal to the Fortitude on the reversed card, it is Unstoppable.

unique

Damage **0**

29/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Viva La Raza! Fortitude **10**
Action



This card is -#F.
Shuffle # cards from your Ringside into your Arsenal.
is equal to 10 minus the number of cards in your hand.

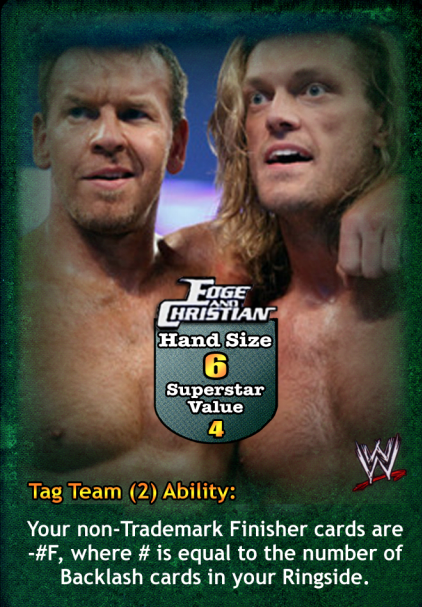
unique

Damage **0**

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Tag Team (2) Ability:
Your non-Trademark Finisher cards are -#F, where # is equal to the number of Backlash cards in your Ringside.

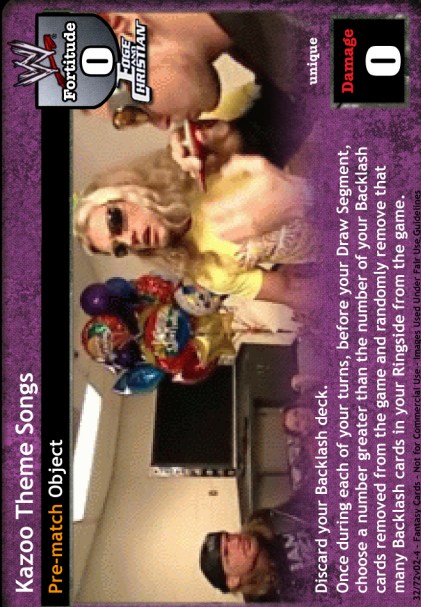
Hand Size **6**
Superstar Value **4**



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Kazoo Theme Songs
Pre-match Object

Fortitude **0**



unique

Damage **0**

Discard your Backlash deck.
Once during each of your turns, before your Draw Segment, choose a number greater than the number of your Backlash cards removed from the game and randomly remove that many Backlash cards in your Ringside from the game.

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For the Benefit of Those with Flash Photography
Mid-match Action

Fortitude **0**




unique

Damage **0**

If this card would be removed from game, put it into your Backlash instead.
Put this card, all your Backlash cards removed from game and any number of Backlash cards from your Ringside into your Backlash then end your turn.

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Unprettier Fortitude **30**
Grapple ♦ head




When this card is in your Ring, your opponent's Superstar Value is 0 and at the start of each of their turns, they may discard 2 cards. If they do not, their Superstar Ability is blank until the start of their next turn.

unique

Damage **10**

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Con-Chair-To Fortitude **30**
Trademark Finisher / Reversal ♦ head




Can only be played if you discard 2 cards from your Hand with "Chair" in the title. This is reduced by 1 for each card with "Chair" in the title in either player's Ring.
As a reversal, reverse any High Risk.

unique

Damage **25**

35/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Edgecution Fortitude **30**
Grapple / Action ♦ head



As a maneuver, your opponent reveals his Backlash and randomly discards cards from his Backlash until he discards a Mid-match card or until he has no Mid-match cards.
As an action, this card is -30F and -10D. Shuffle this card into your Arsenal and your opponent randomly discards cards from his Backlash until

unique

Damage **10**

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Macho Madness!
Pre-match Event

Fortitude 0

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 0

When this card is in your Ring, cards you have discarded this turn may be played from your Ringside and those cards are -#F. When this card is in your Ring, you may not play cards with the same name as a card played from your Ringside this turn. # is equal to the number of cards you have discarded this turn.

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Macho Madness!
Pre-match Event

Fortitude 0

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 0

When this card is in your Ring, cards you have discarded this turn may be played from your Ringside and those cards are -#F. When this card is in your Ring, you may not play cards with the same name as a card played from your Ringside this turn. # is equal to the number of cards you have discarded this turn.

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OH YEEEEEEEEEEAH!
Mid-match Action

Fortitude 9

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 1

Reveal the top card of your Arsenal and you may draw 1 card. If you do, discard 1 card and repeat this card's text. If you do not, your next card played this turn may be the top card of your Arsenal and it is it cannot be reversed from your opponent's Arsenal.

