

**Your Reach Exceeds Your Grasp**  
Mid-match Reversal: Special



Fortitude **0**

unique

Damage **0**

ace

Reverse any non-Superstar specific card with printed Fortitude greater than your opponent's Fortitude Rating, or any Multi Volley maneuver; he puts the reversed card into his hand.  
ACE: During your turn, you may remove this card from the game and then ignore all play restrictions from his cards or effects for the rest of the turn. This effect cannot be reversed.

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**Commission-er Rules!**

Action

Fortitude **6**

throwback



SURVIVOR SERIES

When you are William Regal, The Mystery Wrestler, a Chairman, or a GM, this card is Multi.  
Look at your opponent's hand, choose 1 reversal card, and he discards the chosen card.  
When you have lower Fortitude, you may discard 1 card and choose 2 reversal cards instead.  
When played in Indianapolis, IN at GenCon, do not discard for this card.

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Damage **0**

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Action

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**Victim of the Revolving Cheap Pop**  
Mid-match Action + Antic



Fortitude **20**

multi

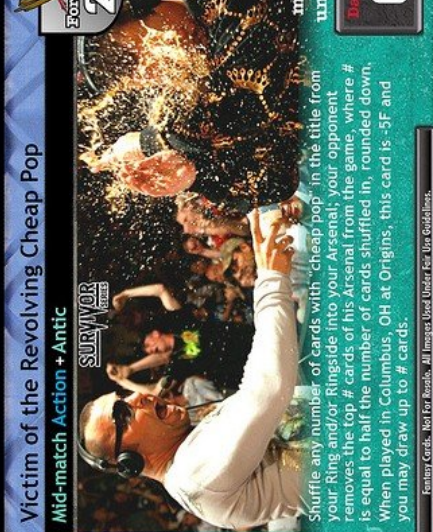
unique

Damage **0**

Shuffle any number of cards with "cheap pop" in the title from your Ring and/or Ringside into your Arsenal; your opponent removes the top # cards of his Arsenal from the game, where # is equal to half the number of cards shuffled in, rounded down.  
When played in Columbus, OH at Origins, this card is -5F and you may draw up to # cards.

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**Victim of the Revolving Cheap Pop**  
Mid-match Action + Antic



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**Where the HELL Did Everyone Go?!?!?**  
Mid-match Action + Antic



Fortitude **20**

multi

unique

Damage **0**

Remove any number of cards with "hell" in the title in your Ring from the game; for every 2 cards with "hell" in the title removed, remove 1 card in your opponent's Ring from the game.  
When played in Indianapolis, IN at GenCon, this card is -5F; when successfully played, you may shuffle up to # cards from your Ringside or removed from the game into your Arsenal, where # is the number of cards he removes from the game.

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Mid-match Action + Antic



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