

WWE RAW DEAL OmniFAQ

Version 4.0
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Organized by Superstars and Cards, in Classic / Revolution / Virtual order, and the Glossary: all alphabetically.

RECENT UPDATES

SUPERSTARS:

Gail Kim and Molly Holly

-They cannot pack cards with a restriction for one member, such as "Cannot be packed by Gail Kim."

Shane O' Mac

ERRATA: This Superstar is now a Throwback card, since a card already existed in Raw Deal with the same name.

The Largest Athlete In Sports Entertainment

ERRATA: The Ability now begins with: "You cannot pack High Risk maneuvers.

Your non-Multi Strike, Grapple, and Submission maneuvers played from your hand are F:0."

Revolution Tommy Dreamer

ERRATA: The Ability now begins with: "Once during each of your turns..."

CARDS:

Back Body Drop (Throwback)

-The previous errata for this card has been removed, it now functions as printed.

Booby Trap (Throwback)

ERRATA: Fixing a printing error, this card is now F: 0.

Collegiate Champions

ERRATA: The second paragraph of this card now reads: "ACE: When this card is in your Ring area, once during each of your turns you may discard 3 cards, and then look at your opponent's hand, choose 1 card, and he discards the chosen card."

It's Great to Be Back Here In

- If a card has a situational reversal restriction, such as *German Suplex (TB)*, this card will only be an applicable reversal if that restriction is in effect, based on the Potentiality Rule.

JYD's Chain

-When *JYD's Chain* is in the Ringside, the player is required to pick up a Grapple maneuver to pick up *Chain*.

NOTE: This is a reversal of a previous ruling.

Mental Acumen

-If this card and *Backstage Politics* are in the same Ring area, the ACE of *Acumen* can still be reversed. Only the card being played gains protection. NOTE: This is a reversal of a previous ruling.

Pay-Per-View Main Event

-The played activating this card must choose exactly 8 cards. NOTE: This is a reversal of a previous ruling.

Sustained Damage

- You cannot Activate *Sustained Damage* in response to cards that deal no damage, whether due to a modification, because they resolve to a zone other than the Ring, or because their text states that they deal no damage.

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Technical Drop Kick

ERRATA: The following text is added to the card: "When successfully played, you cannot play *Technical Drop Kick* as an Action for the rest of this turn."

Revolution Death-Defying Maniac

ERRATA: After the Requirement text, this card now reads: "If this card reverses from Arsenal: put this card into your Ring and if you have 3 or more Superstar-specifics from "ECW Originals" Faction Members and/or cards with "ECW Originals" in the text in your Ring, you may discard 1 Reversal: put up to 1 Pre-match Event from his Ring into his Ringside and end his turn."

Revolution Full Nelson Slam

ERRATA: The card text now reads: "During your turn, if this card is in your Ringside, you may overturn 4 cards: play this card from your Ringside."

Revolution John Cena Is In My Corner!

ERRATA: Fixing a printing error, this card is a Pre-match: Corner instead.

Revolution Live Fast - Fight Hard

ERRATA: This card is now F: 5 and the first paragraph (after the Requirement text) now instead reads: "At least 5 Less Fortitude: -5F.
Your next card this turn is -15F."

GLOSSARY:

Activated Card Effect:

- If a player can pay the cost of an Activated Card Effect during the Pre-match, they may use that effect.
- Effects that would be ACEs in the Ring can be used from Backstage as a non-ACE effect, or from the Ring as an ACE, but not from any other zone. In order to use an effect from another zone, the card's text must specify that it can be used from that zone.

All Axxess

- A constructed format for Raw Deal. All cards legal for play in Raw Deal are legal in this format. (The promotional cards *Cardboard Currency* and *Hardcore Tournament 24/7* are not legal Raw Deal cards.) However, this format is no longer actively supported.
- This can be augmented with Virtual cards (Virtual All Axxess), or used solely with the printed Comic Images cards.

Backlash (Deck)

- Backlash decks may only contain Mid-match cards or Pre-match cards. The current limit is 10 of each, or 12 in Virtual formats.
- A Backlash deck should not contain more than 20 cards (24 in Virtual), although it may contain less. This can be modified by a Superstar's Ability.

Backstage (Area):

- Backstage card effects that do not specify the point at which the effect occurs cannot be one-time effects, as Backstage cards are never played. Unlabeled effects on Backstage cards affect the game immediately upon reveal. EXAMPLE: *We Face Each Other as God Intended* is a continuous reduction of the opponent's Hand Size as Pre-match cards are played.

Classic (format)

- The Classic format is a limited constructed format, where all printed Comic Images cards without a Revolution logo are legal. It is the primary format supported at this time for ongoing Virtual development.
- This can be augmented with Virtual cards (Virtual Classic), or used solely with the printed Comic Images cards.

Continuously Checked vs. One-Time Effects

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-Effects that are continuously checked will normally state that they occur "When X condition is met." "When this card is in your Ring," "When you have lower Fortitude," "when you have X cards in hand." Alternately they will state that something "is" or some things "are" considered something, without limitation. For example, Bret Hart's maneuvers "are considered to have Technical and Precision in the title." This is continuous, and persists while the card is in the Ring.

-Effects that occur one time will not have a condition listed, or will state a point in the Timing Breakdown when the effect occurs. "When played," "When successfully played," or simply "Do X." See Vince GRA, or Owen Hart's ability (which persists through the Timing Breakdown, then ends.)

-A specific limitation: Win Conditions, even if they otherwise require the wording of a continuous effect, are one-time effects UNLESS they include the phrase "When this card is in your Ring." This holds true for all Virtual cards; cards printed by Comic Images may not be so consistent.

-Backstage card effects that do not specify the point at which the effect occurs cannot be one-time effects, as Backstage cards are never played. Unlabeled effects on Backstage cards affect the game immediately upon reveal. EXAMPLE: *We Face Each Other as God Intended* is a continuous reduction of the opponent's Hand Size as Pre-match cards are played.

"Do What You Can" vs. "Do it All or Else"

-If a card requires a cost to be paid for an effect to occur, you must be able to both pay the cost and complete the effect to trigger the effect.

-If a card requires a cost to be paid, but it forces an effect on other players (eg. *Wrestlemania* forcing both you and your opponent to shuffle back cards) you are required to pay the cost and complete the effect, but your opponent may do as much as they can.

-If a card has text that occurs upon successfully playing that card, you do what you can.

Foil

-Foil is a trait of some cards issued by Comic Images, including all Ultra Rare cards, Starter Deck Superstar-specifics, and select reprinted cards in the Survivor Series sets. The Foil trait can only be set by Comic Images, and in physical play, only those cards that are physically printed Foil count as such for card effects; cards that are not Foil, but have a Foil version, do not count. (In online play, any card that has a Foil version may be treated as Foil.)

-Virtual cards are not Foil, even if physically printed with a foil coating.

Fortitude

-Cards that are put into play by an effect do not require Fortitude, such as *12 Rounds*.

Multi

-Female Superstars may not pack Multi Maneuvers as a rule, however they may pack Multi Superstar-specific maneuvers when either their logo is on the card, or they are given pack permissions. EXAMPLE: *Edge's Running Spear* cannot be packed, even if they are packing *Revolution Edge Is In My Corner!*, as it does not give Multi packing permission.

-Female Superstars that explicitly have permission to pack Multis, like Beth Phoenix and any version of Chyna that packs *Don't Treat Me Like a Woman*, may pack Multis normally (including Corners).

No Damage

-No Damage is not the same as D:0. Cards that are D:0 deal zero damage, a number which can be modified; cards that deal no damage have a null value for damage, which cannot be modified. This applies to effects like *Sustained Damage*, or to Batista's ability.

nWo

-An nWo card is a card with the nWo logo in place of the WWE logo, or in the card title.

-Any color of nWo logo marks the card as an nWo card, cards with red, gold, or white nWo logos are all nWo cards.

NXT (format)

-The NXT Format is a limited constructed format based on Virtual Classic constructed. It follows the similar rules but allowed for banned cards and revised cards specific to this format, as well as a non-playable card with the rules and affected card titles.

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- Virtual cards are included in this format, Revolution cards are not.
- Only 8 Pre-match and 8 Mid-match cards can be packed, and only 4 of each kind can be played.

NXT Superstar

- A type of Superstar that gains perks from other cards, such as *The NXT Breakout Star*. There are no other special rules for a NXT Superstar.
- A printed NXT Superstar is noted by the NXT logo, also present on Rookie Superstars.

Outside Effects

- A defined effect generated by an action taken in the game that is not from the text of a card played.
- Outside effects are listed in the Timing Breakdown; a card's controller's outside effects fire at step 7a of the Timing Breakdown, and the opponent's at step 7b.
- Outside effects that have the same triggering event may be resolved in the order of their controller's choosing; however, an outside effect that is triggered by some portion of an outside effect must finish resolving before the effect that triggered it finishes. (*Mr. Wrestlemania* must finish resolving before *Wrestlemania*, and *Sane's Spyglass* will finish resolving before any outside effect that generates a "look at his hand" effect.)

Pre-match Phase

- At the end of the Pre-match phase, the player who started the Pre-match phase resolves their cards first, then the player who did not. Superstar Values are not re-checked until determining who takes the first turn of the game.

PRO

- A new type of card packed in the Backstage Area that can only be packed by a Rookie Superstar.
- Only 1 PRO card can be packed.

Promo

- Promo: # is short for "Look at the top # cards of your Arsenal, put 1 of those cards in your hand, and the rest in your Ringside."
- If you do not have the number of cards in your Arsenal stipulated by the Promo effect, you look at as many cards as you have. The effect does not fail.

Rarity

- Cards printed by Comic Images have a rarity associated with them: Common, Uncommon, Rare, Premium Rare, Ultra Rare, Promo, and Starter Deck Foil. Cards that look for a rarity use the rarity at which that card was printed; if a card has multiple rarities (due to reprinting), the rarity of the physical copy of the card used will be considered the actual rarity of the card. (In online play, the rarity of the most recent printing should be used.)
- Rarity is generally identified by the color of the WWF/WWE logo on the card, but this is not the definitive answer for the rarity of a card, due to the use of white logos for Common, Promo, Ultra Rare Foil, and Starter Deck Foil, gold logos for both Rare and Premium Rare, and the misprint of certain Rare cards with a grey logo in Premiere. If there is a question, the set list for the appropriate set (available on TCO) should be used to determine rarity.
- Virtual cards do not have a rarity. JBL would not discard to play a Virtual card, as they are neither Common nor Uncommon.