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720-Degree Elbow Drop!
Trademark Finisher

Fortitude 29

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 21

Can only be played after a 5D or greater maneuver or a Superstar Specific. Overturn any number of cards, shuffle double that number of cards from your Ringside into your Arsenal and overturn that number of cards.

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Elizabeth Interferes!
Reversal

Fortitude 8

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 1

This card may be played from your Backstage. If you discard this card, move it to your Backstage instead. Reverse any maneuver.

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The Cream of the Crop!
Action

Fortitude 10

Hand Size 7
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, choose 1: discard your hand and draw that many cards; or shuffle your hand into your Arsenal and draw that many cards. If you chose to discard, your opponent shuffles his hand into his Arsenal and draws the same number of cards shuffled in -1, or the number of cards you discarded, whichever is less.

unique
Damage 1

Foreign Object. Shuffle cards from your Ringside into your Arsenal equal to the number of cards you have discarded this turn.

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MONEY INC.
Tag Team (2) Ability:

Fortitude 0

Hand Size 6
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, you may have your opponent choose 1 card in your Ring that is not a card with the highest printed Damage in your Ring. If you do, put the chosen card into your Ringside and choose 1: Draw cards equal to the printed Damage of the chosen card, or your opponent overturns 3 cards.

unique
Damage 0

When this card is in your Ring, once during each of your turns, you may have your opponent overturn 3 cards. If this card is moved from your Ring to your Ringside from your Superstar Ability, your opponent discards 5 cards.

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The Money
Pre-match Object

Fortitude 0

Hand Size 6
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, you may have your opponent choose 1 card in your Ring that is not a card with the highest printed Damage in your Ring. If you do, put the chosen card into your Ringside and choose 1: Draw cards equal to the printed Damage of the chosen card, or your opponent overturns 3 cards.

unique
Damage 0

When this card is in your Ring, once during each of your turns, you may have your opponent overturn 3 cards. If this card is moved from your Ring to your Ringside from your Superstar Ability, your opponent discards 5 cards.

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There's Always More Money
Mid-match Action

Fortitude 10

Hand Size 6
Superstar Value 3

Superstar Ability:
Once during each of your turns, before your Draw Segment, you may have your opponent choose 1 card in your Ring that is not a card with the highest printed Damage in your Ring. If you do, put the chosen card into your Ringside and choose 1: Draw cards equal to the printed Damage of the chosen card, or your opponent overturns 3 cards.

unique
Damage 0

Put 1 Backlash card from your Ringside into your Ring. When this card is in your Ring, you may put this card into your Backlash and end your turn.

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Million Dollar Dream Fortitude **33**

Trademark Finisher ♦ head **MONEY**



Maintainable.
When played immediately after your Superstar Ability is activated, this card is -#F, where # is equal to 3 times the printed damage on the card chosen for your Superstar Ability.


unique

Damage **20**

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Write-Off Fortitude **10**

Strike / Reversal ♦ head **MONEY**



As a maneuver, this card may be reversed as if it were D:0 and any maneuver type and if this card is reversed from your opponent's hand or backlash, remove it from the game and shuffle up to 10 cards from your Ringside into your Arsenal.

As a reversal, blank the text of and completely reverse any D:0 maneuver, even if it could not otherwise be reversed by this card.

unique

Damage **10**

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Everybody's Got a Price... Fortitude **12**

Action ♦ head **MONEY**



When this card is in your Ring, all "3" in the text of your Superstar and Superstar Specifics reads as "4".


unique

Damage **0**

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MR PERFECT

Hand Size **8**
Superstar Value **3**



Superstar Ability:
When you play a maneuver with Fortitude equal to your Fortitude, it gains the text "Cannot be reversed from your opponent's Arsenal."
When you play an action with Fortitude equal to your Fortitude, it gains the text "Cannot be reversed from your opponent's Hand."

WWE

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Towel Toss Fortitude **0**

Pre-match Object ♦ head **MONEY**



When this card is in your Ring or Ringside, once during each of your turns you may put one non-RMS maneuver of printed D:2 or greater from your Ring into your Ringside. If you do, put one non-RMS maneuver of D:1 or greater from your Ringside into your Ring with printed damage less than the printed damage of the card put into your Ringside.

unique

Damage **0**

50/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

A Perfect Play Fortitude **0**

Mid-match Action ♦ head **MONEY**



Name a card and your opponent reveals his hand. If your opponent has one or more copies of the named card in his hand, he discards one copy of that card, put this card into your Backlash and you may not play A Perfect Play this turn. If he does not, choose one card in his hand and he discards that card.


unique

Damage **0**

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Perfect-Plex Fortitude **30**

Trademark Finisher / Reversal ♦ back **MONEY**



As a maneuver, if your opponent cannot reverse this card from his Arsenal he cannot reverse this card from his Hand.

