

**nWo**

**Stable Superstar Ability:**

When your turn ends and you did not play a maneuver, take the top 2 cards from your Arsenal and put them in your Backstage Area. When you have 20 or more cards in your Backstage Area, you lose the match via Pinfall Victory.

When you play a reversal card and your opponent has 20 or more cards in his Arsenal, he overturns 3 cards. You may pack Hall & Nash Arsenal cards and Too Sweet!

**Hand Size**  
7  
**Superstar Value**  
6

**Fortitude** 0

**Damage** 0

**unique**

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**nWo**

**Wolfpack Is Back, Causin' Mass Destruction**

**Pre-match Event**

Your opponent's Starting Hand Size is -1 for each card with the same title in his Ring.

Replace the "Grapple maneuvers" text with "Reversal cards" on your Too Sweet!

**Fortitude** 0

**Damage** 0

**unique**

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**nWo**

**You Might Wind Up in a Body Bag**

**Mid-match Reversal: Special**

Reverse any Trademark or Trademark Finisher, put up to 2 non-Backstage cards from your Backstage Area and up to 4 cards from your Ring on the bottom of your Arsenal.

**Fortitude** 30

**Damage** 10

**unique**

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**I'll Shoot You Right Between the Eyes!**

**Mid-match Action**

When your Fortitude Rating is 0 and your opponent's Fortitude Rating is 5 or more, he cannot play reversals to this card.

Your Mid-match Capacity is +2.

Search your Arsenal and Ring for Konnan's Rolling Clothesline, reverse it, put it in your hand, and shuffle your Arsenal; when that card is your next card played this turn and it is reversed completely, you may put it on the bottom of your Arsenal and put this card into your Backlash.

**Fortitude** 0

**Damage** 0

**unique**

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**Konnan's Rolling Clothesline** **Fortitude** 0

**Strike + Strike**

Can only be played after a successfully played card.

Reversals to this card deal no Damage.

**multi**  
**unique**

**Damage** 5

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**Don't Turn Your Back on The Wolfpack** **Fortitude** 15

**Reversal: Special**

When you have more maneuver cards in your Ring than your opponent, reverse any non-Unique maneuver. When you have less, reverse any maneuver instead. When you have the same amount, reverse any non-maneuver card.

**unique**

**Damage** 0

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**nWo T-Shirt** **Fortitude** 0

**Pre-match Allegiance: nWo**

**throwback**

Can be played regardless of The Boogeyman's Ability.

Your Run-in cards are -3F, your non-maneuver nWo Actions can only be reversed by Unique reversals, your nWo specific Pre-match cards do not take up a slot in your Ring, and your nWo Superstar-specific maneuvers ignore the "Can only be played after..." text.

When you are not packing a Superstar-specific nWo Pre-match card and your reveal, discard, play, or overturn an nWo card you may put this card from your Backlash into your Ring. When you do this, your opponent's nWo Pre-match card in your Ring is considered to be in your Ring.

**permanent**  
**unique**

**Damage** 0

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**nWo Reinforcements Have Arrived!** **Fortitude** 15

**Mid-match Reversal: Special: Run-in**

Can only be played when you have an nWo card in your Ring or Backstage Area.

When you are X-Pac or Hall & Nash, this card is -10F.

Reverse any non-unique maneuver and draw up to 2 cards.

**unique**

**Damage** 0

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