Replacement Effect

- A replacement effect is any effect that changes the destination of a card, such as *Banned from Ringside* or *Rollins' Kip-up*. These effects trigger at step 8 of the reversal's Timing Breakdown.
- Replacement effects use the same language as outside effects triggering on the failure of a card, such as "when your card is unsuccessful" or "when your opponent reverses a card." Outside effects using this wording trigger at Step 7b, the difference being that outside effects do not change the destination of a card.

Response, Respond

- A player responds to a card by playing a Reversal card, activating a card effect, even if the card is not in their Ring, or activating their Ability.
- Cards that a player may not respond to will still trigger effects from cards in the Ring or Abilities. EXAMPLE: Diamond Dallas Page will still discard for his opponent's copies of *Old School Psychology* when he plays *It's Me...It's Me...It's D-D-P*. EXAMPLE 2: Leader of the Edge Army will still draw and cause Raw Guest Host to

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discard when Raw Guest Host successfully plays *The Price is Raw*. EXAMPLE 3: Raven will still draw when Festus hits him with a maneuver protected by

Reveal

-Cards in the Backstage may be revealed or hidden. Hidden cards do not affect the game, except those that provide packing permissions. If a hidden card enables you to pack a card you otherwise could not, you may pack those cards, but must display the hidden card to your opponent upon request to prove that you have the card granting that permission.

Reversals

-All Reversals that actually reverse cards end the turn unless they specifically state otherwise.

Reversal Restriction

-A reversal restriction is any card, Ability, or effect that modifies the reversibility of a card. EXAMPLE: *Turn the Tide* adds a reversal restriction to the maneuver following it. *Diesel-Powered Sidewalk Slam* has a reversal restriction if it is played after a Superstar-specific card. The Chain trait is a reversal restriction.

-A card with Momentum has a reversal restriction.

-Cards that give extra modes of reversibility do not have reversal restrictions from those modes. EXAMPLE: *Classic Fireman's Carry* has no reversal restrictions in its text. The Volley trait is not a reversal restriction.

-Reversal restrictions are strictly a property of cards. Cards and effects that modify player permissions are never reversal restrictions. EXAMPLE: *Panic Grab*, *Backed by Smackdown GM Vickie Guerrero*, and the *Arm Drag* portion of *Enter the Dragon* are not reversal restrictions.

-Modifications to reversals are never reversal restrictions. EXAMPLE: *Get Crowd Support* does not grant a reversal restriction.

-A card that cannot be responded to does not have a reversal restriction; losing the ability to respond does not alter what cards will reverse a card, it only alters player permissions to play those cards.

-Cards with conditional printed reversal restrictions have those restrictions in all zones and at all times *except* when going through their Timing Breakdown. During that time, the Potentiality Rule comes into play, and if the reversal restriction's condition is not met, the restriction is suppressed, in much the same way a hybrid card's other types are suppressed.

RFG

- RFG is a new keyword in Virtual 11, replacing the terms "remove from the game," "removes from the game," "removed from the game," and "the removed from the game area." RFG is considered in all cases to be the older wording, for the purpose of resolving cards and effects.

RMS

-An "RMS card" is a card that bears the Restricted Modification Symbol, either printed or granted by another card (i.e. *Frankie Takes Ho-llywood*).

Rookie

-A Rookie Superstar may pack 1 PRO card in his Backstage Area.

-All Rookies are also NXT Superstars due to the logo on their Superstar Card.

Slot

-A Pre-match or Mid-match slot is one unit of Capacity. Cards that do not take up a Pre-match slot or Mid-match slot do not spend any Capacity when they are in your Ring.

-A player may play a Pre-match or Mid-match card that does not take up a slot even if all of his normal Pre-match or Mid-match slots are filled.

-Making a card not take up a slot is a modification to that card and will be blocked by the Restricted Modification Symbol. Note that, as with all other cards with the Restricted Modification Symbol, this does not apply if the change is being applied by the RMS card itself; an RMS card may always modify itself.

Stable

-A type of Superstar that gains perks from other cards, such as *The Numbers Game*. There are no other special rules for a Stable Superstar.

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Sub-class

-Sub-classes include Multi, Chain, Heat, Volley, Stun Value, Run-in and Set-up. These only apply to one half of a hybrid card; specifically, the half indicated in the card's type line. The sole exception to that notation is Stun Value; Stun Value is solely a function of maneuvers, by its own definition.

-Hybrid, Foreign Object, NXT, WCW, WWF Classic, and ECW are not sub-classes.

Superstar Value

-Superstar Values can be reduced to negative numbers, and for comparative purposes or for raising/lowering, are treated as their actual value. A -1SSV wrestler would start the game before a -2SSV wrestler. For all other purposes, a negative SSV is treated as 0.

Traits

-Traits are defined by what a thing is, not what a thing is not. A card with the Raw logo has the Raw trait; a card without does not have the "non-Raw" trait, because that does not exist.

-Non-unique, as used in the game, is not a trait; it is the absence of one. Any card that does not have the Unique (or Universally Unique) trait is non-unique, including face-down cards, as they have no traits.

Triggered Effects

-These are effects that happen without choice, based on another effect taking place. This can include causing cards to be drawn or discard, or moved from one area to another. EXAMPLE: When a Backlash card is played, an *Old School Psychology* in the opponent's Ring will trigger a discard effect.

-Effects like ACEs that require a cost to be paid are not triggered effects.

-Triggers must occur without the player's choice. EXAMPLE: *Old School Psychology*'s trigger is the opponent playing a Backlash card; *Judo Choke Throwback*'s trigger is the opponent successfully playing a second action on his turn.

-Cards that a player may not respond to will still trigger effects from cards in the Ring or Abilities. EXAMPLE: Diamond Dallas Page will still discard for his opponent's copies of *Old School Psychology* when he plays *It's Me...It's Me...It's D-D-P*; Leader of the Edge Army will still draw and cause Raw Guest Host to discard when Raw Guest Host successfully plays *The Price is Raw*.

Universally Active

-In Virtual, there are Venues that are not Universally Active. These Venues do not block the play of Universally Active Venues, but they cannot be played if a Universally Active Venue is in play, unless they have text specifically permitting their play.

Virtual Cards

- These cards are legal for play when Virtual cards are allowed, provided other conditions are met. EXAMPLE: A "Virtual Classic " tournament would permit The Ultimate Warrior to be played, but not *Revolution Judo Takedown*.

- Cards with terms associated with Revolution ('Momentum', 'Assault') are still legal for Classic play if they do not have the Revolution logo.

- The Virtual cards may either be placed over another card (which has no bearing on play) or printed on cardstock equivalent to Comic Images product, but these MUST be indistinguishable during play.

- Sleeves MUST be used when using these cards.

- The early sets were renamed. "Revolution 4" is now "Virtual 1", "WCW Invasion" is now also "Virtual 2", "Revolution 5" is now "Virtual 3", and "Saturday Night's Main Event" is now also "Virtual 4".

- As of Virtual 3, for Virtual Classic / Virtual All Axxess formats, Backlash decks may now contain up to 12 Pre-match and 12 Mid-match cards, with a maximum of 6 of each in the Ring.

WCW Superstar

-A type of Superstar that gains perks from other cards, such as *Halloween Havoc*. There are no other special rules for a WCW Superstar.

-A printed WCW Superstar is noted by the WCW logo, however Superstar-specific cards like *Raven's Rules* can allow a Superstar to become a WCW Superstar.

Win Condition

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-If a card effect would result in a Pinfall or Count Out, this occurs immediately upon the resolution of the card's text. However, if the Pin or Count Out is stopped by an outside effect, and other effects are pending at this time (such as, in the event of *Backslide* or *Small Package* played as a reversal, the resolution of the card being reversed), the turn cannot end until all other effects are resolved in full.

WWF Classic Superstar

-A type of Superstar that gains perks from other cards, such as *Saturday Night's Main Event*. There are no other special rules for a WWF Classic Superstar.

-A printed WWF Superstar is noted by the 'classic' WWF logo on a Superstar such as Sid or Yokozuna. (Note: This does not include the 'scratch' WWF logo found on a Superstar like Mankind.)

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CLASSIC SUPERSTARS

ALL SUPERSTARS

- Superstar Abilities are active during the Pre-match phase.
- Superstars with an ability that says 'You may' use a cost 'and then' have an effect require you to use that effect, such as Home Team and Ric Flair, who cannot use their abilities unless there is an applicable card for their effect.
- All Superstars are considered to be a 'male superstar' unless the superstar is female, or is comprised solely of two females. No superstar is considered to be both male and female.
- A card with a Superstar logo can be packed and played by a Superstar that can legally pack it, regardless of restrictions from the Ability. EXAMPLE: Lita packing *Lita's DDT* or Andre the Giant packing *Revolution ECW Originals*.
- Unless stated in the text of a Superstar Ability, an optional non-reversal effect cannot be used before the Draw Segment.
- All Superstar Abilities with a reversal effect are considered as 'reversing from Backstage Area', but will only be considered as one reversal against a Multi card.
- Any Superstar Ability moving that player's cards from that Superstar's Ringside Pile to another location will trigger the removal of Heat cards from their discard pile. These Abilities are not affected by The Rattlesnake's ability or *Hell in a Cell Match*.
- Superstar Abilities that offer a 'discard to search' are not required to find the card in question. The card is still discarded.
- Any text in a Superstar Ability text box that defines a variable ("##") given for the Starting Handsize or Superstar Value is not considered to be a Superstar Ability, only a definition of the Starting Handsize / Superstar Value.
- Superstar Abilities do not prevent a Follow-up.
- Any Superstar Ability that requires an effect to take place must be performed completely to gain the results. EXAMPLE: The Undertaker cannot use his Superstar Ability with only one card in hand, and René Duprée cannot use his Ability to recover cards if he has no Backlash deck cards remaining.

Andre The Giant

- If Andre's opponent passes without playing any cards, Andre may use his Ability.
- Andre cannot use his ability if he ends the turn by reversing his opponent's first card from hand, Ring area, or Ringside pile. However, he can use his ability if he reverses his opponent's second card from Arsenal.
- If Andre's opponent continues his turn (*Rabid Wolverine*, for example) and plays a third card, Andre cannot use his ability any longer on this turn.
- If the opponent's cards, effects, or Superstar Ability cause him to end his turn, Andre's Ability will still take place. EXAMPLE: The Largest Athlete in Sports Entertainment or Mr. PPV.
- As Superstar Abilities are not active before the Draw Segment unless specified, if a player ends his turn by removing *Obey*, Andre's ability cannot be used.
- Andre can pack Faction Pre-match cards, as they are Superstar-specific and can be packed by any Superstar.

