

**STING**  
Hand Size 5  
Superstar Value 5



**Superstar Ability:**

When you successfully play a Unique maneuver, shuffle up to 5 cards from your Ringside into your Arsenal. You may only play 1 Unique maneuver during each of your turns.

You may pack *Once a Horseman, Always a Horseman* and *No Sell Maneuver*, ignore the "When played from your hand" text on those cards and when they reverse from Arsenal, remove them from the game.

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**WCV Fortitude 0** **STING** **permanent unique** **Damage 0**

**It's Showtime!**  
Pre-match Event  
W throwback




Your Starting Hand Size is +3, and your opponent's Starting Hand Size is -2.  
His **It's Showtime!** is blank.  
When he has a maneuver card in his Ring, your Sting-specific maneuvers are -10F; when he does not, your Ability is blank.

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**Sting's Black Baseball Bat** Fortitude **10**

**Strike + Strike: Foreign Object**



Can only be reversed from hand or Arsenal.

When your opponent is The Immortal One or has an nWo card in his Ring or Backstage Area, he cannot play reversals to this card.

**multi unique**  
**Damage 8**

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**Stinger Splash** Fortitude **18**

**Strike + High Risk/Reversal: Special**



As a maneuver, can only be played after a successfully played card or if you reversed a card to end your opponent's turn and this is the first card played on your turn. When played after *Throw Into the Corner Turnbuckle*, he cannot play reversals to this card.

As a reversal, reverse any Strike or High Risk maneuver.

**multi unique**  
**Damage 8**

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**Scorpion Death Drop** Fortitude **30**

**Trademark Finisher+Grapple/Rev:Special**



As a reversal, reverse any Grapple or Trademark.


When successfully played, search your Arsenal for a Unique maneuver, reveal it, put it in your hand, and shuffle your Arsenal.

**multi unique**  
**Damage 20**

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**Scorpion Deathlock** Fortitude **40**

**Trademark Finisher/Reversal:Special**



When your next card played this turn is *Maintain Hold*, you may ignore the "Can only be played..." text, and when that card is successfully played as your next card this turn, you win the game via Pinfall Victory.

As a reversal, this card is -10F, reverse any Submission or Trademark Finisher with "maintain" in the text.

**unique**  
**Damage 15**

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**WCV Fortitude 0** **Where the Big Boys Play** **permanent unique** **Damage 0** **ace**

**Pre-match Allegiance:WCW**



Can be played regardless of The Bossman's ability.

When played by a WCW Superstar, you may search your Arsenal for 2 cards and put them under this card, then shuffle your Arsenal.


Once during each of your turns, you may put the bottom card of your Arsenal under this card.

When you play this card during your turn, when it is not your first turn of the game and you have lower Fortitude, you may remove 2 cards under this card from the game; then look at his hand and choose 2 reversal cards; those cards cannot be played to the next card you play this turn.

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**Ready to Rumble** Fortitude **14**

**Action: Movie**



When you are Goldberg or a WCW Superstar, this card is F: 0 and cannot be reversed.

Discard 1 card, shuffle 5 cards from your Ringside into your Arsenal, and your next card played this turn cannot be reversed.

Your *The King Interferes!* is -15F.

**unique**  
**Damage 0**

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