As a reversal, reverse any maneuver with Fortitude equal to your opponent's Fortitude.

unique

Damage **20**

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A Perfect Streak Fortitude **12**

Reversal ♦ head **MONEY**



If you have more maneuvers in your Ring than your opponent, reverse any maneuver.


unique

Damage **0**

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Perfect Athleticism Fortitude **3**

Action ♦ head **MONEY**



Search your Arsenal for any number of Throwback Execution and put them into your Ring.

Search your Arsenal for any number of cards with "Throwback" in the title, reveal them to your opponent, put them into your Hand, discard that many cards and shuffle your Arsenal.

unique

Damage **0**

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Power of the Punch Fortitude **4**

Strike ♦ head



William Regal

Can only be played after a successfully played card and cannot be reversed from your opponent's Backlash. When Brass "Nuks" Shot is in your Ring, this card is a Trademark Finisher instead.


unique

Damage **8**

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I've Been Besmirched! Fortitude **0**

Action / Reversal



William Regal

As an action, you may shuffle this card into your Arsenal, draw 1 card and your opponent discards 1 card. As a reversal, when overturned reverse any non-Trademark Finisher maneuver.


unique

Damage **0**

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Listen Up, Sunshine! Fortitude **1**

Action



William Regal

When this card is in your Ring, you may discard cards from your Backlash instead of your Hand for the purposes of your Superstar Ability.

unique


Damage **0**

66/72v02-4 - Fantasy Cards - Not for Commercial Use - Images Used Under Fair Use Guidelines

Val Venis

Hand Size **7**

Superstar Value **1**



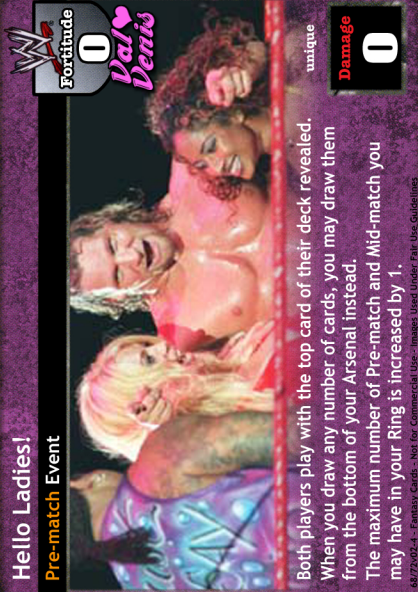
Superstar Ability:

When either player successfully plays to their Ring a Styled card you could pack, a Run-in or a Manager, you may attach the top card of your Arsenal face-down to your Superstar. Before your draw segment, if there are 6 or more cards attached to your Superstar you may choose 1: Put those cards into your Hand; Put those cards into your Ringside and your opponent discards that many cards; or remove those cards from the game and your opponent overturns double that many cards.

WWE

Hello Ladies! Fortitude **0**

Pre-match Event



Val Venis

Both players play with the top card of their deck revealed. When you draw any number of cards, you may draw them from the bottom of your Arsenal instead. The maximum number of Pre-match and Mid-match you may have in your Ring is increased by 1.

unique

Damage **0**

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A Film by Val Venis Fortitude **0**

Mid-match High Risk



Val Venis

Can only be played after a successfully played maneuver, if this is the first card played of your turn and you reversed a card from your hand or Backlash to end your opponent's last turn, or if your opponent has a Manager in his Ring. Can only be reversed from your opponent's Arsenal.


unique

Damage **5**

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The Money Shot Fortitude **25**

Trademark Finisher ♦ torso



Val Venis

Can only be played after a 5D or greater maneuver, *From the Top Rope*, or immediately after you execute the second effect of your Superstar Ability.


unique

Damage **20**

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Big Package Pump Handle Fortitude **7**

Grapple / Reversal ♦ back



Val Venis

Multi. As a reversal, if your opponent's Fortitude is F:7 or greater, reverse any maneuver of 7D or less.


unique

Damage **7**

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Venis Flytrap Fortitude **14**

Submission / Action ♦ head



Val Venis

As a maneuver, can not be reversed from your opponent's hand and when successfully played you may search your opponent's Arsenal for up to two cards and reveal them. If you do, your opponent places one in his Ringside and shuffles the other into his Arsenal. As an action, this card is -9F and -5D. Draw two cards and put this card on the bottom of your Arsenal.

unique

Damage **5**

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