APA

- The +1 damage bonus is applied to every card they play from their Hand.
- Their Arsenal may not contain Action cards, even hybrid Action cards.
- Their Backlash deck may contain Action cards.
- Cards that do not resolve to the Ring deal no damage and gain no benefit from their Superstar Ability.

A-Train

- A-Train's -4F ability works with any type of card, not just Maneuvers.
- This ability is not cumulative. *Slam Bomb* is 5F, not 1F.
- It is possible to lower the Fortitude cost of a maneuver below 0, but this number will be considered 0.

Babe of the Year

- When used, her Superstar Ability will not trigger the removal of opponent's Heat cards from the game due to the Heat trait.

Batista

- Fortitude Ratings are calculated from Printed Damage values, so Batista's ability will not affect these.

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-If Batista plays a maneuver that adds damage to a reversal, this effect and Batista's ability take effect at the same time, and these effects can be applied in the order of Batista's choosing. EXAMPLE: *Running Lariat*, *Spinning Clothesline*.

-Batista will take damage from RMS reversals.

Big Freak'n Machine

MRP: Now reads: "Your first 2 non-Pre-match non-Reversal cards played of the game can only be reversed from your opponent's Backlash deck and Arsenal. You may pack any cards with the Kane logo, but you do not count as Kane."

-His ability will work across any number of turns, until he has played two cards that are either Actions or Maneuvers.

-If his ability is blanked or switched, or played cards are removed from the Ring Area, the Ability will still count the first two non-reversal cards played during the game by that player.

-A Reversal/Maneuver or Reversal/Action hybrid will be affected by this ability if it was played as a Maneuver or Action

-*Beating the Odds* does not work on his ability, as it says 'Can only be reversed....'

-Cards with either version of the Kane logo can be packed.

Big Poppa Pump

-The specific wording of his ability allows him to discard cards throughout his turn. A player can discard an *I Can't Be Reading This Right*, return it to his hand once, discard it again, and gain a -8F deduction from his next maneuver played this turn. Unlike other discard effects, Big Poppa Pump only requires the discarding be done on the same turn before the Maneuver is played, regardless of other effects and cards played during that time.

Big Show

MRP: Now begins with "You cannot pack High Risk maneuvers."

-He must discard 2 cards before attempting a Maneuver, unless it is the first Maneuver played this turn.

-His ability will change a Grapple Multi card to 3D, unless that card has RMS.

-His ability to reduce damage from Grapples is calculated before reversals may be played. He may reverse the Maneuver as if it were only a D:3 Maneuver. EXAMPLE: His opponent plays *German Suplex* and Show plays *Rolling Takedown*. Since the Maneuver was reduced to a D:3 Maneuver, his opponent will only take 3 damage from the Reversal.

-Big Show can use *Springboard*, as the maneuver played is still a Strike maneuver that is temporarily given High Risk status.

Billy & Chuck

-They are a male Superstar.

-They only draw when attempting a Multi card if the Multi card is completely reversed. They only draw one card from a Multi card, and only if the second reversal is played from the opponent's hand.

Billy Gunn

-Billy Gunn's Superstar Ability cannot be used before the Draw Segment.

-His ability is optional. He does not have to activate it.

-His ability can be used if there are no cards in Hand.

-If no Maneuvers are found, all revealed cards are shuffled into the Arsenal.

-The revealing of your hand is a compulsory effect of his ability and will trigger a 'when you must reveal your hand' effect, such as *Torrie Wilson, On It!*

Bobby "The Brain" Heenan

-An opponent may still choose to 'not find' a specific type of card even if the Arsenal and Backlash deck was searched using Heenan's Superstar Ability. EXAMPLE: *Managed by William Regal*.

-Heenan will search his opponent's Arsenal after Superstar cards are revealed. Due to the wording of his Ability, Heenan's choice of Enforcer (and Enforcer card) will take place after an opponent with Enforcers has already revealed and chosen.

-Heenan's hand-viewing ability is only active 'during the game', not during the Pre-match phase.

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Booker T

MRP: Now includes the text "Your cards titled *Don't Hate da Playa*, *Hate da Game!* are -3F."

Brock Lesnar

- His ability will change a non-RMS Strike Multi card to 3D.
- His ability to reduce damage from Strikes is calculated before Reversals may be played. He may reverse the Maneuver as if it were only a D:3 Maneuver. EXAMPLE: His opponent plays *Chair Shot* and Brock plays *Knee to the Gut*. Since the Maneuver was reduced to D:3, only 3 damage is dealt from the Reversal.

Brothers of Destruction

- BoD may not pack Kane's, Undertaker's, or Deadman Inc.'s Superstar-specific cards unless otherwise specified.
- They count as Kane, Undertaker, and Deadman Inc. for the purposes of playing other cards. EXAMPLE: BoD would draw a card from playing *Inferno Match*, since that card mentions Kane.
- Brothers 'til the End* may be played by BoD at a discount of -10F. This discount is only applied once.
- Their ability replaces the normal card draw in the Draw Segment. You cannot use another ability that replaces or alters the normal draw step as well as the Brothers ability, such as *Ring General*.

Buh-Buh Ray Dudley (both versions)

- His ability will count total cards in the Ring, regardless of their card type.
- If his Superstar Ability is blanked or switched at the end of the turn that he uses his card drawing ability, he does not discard at the end of turn.

Cactus Jack

- Mankind and Cactus Jack are not considered to be the same wrestler. However, these rulings count for both Superstars.
- Card effects that refer to Mankind have no effect on Cactus Jack, and vice versa, unless both are listed.
- A player cannot pack Mankind Superstar-specific cards in a Cactus Jack deck or vice-versa. Exceptions include *Get Hardcore*, which has Mankind and Cactus Jack logos, and *Tree of Woe*, which is considered to have Cactus Jack, Mankind, and Dude Love logos. A player can pack an older version of these cards with Cactus Jack, even though it does not have his logo.
- Cactus Jack draws 2 cards during each Draw Segment. If you cannot draw 2 cards, you do not suffer a Pinfall loss, but you can be Counted Out at the end of the turn.
- Non-damage effects like Kane's Superstar ability and the effect of an *Inferno Match*, etc. are not reduced; however the 1D *Inferno Match* does when played will be reduced to 0.
- If Cactus Jack is hit with a *Punch* (3D) and he reverses it with a *Knee to the Gut*, the opponent will take 2D.
- Cactus Jack can use *Elbow to the Face* to reverse moves like *Bulldog* (8D), since he would only take 7D.

Chris Benoit

MRP: "The first maneuver you play each turn is +1D, the second +2D, the third +3D, and so forth."

- Every Maneuver you play in a turn will immediately do extra damage. The first Maneuver played will do +1D, the second will do +2D, etc. It resets at the end of a turn.
- If a played Maneuver is reversed, it will still be counted as being played for Benoit's ability. If he manages to continue his turn somehow (*Ref KO'd!*, *Rabid Wolverine* etc.) his next Maneuver will get a bonus based on all previous Maneuvers this turn, both reversed and unreversed.
- Maneuvers with the Restricted Modification Symbol will not be granted a bonus from Benoit's ability. They will however be counted towards future Maneuvers bonuses. Benoit's ability cannot grant a bonus to a *Panic* Maneuver due to RMS, but it will give the accompanying Maneuver +2D (or greater) if possible, since it is the second Maneuver played.
- Benoit's ability does not work for Reversals that do damage or Maneuver/Reversal hybrid cards used as Reversals. EXAMPLE: playing a *Crippler Crossface* as a Reversal will not do extra damage.

Chris Benoit (Throwback)

- If the original version of *A Victim of the Crippler* is played against one of the Superstars listed on that card, the new ability will overwrite the printed ability completely, granting the same bonuses (+2D, +4D, etc.).

Chris Jericho

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-When Jericho uses his ability, he chooses which card to discard; the opponent also chooses which card to discard. This may be modified by other cards such as *Would You Please... Shut the Hell Up!*

Chris Masters (both versions)

-If Masters plays a *Panic* maneuver, he will not get to remove cards from his opponent's hand unless both cards are not successfully played, and only after both are reversed; then he will remove cards for each maneuver reversed from hand.

-If *Maintain Hold* is played on a maneuver, and the opponent reverses from hand on a later turn, Masters will not get to remove a card for his ability.

Christian

-Only the card drawing effect is canceled, not the whole card. So a *View of Villainy* would not allow an opponent to draw a card, but will allow him to look at your hand to discard Face cards.

-The ability is a continuous effect and cannot be switched off.

-He cannot cancel Superstar abilities that have card-drawing effects like D-Von Dudley and Jeff Hardy. He only affects cards played from hand that have such effects.

-Christian cannot cancel the card drawing effect of an *Ego Boost* being discarded, since it is not a card 'played from opponent's hand.'

-Since Christian's ability is arbitrary and continuous, cards played from his opponent's hand lose all of their drawing potential, so cards such as *Totally Bogus* will not reverse them.

Chyna

-Chyna cannot reverse a Maneuver with her Ability if the card is irreversible, unless an outside effect removes it first, such as *Beating the Odds* or *Restricted Use in this Area*.

-She cannot reverse cards with "Can only be reversed by" card-specific restrictions such as *Clutch Onto Opponent* or *Poke*.

-Chyna ignores Fortitude requirements when using her Ability.

-If she reverses a *Discus Punch*, the person playing the *Discus* will not take +2D. Her ability has no D amount, so +2D cannot be added to it.

Deadman Inc

-Undertaker and Deadman Inc. are not considered to be the same wrestler. However, these rulings count for both Superstars.

-Undertaker may not use Deadman Inc's Superstar-specific cards and vice-versa. Some cards were printed with both Undertaker and Deadman Inc logos.

-Card effects that refer to Undertaker have no effect on Deadman Inc. and vice versa, unless both are listed.

Doink

-Only cards legal to be packed may be packed in the Backstage Area, and only 1 copy unless specifically stated by the card. EXAMPLE: Doink can pack only one copy of *Backstage Signature*, but cannot pack Enforcers.

-Backstage Area cards packed but not revealed will still count towards Fortitude for both parts of the Superstar Ability.

-Backstage Area cards moved to the Ringside pile cannot be moved to hand, Backlash, Arsenal, or Ring.

-A Backstage Area card placed back into the Backstage Area will not be revealed and will have no effect on the game; neither will any other cards placed into the Backstage Area.

-The Doink Superstar Card is in the Backstage Area and will count as +1F, but cannot be removed due to the text of Doink's Ability.

-Cards that are reduced to F:0 or below will not be affected by Doink's ability. EXAMPLE: A *European Uppercut* played by Randy Orton is reduced to F: 0, Doink's ability will not increase that cost.

-Doink can affect the Fortitude cost of cards above 0, then choose to add his Ability penalty to that cost.

EXAMPLE: Doink activates *Fans Love an Underdog*, making his opponent's *Step Aside* +8F to play, then raises that cost further due to his Ability.

Dude Love

-The Mankind and Cactus Jack Superstar cards are of the card type: Superstar Card. They do not do anything other than take up space in your Arsenal/Hand/Ringside pile, except where specifically noted.

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- The Superstar cards in Dude's Arsenal are not Unique.
- Dude Love cannot pack Superstar-specific cards unless they have the Dude Love logo. EXAMPLE: Dude cannot pack *Mr. Socko*, even if there are 3 Mankind Superstar cards in the Arsenal.
- There cannot ever be more than 1 Superstar card on top of Dude Love.
- If Dude Love becomes Mankind or Cactus Jack, the Dude Love Superstar card is ignored entirely (Ability, Superstar Value etc.) Any other cards, such as belts, are unaffected.
- If Dude Love becomes Mankind or Cactus Jack, Dude Love-specific cards can still be played, unless otherwise noted. The cards are legal as an Arsenal construction rule, changes during the game do not alter this.
- Foley is Good* does not interact with Dude's Superstar Ability. It only affects damage increasing abilities.
- Dude's Superstar-specific cards are affected by *Hell in a Cell Match* since Dude Love is not listed, unless those cards also have the Mankind or Cactus Jack logo.
- Dude Love may play any version of *Tree of Woe*, due the Most Recent Printing rule.

D-Von Dudley

MRP: Now includes the text "Your opponent cannot play the card titled *Brotherly Love*."

ERRATA: The Survivor Series 2 version superstar card was misprinted. The correct values are SHS: 5 and SV: 1.

DX

- Both Triple H and Shawn Michaels cards can be packed, there is no choice between only one or the other.
- The card searched for with the DX ability must have exactly two words in the title; contractions such as *That's* are one word, as is a letter (*Brave H*) used in place of a word. A hyphenated word (*360-Degree*) is also considered one word.

Eddie Guerrero

- It does not matter when Eddie plays the High Risk in his turn - as long as it is the first High Risk Maneuver during his turn, it cannot be reversed.
- Non-RMS High Risk Multi Maneuvers (such as *Flying Lariat*) still count as High Risk Maneuvers for his Ability.

Edge

MRP: Now reads: "# is equal to twice your opponent's Superstar Value. # cannot be less than 6. You start the game after the Pre-match phase. When you successfully play the card titled *Faceplant*, you may shuffle up to 4 cards from your Ringside pile into your Arsenal. When you successfully play the card titled *You Think You Know Me?*, do not discard any cards."

- In an Edge v Edge match, or if the Edge Enforcer is used, randomly determine who goes first, **since both Superstars are revealed at the same time.**
- If *It's Showtime* is in play, Edge will go first, but his turn is ended immediately if this card is used.
- The limit of 6 cards only affects Edge's printed Starting Handsize. This number can be lower by effects like *Banned From Ringside* and *Rules Are Meant To Be Broken*.
- Cerebral Assassin* will not prevent Edge from resolving his Starting Hand Size as printed.
- Edge's ability replaces the Superstar Value comparison that takes place at the beginning of the Pre-match phase. This effect can be taken away by the effect of cards played later such as *Las Vegas, Nevada* or *Revolution ECW Originals*.

Edge and Christian

ERRATA: The ability now begins with the text: "If a maneuver or reversal played causes you to discard any number of cards above zero, you may instead choose to reveal the cards you would have discarded and draw that many cards."

- Their Superstar Ability will only trigger on a forced discard from a Maneuver or Reversal, regardless of who played the card. An optional discard (such as E&C playing *Flying Topé* or *Half Hour Suplex*) will not trigger their ability.
- Their ability will work on discards from the Backlash deck, as long as the effect specifically uses the word 'discard'.
- Their ability will not trigger when discarding to reverse a Chain card.
- If it is possible to choose to discard zero cards, their ability will not trigger, even if the discard is considered a forced discard.
- They must choose to either discard cards as normal, or draw that amount. It cannot be split between drawing and discarding.

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- It is not possible to choose to draw cards using their ability if they are not able to discard that amount of cards.
- An effect such as 'discard your hand' should read 'discard # cards, where # is equal to the number of cards in your hand'. This allows an easier interaction between E&C's ability and card effects.
- If it is necessary to discard a particular card type, they must reveal the cards to be discarded before replacing the discard effect with a draw effect.
- Revealing # cards for this Ability, where # is also the number of cards in hand, is not the same as 'revealing your hand' for such triggers as *Torrie Wilson, On It!*

Enforcer Superstars

- Rulings are for all GM & Diva Superstars that may reveal Enforcers.
- The Backstage area may only contain one copy of any Enforcer card.
- The Superstar does not count as being anyone other than the one on their Superstar card. It is not legal to pack Superstar Specific cards with only the Enforcers logo on them, and the Superstar does not count as the chosen Enforcer. These Superstars retain their original gender trait. This is not affected by the choice of Enforcers.
- Enforcers abilities can be blanked by effects that blank a Superstar Ability.
- Enforcers add to the existing Superstar Ability, Starting Hand Size and Superstar Value before the Pre-match Phase begins.
- In the event that two 'Enforcer' Superstars are facing each other, the Enforcer chosen must be done in secret and revealed simultaneously. There is no option to wait until an opponent has revealed his Backstage Area cards or chosen an Enforcer to make these choices.
- If an Enforcer is no longer in effect, no benefits are gained from that Enforcer, though the effects will be remembered if the Enforcer is chosen again. EXAMPLE: discarding to reduce the Fortitude cost of the next maneuver with Freakzilla will have no effect if the Enforcer is changed before the next maneuver is played, though returning to Freakzilla in the same turn before playing a maneuver would grant the same bonus.

Eric Bischoff - see also Enforcer Superstars

MRP: Now includes the text "You cannot pack any card with the word "McMahon" in the title. You may pack Enforcers in your Backstage area."

- The Raw card is added to your hand before the beginning of the Pre-match Phase. This has no effect on the starting hand; the player will still draw the same number of cards, after other modifiers such as *Rules Are Meant to be Broken* are applied.
- The Raw card added may be discarded during the Pre-match Phase by cards like *Houston, Texas* or *Old School Psychology*.
- Eric may pack and reveal non-branded Enforcer cards that 'Can be revealed by any GM Superstar.'
- Eric is considered branded Raw, he may not pack Smackdown-branded cards.
- If the starting Enforcer chosen is Stephanie, once the Enforcer is chosen, the Bischoff Superstar Ability is immediately replaced with the opponent's Ability; Eric would not search for a Raw card.

Eugene

- His ability does not apply to the Backlash deck; the Superstar-specific Maneuvers can only be included in Arsenal.
- This ability relates to Arsenal Construction; if it is blanked or switched, Eugene can still legally play these cards. If *The Peep's Champ* prevents the playing of Superstar-specific cards, Eugene cannot play any Superstar-specific card.
- It is possible to raise Eugene's Superstar Value higher than his opponent, but any changes to the opponent's Superstar Value will also affect Eugene's Superstar Value.
- In a Eugene vs Eugene or Eugene vs Lawler match, both Superstar Values are considered printed 0. (If a value cannot be determined, it is considered zero instead.)
- A card such as *The Show Must Go On* may allow Eugene to play more than one Unique card in a turn.
- In the Afterburn format, Superstar-specific maneuvers not legal for the Afterburn format cannot be packed by Eugene.

Evolution

MRP: This superstar now has the Tag Team trait.

- Evolution may pack (and play) any copies of the *Tag Team Title Belts*, as well as any other Belt card (with the obvious exception of the *Women's Title Belt*.)
- They may not pack cards such as *Little She Devil*, since they are able to pack Belt cards other than the Tag Team Titles.

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- Their ability can cause them to pin themselves if there is only 1 card remaining in the Arsenal. If there are 2 card, they are overturned and there is no card to draw, creating a potential Count Out at the end of the turn.
- If their ability is used to remove *Fortitude Surge*, the *Surge* can be activated in response.
- Mid-match maneuvers such as *Dirty Low Blow* removed with Evolution's Superstar Ability cannot be shuffled into an Arsenal.
- Fortitude reduction modifiers such as a *Double Underhook Suplex* played by Tazz or a *Sit Out Powerbomb* played by A-Train are not applied in the Ring, and these cards will not be shuffled back into the Arsenal when removed from the Ring. Only cards with a printed cost of F: 0, or a Maneuver specifically modified to be F: 0 will be reshuffled. EXAMPLE: Goldberg's Superstar Ability alters the cards *Jackhammer* and *Spear* to F: 0, and Lita alters *Drop Kick* to F: 0, these can be reshuffled.

Gail Kim and Molly Holly

- This Superstar card has 2 different Superstar logos. They may pack any Superstar-specific card with either logo on it. For example, *Molly-Go-Round* can be packed in the same Arsenal as *Gail's Hurricanrana*.
- This Superstar is not a Tag Team. They cannot pack the Tag Titles or cards like *Little She Devil* without additional permissions.
- It is possible to lower the Fortitude cost of a maneuver below 0, but this number will be considered 0.
- They cannot pack cards with a restriction for one member, such as "Cannot be packed by Gail Kim."

Gene Snitsky

- His Ability is worded the same as the Heat trait regarding cards moved, thus it will prevent the removal of Heat cards from the Ringside pile whether one or more cards are moved.
- This Ability will only prevent removal from the Heat trait, it does not grant protection from other Ringside pile removal effects. EXAMPLE: *Volley This!* or *Blindside* cards.

Goldberg

- Goldberg has to discard 3 cards from hand in order to use his reversal ability. You can't use his Superstar Ability with 2 or less cards in hand.
- He cannot reverse a Maneuver that is irreversible via his Superstar Ability, unless using an outside effect such as *Beating the Odds*.
- Goldberg cannot reverse cards with "Can only be reversed by" card-specific restrictions such as those found on *Clutch Onto Opponent* or *Poke*.
- He ignores Fortitude requirements when using his reversal ability.
- If Goldberg reverses a *Discus Punch*, the *Discus*'s player will not take +2D. His ability has no D amount, so +2D cannot be added to it.
- Goldberg's *Spear* cards are F: 0 as reversals as well as maneuvers.
- If *Spear* and/or *Jackhammer* are moved from the Ring by Ric Flair or Evolution's Ability, they can be reshuffled into the Arsenal. Goldberg's ability modifies them wherever they are, including the Ring.

Goldust

- The discard effect generated by his Superstar Ability is not tied to the card he plays. For example, a *Kick* played by Goldust cannot be reversed with *Faceplant*.

Hall & Nash

- The nWo logo on this card is a trait, not a Superstar logo. A player cannot pack other nWo Superstar-specific cards such as *Outsider Distraction* unless those cards have the Hall & Nash logo.
- Their ability is not cumulative. *Slam Bomb* receives only one Fortitude reduction.
- It is possible to lower the Fortitude cost of a Maneuver below 0, but this number will be considered 0.
- Hall & Nash can use *Springboard*, as the Maneuver played is still a Strike Maneuver that is temporarily given High Risk status.

Hollywood Hulk Hogan (original version)

ERRATA: The ability now reads: "You cannot pack non-unique non-Strike maneuvers that are not titled *Headlock Takedown*, *Body Slam*, *Press Slam*, *Scoop Slam*, *Standing Side Headlock*, or *Elbow Drop*."

- Hogan can pack any Strike Maneuver, including any Multi Maneuver that is part Strike.
- Hogan can pack Unique Maneuvers regardless of the Maneuver type, such as *Atomic Knee Drop*. These Maneuvers

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still must conform to the rules of Arsenal Construction, such as Raw/Smackdown, Face/Heel, etc.

-All cards referencing "Hulk Hogan" are considered to reference Hollywood Hulk Hogan (either version).

Hurricane

-If a Multi Maneuver is played, Hurricane's Ability may be used to search for either of its Maneuver types.

EXAMPLE: If you play *Back Breaker Torture Rack*, you could search for a Grapple or a Submission, but not both.

-If Hurricane plays a Strike Maneuver following *Springboard*, as the Maneuver is temporarily given High Risk status, he may only use his ability to search for a High Risk Maneuver.

Jamie Noble

-Noble will only get a Maneuver after the damage is completed from the opponent's Maneuver. If the opponent plays a Maneuver that ends his turn (such as *Back Breaker Torture Rack*), Noble still gets to retrieve a card.

-If Noble plays *Over Sell Maneuver*, he will still be able to retrieve a card from his Ringside pile.

-If Noble overturns a Reversal and stops damage, he still gets to retrieve a card.

-A Damage value of D: 0 will trigger Noble's ability, since the Maneuver was successfully played.

-Noble's *Trailer Park Trash* and *Kissing Up to the Stinkin' Fans* cards do not have the Heel trait at all, no matter if they are in your Hand, Arsenal or Ring area. If the superstar ability is blanked, all of the *Trailer Park Trash* and *Kissing Up* will regain the Heel trait, but that will not stop them from being able to play these cards in a Face deck.

-If Noble's opponent searches with *According to Linda and the Board of Directors*, Noble's *Trailer Park Trash* and *Kissing Up* cards will not trigger a Pinfall condition.

-If a reversal is overturned that removes itself from the game, this will occur before Noble can choose it from the Ringside pile. EXAMPLE: *A Revolution of the Mind* or *Always Have a Plan B*.

JBL

ERRATA: His Ability now reads: "During any turn: when you successfully play a common card, discard 2 cards; when you successfully play an uncommon card, discard 1 card; and when you successfully play a Unique card, you may draw 1 card. You do not count as Bradshaw."

-His ability affects cards played from any area (including Ringside pile or Backlash deck) during any turn.

-The drawing and discarding effect will only take place once the regular match begins. JBL does not draw or discard cards using this effect during the Pre-match Phase.

-The distinction between common, uncommon and rare is made by card rarity only as determined by Comic Images, based on the rarity of the card in booster packs.

-Cards that are printed as foil versions of uncommon cards in Survivor Series 1 are still considered to have the uncommon rarity; these cards are *Elbow to the Face*, *Just Bring It!*, *Roll Out of the Ring*, and *Backed by Stephanie McMahon*. This also applies to any foil version of Survivor Series 3 cards. EXAMPLE: A foil version of *Step Aside* or *Head Butt* is still considered a common card.

-All other foil cards that can be packed by JBL are considered to be neither common nor uncommon, including Throwback versions of cards only available in Rumble Packs. They will interact with JBL's ability only if the card is also Unique. EXAMPLE: *Explosion Raw Deal*, *Suicide Strike*, *Spine Buster* (Throwback), *JBL's Clothesline from Hell*.

-Promo cards are not considered common or uncommon. Promo cards that have been reprinted in a regular set are the rarity that they appear in the set via Most Recent Printing. EXAMPLE: *...Where the Hell Are We?* is considered an Uncommon card, *Why the Hell Are We Back?* is a rare card.

-Playing a common or uncommon Unique card will trigger both halves of JBL's ability. If this happens, the player gets to choose whether to draw first or discard first.

-JBL's ability has received errata and does not apply to playing Pre-match cards.

Jerry Lawler

-Lawler's Superstar Value is determined by Opponent's Superstar Value after any modifications, then adding or subtracting any modifiers to Lawler's ability, such as *Saskatoon* or an opponent's *Backstage Signature*.

-His Superstar Value may be modified from his printed value (#), but '#' will always equal his opponent's Superstar Value. EXAMPLE: Lawler plays the *European Title*, his SSV will always be 1 greater than his opponent.

-In a Lawler vs Lawler match, both Superstar Values are considered printed 0. This avoids messy situations where SSVs become infinite if both players play a belt card.

-If Lawler's ability is switched due to *White Wedding*, the effect including '#' that defines his Superstar Value has no effect to his opponent, since *Wedding* doesn't copy Superstar Value information, only Superstar Abilities.

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John Cena

MRP: Now includes the text "Your cards titled *Taunt the Fans* and *Steel Chain Shot* are not Heel cards."

Johnny

-If the played maneuver is a Multi, any Strike portions become High Risk. All other types are unaffected.

EXAMPLE: Using his Ability, Johnny can turn a *Kick Throwback* into a High Risk + High Risk, but *The Maneuver Of Doom* would be a High Risk + Grapple + Submission + High Risk.

-The card being played cannot be discarded to Johnny's ability, as it is not in hand while attempting to play it.

EXAMPLE: Johnny could not discard *Blindside Hook* to make that card a High Risk, then play it from the Ringside pile; once the card is declared, it cannot then be discarded.

-Johnny can use *Find Out How to Fight from Fit Finlay* to change a Dynamic maneuver into a Strike, then use his Ability to change the Strike into a High Risk.

-A maneuver affected by Johnny's Ability remains a High Risk until the card resolves. EXAMPLE: Johnny uses his ability to make *Back Fist* a High Risk, it does not count as a Strike maneuver in the Ring area.

Kane

-Kane's effect happens before his Draw Segment.

-The Superstar ability cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, since it is not a card effect generating the overturn.

-The new Kane logo issued by the WWE replaces the old logo; however, both are considered to represent Kane and are interchangeable. EXAMPLE: Revolution Kane can pack *Hellfire & Brimstone* (except in the Revolution format), and the original version of Kane can pack *Revolution Hellfire Clothesline*.

Ken Kennedy

-Despite the appearance of the logo, this superstar is named "Ken Kennedy."

-If Kennedy plays *Calling You Out*, he can only choose a card legal for play under the restrictions of his ability, i.e. he cannot choose a non-Superstar-specific card.

-Kennedy cannot pack *Old School Manager*.

Kurt Angle (original version)

ERRATA: The ability now reads: "You can pack both Face and Heel cards."

-His ability also affects the Backlash deck.

-This ability has no bearing on Fan Favorite and Cheater cards, like all other superstars, Kurt can only pack one or the other (or neither).

Kurt Angle (Throwback)

-If his ability is blanked with *Cerebral Assassin* during the Pre-match phase, he will not gain +1 HS for Superstar-specific Pre-match cards, as his Ability will not be unblanked until starting hands are drawn.

Lashley

-Lashley's non-unique maneuvers cannot be reversed by *Divine Intervention* when it is overturned.

-If *Maintain Hold* is successfully played by Lashley, the *Maintain*'ed maneuver cannot be reversed from Arsenal.

Leader of the Edge Army (original version)

-His ability is mandatory. He must choose to either draw a card or have the opponent discard a card.

Leader of the Peepulation

-This ability will only remove a card from Peepulation's Ring if a card has been removed from the opponent's Ring.

-Title Belts and Revolution cards cannot be removed with Peepulation's ability, as they are not printed D: 0 cards.

-Due to the wording of his ability, Leader may use his ability to remove an opponent's card, then will remove 1 non-unique card if he is able to. He is not required to remove a card from his own Ring to remove an opponent's card if he has no non-unique cards.

Lita

MRP: Now includes the text "You cannot pack Grapple maneuvers of 4D or greater. Your cards titled *Drop Kick* are

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F:0."

-Her ability to discount Maneuvers is continuous (when triggered) and may not be switched off.

-It is possible to lower the Fortitude cost of a Maneuver below 0, but this number will be considered 0.

Los Guerreros

ERRATA: The ability now includes the text: "You may pack any cards with the Eddie Guerrero logo, but you do not count as Eddie Guerrero."

-Los Guerreros may remove Backlash cards in Ringside with the Face/Heel trait with their Ability.

Mae Young

ERRATA: The ability now begins with the text: "You cannot pack maneuvers of 3D or greater."

-This Superstar Ability changes the text of *Puppies! Puppies!* completely. Mae Young can play *Puppies!* against Female Superstars, but not against Billy & Chuck or Chyna due to their Abilities.

-If her Superstar ability is blanked or switched, her *Puppies!* are no longer considered Set-ups, but this does not affect her ability to play more than three copies.

-*Mountain of a Man* will prevent Mae Young from playing *Puppies!* against Big Show.

Mankind

-Mankind and Cactus Jack are not considered to be the same wrestler. However, these rulings count for both Superstars.

-Card effects that refer to Mankind have no effect on Cactus Jack, and vice versa, unless both are listed.

-A player cannot pack Mankind Superstar-specific cards in a Cactus Jack deck or vice-versa. Exceptions include *Get Hardcore*, which has Mankind and Cactus Jack logos, and *Tree of Woe*, which is considered to have Cactus Jack, Mankind, and Dude Love logos. A player can pack an older version of these cards with Mankind, even though it does not have his logo.

-Mankind draws 2 cards during each Draw Segment. If you cannot draw 2 cards, you do not suffer a Pinfall loss, but you can be Counted Out at the end of the turn.

-Non-damage effects like Kane's Superstar ability and the effect of an *Inferno Match*, etc. are not reduced; however the 1D *Inferno Match* does when played will be reduced to 0.

Mexicools

ERRATA: They are a Tag Team Superstar, like Hurri-friends or MNM.

Mickie James

-All players must attempt to fulfill the first part of her ability before the Draw Segment (as this is not a 'may' effect), but will still draw 1 card even if they had no cards to place at the bottom of their Arsenal.

MNM

-MNM can pack the cards titled *Backstage Shenanigans* or *For the Love of the Game* by choosing to pack it as a Pre-match card.

Mr. Pay-Per-View

-Non-superstar-specific High Risk maneuvers cannot be reversed from hand with *It's Great To Be Back Here In...*, but non-unique High Risk maneuvers could be reversed from Arsenal by that card.

-If there is at least one card already in hand, a card may be discarded to play *Unscripted* if Mr. PPV does not have less Pre-match cards in the Ring area than his opponent.

Nicky

-The successfully played maneuver's damage is based on the damage once the card is successful, not the printed damage of Nicky's maneuver. EXAMPLE: If modifiers increase Nicky's *Neck Breaker* to 13D, Nicky could remove an opponent's *Atomic Driver*.

Paul Heyman - See Enforcer Superstars

MRP: Now includes the text "Your card titled *Big Boys Club* is not a SmackDown! card. Your card titled *Do You Know Who Else Is Hot?* is not a SmackDown! card and cannot be reversed. Once during each of your turns you may put 1 of your revealed Stipulation cards into your Ring area and then put 1 other Stipulation card in your Ring area

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into your Backstage area."

-Cards in your Backstage Area are considered packed, and must conform to the rules of Arsenal construction. You may not pack a card with another Superstar's logo, or a card only playable by a female superstar.

-Stipulations put into the Ring Area are not considered played, and will get around "can only be played if" and "cannot be played if" restrictions.

-Stipulations removed via Heyman's ability will go back to the Backstage Area. They are still considered revealed.

-Heyman does not start with a Stipulation in play. He must use his ability to put one into play.

-Heyman may put *Raw Roulette Wheel* in play, but since he is not playing it, he cannot add other Stipulations to the *Wheel*.

-If Heyman packs *Inferno Match - Throwback* in his Backstage area, the Arsenal cannot contain *Inferno Match*.

-It is possible to put a Stipulation into a play to cause a double Pin, such as *First Blood Match*. In a tournament, this would result in a double loss for both players: 0 points each.

-If *Inferno Match Throwback* is in the Ring area, Paul Heyman will overturn 1 card to put a new Stipulation in the Ring area before removing *Inferno Match*.

-If the starting Enforcer chosen is Stephanie, once the Enforcer is chosen, the Heyman Superstar Ability is immediately replaced with the opponent's Ability; Heyman will not reveal any Stipulations.

-If a Stipulation is blanked, then put into the Backstage Area by Heyman's ability, it will remain blanked, even if it is placed back into the Ring area later.

-A Stipulation with a limited use will remember if it has been used. EXAMPLE: Heyman activates *Chicago Street Fight*, then puts it into the Backstage Area with his Ability, and plays *Let the Bodies Hit the Floor* to put it back in the Ring area; it cannot be activated a second time in the same turn.

Randy Orton

-Orton's cards titled *European Uppercut* are considered Strike: Set-Up.

-If his Superstar ability is blanked or switched, his *Ego Boosts* and *European Uppercuts* are no longer considered Set-ups, but this does not affect his ability to play more than three copies.

-*Mountain of a Man* will prevent Randy Orton from playing *Ego Boost* or *European Uppercut* against Big Show.

-The card titled *Revolution European Uppercut* has no interaction with his Ability.

René Duprée

-René may only pack one copy of any Set-up card.

-*I'm Gonna Break You* can be activated to prevent the removal of the Backlash deck card when using René's ability; if *Break You's* ACE is reversed, the card is still removed and the ability resolves before the turn ends.

Rey Mysterio

-His ability is similar to *Rabid Wolverine*, but not the same. It will only trigger if a card Rey plays is reversed from his opponent's hand or Backlash deck.

-There must be at least 2 cards in hand to be able to use his ability. If there are 1 or 0, Rey's ability cannot be used to continue the turn.

-Since cards like *Over Sell Maneuver* and *The Road to Victory* do not reverse the applicable card, Mysterio's ability cannot be used to continue the turn.

-Mysterio cannot use his ability to continue the turn if the effect of *Maintain Hold* is reversed, as this is not a card but an effect.

Rhyno

-If Rhyno's Ability is used and no Foreign Object is found, all revealed cards go to the Ringside; this can cause a Count Out at the end of the turn.

Ric Flair

MRP: Now includes the text "You cannot pack the card titled *I Can't Be Reading This Right...* or *You're as Graceful as a Cow on Ice*. Once during each of your turns, you may discard 1 card and then put 1 card from your opponent's Ring area into his Ringside pile. If the card moved is a maneuver of F:0, your opponent may shuffle it into his Arsenal. He cannot play the card titled *Ric Flair Interferes*."

-His ability will count any Superstar-specific card, not just a foil card.

-If there are 4 or more Superstar-specific cards in play, Flair's *Figure Four Leg Lock* cards are considered Trademark Finishers instead of Submission Maneuvers. *Maintain Hold* or *Apply Illegal Leverage* cannot be played

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after *Figure Four Leg Lock* if Flair has 4 or more Superstar-specific cards in play.

-If the number of Superstar-specific cards in the Ring Area is reduced below 4, Flair's *Figure Four Leg Lock* cards revert to Submission Maneuver cards again.

-If his ability is used to remove *Fortitude Surge*, the *Surge* can be activated in response.

-Mid-match maneuvers such as *Dirty Low Blow* removed with Flair's Ability cannot be shuffled into an Arsenal.

-Fortitude reduction modifiers such as a *Double Underhook Suplex* played by Tazz or a *Sit Out Powerbomb* played by A-Train are not applied in the Ring, and these cards will not be shuffled back into the Arsenal when removed from the Ring. Only cards with a printed cost of F: 0, or a Maneuver specifically modified to be F: 0 will be reshuffled. EXAMPLE: Goldberg's Superstar Ability alters the cards *Jackhammer* and *Spear* to F: 0, and Lita alters *Drop Kick* to F: 0, these can be reshuffled.

Right to Censor

ERRATA: The ability now begins with the text: "You may not pack Face or Heel cards."

-They are considered to be a Male superstar, but not a Female superstar.

Road Dogg

-Road Dogg may use his Ability on his first turn, if he and his opponent are at 0F.

-This Ability cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, since it is not a card effect generating the overturn.

Rob Van Dam

-Despite the appearance of the logo, this superstar is "Rob Van Dam".

-RVD can discard a High Risk to discount a Strike and vice versa.

-If he discards a Strike/High Risk Multi card, he will only get the printed F bonus once.

-His ability lowers the cost of the Maneuver he plays. This can trigger effects such as *Brahma Bull*.

-RVD cannot discard one card to get two benefits, such as discarding a *Chair Shot* to discount *Van Daminator*, then playing *Van Daminator* without discarding another *Chair Shot*.

-*Chair Shots* in the Arsenal and Backlash decks do not have the Heel trait. If the Superstar Ability is blanked, all of the *Chair Shots* will regain the Heel trait, but that will not prevent them from being played in a Face or BASH deck.

-If his opponent searches with *According to Linda and the Board of Directors*, Rob's *Chair Shot* cards will not trigger the Pinfall condition.

-If *Knee Lift* (Throwback) is discarded for Rob's Superstar Ability, it will deduct 7F, as it is not being played as a maneuver.

"Rowdy" Roddy Piper

-Cards that have 'reverse' in the text, even as a reversal, will be blanked by Piper's Ability during the opponent's turn. EXAMPLE: If *360-Degree Clothesline* is played as a maneuver, it will have blank text.

-The word 'reverse' will trigger Piper's ability even if part of a larger word like 'reversed.'

-A card with the word 'reversal' in the text will not be blanked, unless it also contains the word 'reverse.'

-If an opponent reverses with a card such as *Eye Rake*, on his turn that card will be blanked and cannot have an effect on the next maneuver played.

-Cards affected by Piper's Ability are blanked wherever they are: in hand, Backlash, Ring, etc. An action/reversal hybrid with 'reverse' in the text can be played to the Ring and deal damage. EXAMPLE: *Too Many Rules and Too Many Refs*.

-A copy of *Redemption* in an opponent's Ring is considered 'his card' for the purposes of Piper's Ability, regardless of the card's ownership. It is blanked during Piper's opponent's turn.

-This ability will remove an RMS added by *Frankie Takes Ho-llywood*.

Sable - See Enforcer Superstars

-Use of her Superstar ability will not cause an opponent to lose via Pinfall, as he is not forced to overturn cards, but instead must remove a card from the game. However, this can lead to a Count Out at the end of the turn.

Shane O' Mac

ERRATA: This Superstar is now a Throwback card, since a card already existed in Raw Deal with the same name.

-This superstar is not "Shane McMahon", receiving no bonus from the original version of *Here Comes the Money*.

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Shawn Michaels

MRP: Now reads: "You may pack an additional 2 Pre-match cards and an additional 2 Mid-match cards in your Backlash deck, and up to an additional 15 cards in your Arsenal."

Shelton Benjamin

-Shelton may pack *It's All About the Benjamins*, but the Smackdown logo on that card is not removed or ignored.
-If Shelton successfully plays a *Panic* card with another maneuver, he will use his ability twice before damage is resolved for either card.

Spike Dudley

MRP: Now reads "You cannot pack Grapple or Submission maneuvers of 4D or greater. You cannot pack Set-up cards except the card titled *From the Top Rope*. Draw up to an additional 2 cards during your Draw Segment. The maximum number of Mid-match cards you may have in your Ring area is reduced by 2 unless you have the card titled *Pound 4 Pound* in your Ring area."

Stacy Keibler – see also Enforcer Superstars

MRP: Now includes the text "You may pack Enforcers in your Backstage area."

-Stacy does not prevent her opponent from using *Managed by Stacy Keibler* if he is playing Test, since he never actually plays them. They are put into the Ring Area by other means.
-If her Superstar Ability is blanked or switched, her *Diversions* are no longer considered Set-ups, but this does not affect her ability to play more than three copies.
-*Mountain of a Man* will prevent Stacy Keibler from playing *Diversion* against Big Show.

Stephanie McMahon - see also Enforcer Superstars

MRP: Now includes the text "You may pack Enforcers in your Backstage area."

-The Smackdown card is added to your hand before the beginning of the Pre-match Phase. This has no effect on the starting hand; the player will still draw the same number of cards, after other modifiers such as *Rules Are Meant to be Broken* are applied.
-The Smackdown card added may be discarded during the Pre-match Phase by cards like *Houston, Texas* or *Old School Psychology*.
-Stephanie may pack and reveal non-branded Enforcer cards that 'Can be revealed by any GM Superstar.'
-Stephanie is considered branded SmackDown!, she may not pack Raw-branded cards.
-If the starting Enforcer chosen is Stephanie, once the Enforcer is chosen, the Stephanie Superstar Ability is immediately replaced with the opponent's Ability; Stephanie would not search for a Smackdown card.

Tajiri

-A player may use his ability with any card that contains 'kick', such as *Superkick*, *Kick of Death*, *Kickin' It Old School*.

Tazz

-Tazz can only retrieve cards with the word "suplex" in the title. This does not include cards like *Tazzplex* or *Superplex*.
-Tazz's -4F ability when playing suplexes is continuous and cannot be switched off.
-It is possible to lower the Fortitude cost of a maneuver below 0, but this number will be considered 0.

Team Angle

ERRATA: The ability now includes the text: "You may play the cards titled *Intelligence*, *Integrity*, *Intensity*, and *Do YOU Live By the Three I's?*"

-Their ability will trigger if their Grapple or Submission Maneuver is reversed, even if the reversal is overturned.
-Their ability will cause an opponent to discard only one card for reversing a Grapple or Submission, even if it is a Multi card.
-Their ability will still trigger a discard despite effects that allow the player to avoid discard when playing the card.
EXAMPLE: Al Snow playing *No Sell Maneuver* or Edge playing *You Think You Know Me*.

Test

ERRATA: The ability now begins with the text: "You cannot pack any Pre-match cards except the card titled

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Managed by Stacy Keibler, it is not a Heel card, and before the Pre-match you may put up to 2 into play. You may not pack more than 2 of any non-unique card. You may pack up to 2 of all Unique cards."

-There is no limit to the amount of Unique cards you may have in the Ring Area with the same title. It is an Arsenal Construction rule. Test may have 2 copies of any Unique card in his Ring Area, but can only have 2 copies of any Set-up card.

-Test can pack 2 copies of *Once You Go Test, You Forget the Rest*, and he can put them both into play before the start of the Pre-match phase.

-His ability allows you to put 2 copies of *Managed by Stacy Keibler* in play before the Pre-match Phase starts. This gets around cards such as *Victim of the Crippler*.

-He cannot pack any other Pre-match cards, including those with RMS. They cannot be packed in his Backlash deck, with the exception of *Backstage Shenanigans*, since it can be packed as a Mid-match card.

-In a Test vs Test Match, both players may put their copies of *Managed by Stacy Keibler* into play.

-His ability does not allow him to put Superstar-specific cards in his Arsenal that do not have the Test logo.

-Cards with the Active and Universally Unique traits must still conform to these when played.

-Test can pack and reveal 2 copies of Unique Backstage area cards such as *Backstage Signature* and *Raw Deal Fifth Anniversary*.

-Test can pack a copy of a Unique Throwback and a non-unique version of the same card (or vice versa).

EXAMPLE: Test can pack an original version of *Dem Damn Dudleyz!* as well as a Throwback version.

-The discard effect will cause an opponent to reduce their handsize to 2 more cards than Test's handsize.

EXAMPLE: Test has 3 cards in hand, his opponent has 9 cards in hand; the opponent will reduce to 5 cards (Test's 3+2), or in other words, discard 4 cards. If Test has no cards in hand, the opponent must discard to 2 cards.

-Test can pack Faction Pre-match cards, as they are Superstar-specific and can be packed by any Superstar. He can pack 2 copies of the same card, as they are Unique, but his Backlash deck cannot exceed 10 Pre-match cards (12 in Virtual).

The Boogeyman

-Boogeyman can pack hybrid reversals in his Backlash and Arsenal.

-He can pack the cards titled *Backstage Shenanigans* or *For the Love of the Game* by choosing to pack as a Pre-match card.

The Bookerman

-Bookerman's ability is not triggered when cards are removed from the opponent's Ringside pile to reverse Bookerman's Volley cards.

-Playing a reversal card to Bookerman's Volley card requires the removal even if it does not reverse the card.

EXAMPLE: *Hulkin' Up*, *Over Sell Maneuver*.

-Bookerman's opponent will only remove 5 cards one time for the ability in order to play reversals to a Multi Volley maneuver.

The Crippler

MRP: Now includes the text "You may pack any cards with the Chris Benoit logo, but you do not count as Chris Benoit."

-The search Ability can be used more than once per turn if triggered by multiple maneuvers.

-Crippler may acquire a Multi card with the search ability as long as one of the Maneuver types is the same as the Maneuver successfully played against him.

-Crippler may discard a Multi Maneuver to return cards of any type that match the discarded Maneuver. The Maneuvers recovered do not all have to be the same type.

The Dangerous Alliance

-The Alliance does not count as any other Superstar. Card texts that refer to Kurt Angle, Brock Lesnar and/or Undertaker/Deadman Inc. do not apply to the Alliance. EXAMPLE: Alliance can pack cards like *Over Sell Maneuver* but cannot pack *No Sell Maneuver*.

-The Alliance may not pack Superstar-specific cards that do not have the Dangerous Alliance logo on them.

-They cannot pack cards such as *Little She Devil*, since they cannot pack the Tag Titles.

-If their opponent also has similar text regarding *Handicap Match*, then neither player may play *Handicap Match*.

-They do not draw cards with this effect when their opponent draws during his Draw Segment. This includes modified draws from cards such as *Integrity* and *Ring General*.

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-The card-drawing effect will trigger after your opponent draws cards. EXAMPLE: If the opponent has *Cerebral Assassin* and plays *Offer Handshake*, if he ends up with 5 or more cards in his hand after the *Handshake* resolves, they will be able to draw up to three cards.

-If the opponent draws 4 or more cards from one effect, the Alliance do not draw any cards.

-The Dangerous Alliance will draw cards if their opponent draw cards (3 or less) during the Pre-match phase, no matter which player's card it is. EXAMPLE: Dangerous Alliance plays *Trash Talkin' Interview* Throwback, and when the opponent's card is shuffled back, the opponent draws 1 card - so Dangerous Alliance draws 1 card.

-As it is neither the 'Draw Segment' or 'Superstar Ability', if their opponent draws a Starting Handsize of 3 or less, Dangerous Alliance will draw that many cards as well.

The Dudley Boyz

MRP: Now includes the text "Your card titled *Brothers from Another Mother* cannot be reversed. Your Foreign Objects are not Heel cards. You cannot pack any Title Belt except the Tag Team Title Belts. Your opponent cannot play the card titled *Brotherly Love*." Also, this superstar now has the Tag Team trait.

-Foreign Objects in their Arsenal and Backlash decks do not have the Heel trait. If their Superstar Ability is blanked, all of their Foreign Objects will regain the Heel trait, but that will not stop them from being able to play these cards in a Face deck.

-If an opponent searches with *According to Linda and the Board of Directors*, their Foreign Object cards will not trigger the Pinfall condition.

The Game

MRP: Now includes the text "Your opponent cannot play the card titled *The Game Interferes!* You may pack any cards with the Triple H logo, but you do not count as Triple H."

The Heat Seekers

-This ability can only be used if 2 cards can be removed from the game and 2 cards can be shuffled into the Arsenal.

The Home Team

-The Home Team will discard to shuffle after the damage is completed from the opponent's Maneuver. If the opponent plays a Maneuver that ends his turn (such as *Back Breaker Torture Rack*), or Home Team plays *Over Sell Maneuver* or overturns a reversal, they still get to shuffle.

-A Damage value of D: 0 will trigger their ability, since the Maneuver was successfully played.

-They cannot place a card at the bottom of their Arsenal unless they can pick up a Fan Favorite or Face card.

The Hurri-Friends

-Both Hurricane and Stacy Keibler cards can be packed, there is no choice between only one or the other.

-Superstar-specific cards that refer to changing an Enforcer ignore that effect.

-They are considered to be a Male superstar, but not a Female superstar.

The Immortal One

-If Immortal plays *No Sell Maneuver* with *Hulkin' Up* in the Ring area, he will still discard 1 card for his Ability.

The Largest Athlete In Sports Entertainment

ERRATA: The Ability now begins with: "You cannot pack High Risk maneuvers.

Your non-Multi Strike, Grapple, and Submission maneuvers played from your hand are F:0."

-If *This Is Gonna Be a Rocket Buster* is activated, or *JR Style Action* is played, the card will be reduced to F: 0 first by Athlete's ability, then the Multi trait is added.

-If Athlete plays *Everything and the Kitchen Sink*, any Foreign Object maneuvers chosen are considered 'played from hand' and will be F: 0 (unless they are Unique or Multi). *Kitchen Sink* will resolve the additional Objects played before Athlete's turn can be ended with his ability.

-When Athlete plays a Chain maneuver that is reversed from Arsenal, Athlete can activate *Unbreakable Chain* to continue the turn.

-An opponent will not get to use Athlete's ability to remove a card if Athlete does not voluntarily end his turn.

EXAMPLE: If his opponent reverses an Activated Card Effect or an action card, Athlete's removal effect will not trigger.

-If the opponent chooses to use Athlete's ability to remove a card, Athlete could put any number of *Judo Takedowns*

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into the Ring area.

-Effects that Athlete controls that end his turn for him (*To the Rescue*, *Duchess of Queensbury Rules*, etc) or playing a maneuver from another zone besides the hand will allow the opponent to choose to remove a card.

"The Million Dollar Man" Ted DiBiase

-If *I'm Gonna Break You* is activated in place of a card being removed from the Ring area, the reduction will still refer to the Damage of the original card, not the D: 0 of *Break You*.

-*Apply Illegal Leverage* can be played after removing *Clutch onto Opponent*, as the game knows a submission maneuver was played previously. However, since the card is not in the Ring area, the text of *Clutch* cannot be copied to *Apply*.

-Removing a card like *Quick Snap Body Slam* will also remove the effect of the card, and *QSBS* will not add its benefit to the next maneuver played.

-The removal of an opponent's reversal cannot be used while resolving a card. EXAMPLE: If an opponent plays *Restricted Use in this Area*, DiBiase could not remove it while resolving that card.

The Mystery Wrestler

-The Backstage area may only contain one copy of any card. The only cards legal to pack in the Backstage Area are those with specific wording that allows them to be packed, or cards named by the Superstar Ability that may be revealed. Mystery cannot pack other Enforcer cards, only the card titled *Mankind/Cactus Jack, or...Dude Love?*

-The Superstar does not count as being anyone other than The Mystery Wrestler. This Superstar does not count as the chosen Enforcer.

-Enforcers are revealed from the Backstage Area. They cannot be affected by cards affecting the Ring area, but an effect that blanks a Superstar Ability will also blank the Enforcer's added ability.

-Enforcers add to the existing Superstar Ability, Starting Hand Size and Superstar Value before the Pre-match phase begins.

-In the event that two 'Enforcer' Superstars are facing each other, the Enforcer chosen must be done in secret and revealed simultaneously.

-Mystery can pack Hybrid Superstar-specific cards as one of the 5 permitted card types. EXAMPLE: *Cactus Clothesline* is a Maneuver/Reversal hybrid and can be chosen as either of those types.

-The +8 HS is calculated before the Pre-match phase, when the choice to reveal the Enforcer card is made; the bonus remains if the Superstar Value is later blanked.

The People's Champ

-All cards referencing "The People's Champion" are considered to reference The People's Champ.

-His Maneuvers cannot be reversed by *Not According To The Fine Print*.

-His opponent can still play Mid-match Reversals that do not reverse, such as *Fortitude Surge* and *Sustained Damage*.

-*Beating the Odds* will affect his Superstar Ability.

-His ability will not protect RMS cards he plays.

-If he plays *Spine Buster* he cannot search for *The People's Elbow* since he is not Rock. He can still play *People's Elbow* with *Spine Buster* in play.

The People's Team

-The People's Team does not count as any other Superstar. Card texts that refer to Edge, The Rock and/or Hollywood Hulk Hogan do not apply. EXAMPLE: The Team can pack cards like *Over Sell Maneuver* but cannot pack *No Sell Maneuver*.

-They may not pack superstar-specific foil cards that do not have The People's Team logo.

-They cannot pack cards such as *Little She Devil*, since they cannot pack the Tag Team Title Belts.

-If the opponent also has similar text regarding *Handicap Match*, then neither player may play *Handicap Match*.

-A Multi Maneuver is counted as all of its types for the Superstar Ability. The maneuvers must be printed 3D or greater to be counted by the Superstar Ability.

-*Beating the Odds* will affect their Superstar Ability.

The Phenom

-This Superstar Ability applies to both Arsenal and Backlash Deck.

-If his Superstar Ability is blanked or switched, this does not affect his ability to play more than three copies of a

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card.

-Phenom can pack any number of Set-up cards, provided they are not Unique.

-Phenom can pack Superstar-specific cards that have either the Deadman logo or the Undertaker logo, or cards that have both logos. He cannot pack cards with ONLY the Deadman logo and also cards with ONLY the Undertaker logo.

The Rattlesnake

MRP: Now reads: "Non-unique cards and non-unique card effects cannot move cards from any Ringside pile to any other location. You can pack any cards with the Stone Cold Steve Austin logo, but you do not count as Stone Cold Steve Austin."

-Rattlesnake plays ...*And That's The Bottom Line* at 18F

The Rock

MRP: Now includes the text "You cannot pack the card titled *Iron Will*. Once during each of your turns, before your Draw Segment, put 1 card from your Ringside pile on the bottom of your Arsenal. When you successfully play the card titled *Just Bring It!*, you may draw 1 card. When you successfully play the card titled *Spine Buster*, search your Ringside pile and Arsenal for the card titled *The People's Elbow*, reveal it to your opponent, put it into your hand, and shuffle your Arsenal. Your cards titled *Sharpshooter* are -2F and when you successfully play that card, you may draw 1 card."

-The Rock's Superstar Ability (specifically, returning a card to the bottom of his Arsenal) happens before the Draw Segment.

-The Rock can choose any card from his Ringside to return to the bottom of the deck.

-The Rock can be Counted Out like any other Superstar. His ability works at the start of the turn, therefore he does not have time to use his ability to save himself from a Count Out.

-The opponent must be told the card for the Superstar Ability.

The Spirit Squad

-The other Superstars are not Enforcers and are not affected by cards or effects relating to Enforcers.

-The additional Superstars in the Backstage Area are Superstar cards and do not count towards *Backstage Shenanigans*.

-If *White Wedding* is activated, the Squad will switch their current ability (Squad + individual member) with the opponent; if that opponent plays the specified card (*Give Me an S...* etc), he cannot switch to another ability as he has no Squad members in his Backstage Area.

-If the card titled *Give Me an S... Give Me a P... Give Me an I... Give Me an R... Give Me an L... Give Me a T...* is played, The Spirit Squad may switch and replace the previous 'additional' ability with a new one. Only one additional ability will ever be added to The Squad's printed ability.

-Any ability used 'once per turn' will remember if it has been used that turn. EXAMPLE: Mikey's ability is used, *Give Me an S...* is played and Mitch's ability is used, then another *Give Me an S...* is played; neither Mikey's nor Mitch's abilities can be used again that turn.

-By adding one of the Superstar Abilities to The Spirit Squad, they are no longer 'count as that Superstar.' This has no effect on the game, as no card or effect references The Spirit Squad.

-For tournament play, if a player's chosen Superstar is The Spirit Squad, that player may not choose to play as another Superstar such as Johnny or Mikey; they must use The Spirit Squad as their superstar.

The Ultimate Survivor

-The number of cards put at the bottom of Ultimate Survivor's deck is determined by the printed Superstar Value of the opponent (unless it is specified in the text, then that number is 0, of course). Belts and other effects changing the Superstar Value are irrelevant.

-If the opponent is Jerry Lawler or Eugene, when the 'put at the bottom' effect is used, calculate the current Superstar Value of the opponent based on Survivor's current Superstar Value. EXAMPLE: If playing against Eugene and playing a +2SV belt, Eugene's Superstar Value is 3 (4-1), so Survivor would put 3 cards at the bottom of his Arsenal.

Theodore Long - See Enforcer Superstars

-Theodore may pack and reveal non-branded Enforcer cards that 'Can be revealed by any GM Superstar.'

-Theodore is considered branded SmackDown!, he may not pack Raw-branded cards.

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3 Minute Warning

ERRATA: The ability now includes the text: "You may pack the card title *Rico Enters!* And it is considered to have the Raw logo."

- Their Superstar Ability does not replace the normal card draw.
- A player does not have to use their "draw 3 cards" ability. If it is used, the player must discard 3 cards immediately afterward.
- When 3 cards are placed at the bottom of the Arsenal, the player can put them there in any order he chooses. His opponent will not see the order, only the cards chosen.

Torrie Wilson

- While "DDT" is not technically a word, the effect works as directed.

Triple H

MRP: Now reads "Your card titled *A Beating You'll Never Forget* is -10F. Your opponent cannot play the card titled *The Game Interferes!*"

Trish Stratus

MRP: Now reads: "You cannot pack Set-up cards or maneuvers of 4D or greater that do not have the word "bulldog" in the title. Your Action cards are -3F. Your opponent cannot play the card titled *Enter the Stratusphere*."

Two-Man Power Trip

- They may pack Superstar-specific foil cards for HHH and Stone Cold Steve Austin. This includes promo versions of normally foiled Superstar-specific cards, such as *Stone Cold Stunner*.
- They may pack any HHH or Austin Superstar-specific card that was printed as foil at any point. The non-foil versions printed with Survivor Series 2 are acceptable. Obviously, the exception is any card with the text 'Cannot be packed by the Two Man Power Trip.'
- They count as HHH and Stone Cold Steve Austin for the purposes of playing other cards. EXAMPLE: *Neckbreaker* played against 2MPT would cause them reveal their hand.
- They may not pack *Over Sell Maneuver*, but they may pack *No Sell Maneuver*.
- If Backlash decks are not used by either player, their 3 card draw at the end of Pre-match will not occur, as there is no Pre-match Phase
- The effect 'add 3 cards to your Starting Hand' is a card draw effect, not a handsize increase effect, so it is not affected by handsize reduction effects. EXAMPLE: Playing *Houston, Texas* and *It's All About the Game* generates a total of -8HS; 2MPT would still draw the 3 cards if they met the condition.

Undertaker

- Undertaker and Deadman are not considered to be the same wrestler. However, these rulings count for both Superstars.
- Undertaker may not use Deadman's Superstar-specific cards and vice-versa. Some cards were printed with both Undertaker and Deadman logos.
- Card effects that refer to Undertaker have no effect on Deadman Inc. and vice versa, unless both are listed.

Victoria

MRP: Now includes the text: "Your cards titled *Battling the Voices* are -6F and cannot be reversed."

- She may not draw more or less cards than the amount were shuffled in.

Vince McMahon

- This Superstar Ability overrides the rule that a player can play any card he can legally pack. Vince can pack a card like *Running Spinebuster*, and if he has less Fortitude, this alters the cost to F: 0. Vince can pack hybrid maneuver/reversals such as *Nerve Hold* and play them freely as reversals.
- Cards with Vince McMahon's logo can be played despite Superstar Ability restrictions.
- Cards effects such as *Fan Appreciation Day* or *Ego Boost* may reduce a maneuver's cost to 0F, allowing Vince to play it.
- The cards titled *No Chance In Hell* are considered Reversal: Special: Set-Up.
- If his Superstar ability is blanked or switched, his *No Chance In Hell* cards are no longer considered Set-ups

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(though they regain the text 'played from your opponent's hand'), but this does not affect his ability to play more than three copies.

-*Mountain of a Man* will prevent Vince from playing *No Chance In Hell* against Big Show.

Viscera

-If a maneuver is reversed with *Fall Into the Corner*, and a Strike or Grapple is then played by Viscera, it will be -8F.

-This ability does not interact with *Springboard*, and the card becomes a High Risk and receives no Fortitude deduction.

William Regal

MRP: Now includes the text: "Your cards titled *Brass "Nuks" Shot* are -3F. You may shuffle in 12 cards instead of 8 when you Activate the card titled *Duchess of Queensbury Rules*."

-He does not have to discard a card to search for a card listed.

-The card searched for does not have to be named. The card found must be on the list.

-Regal's ability does not allow packing a deck with Face and Heel cards; an Arsenal cannot contain every card on the list, since there are Face and Heel cards listed.

X-Pac

-X-Pac always draws 3 cards during his Draw Segment with his Ability, and must discard 1 card. If he cannot draw 3 cards, he draws what he can but cannot be pinned this way, though he could be Counted Out at the end of the turn; he still must discard 1 card.

X-Treme Diva

-If an opponent is forced to overturn cards when playing a maneuver, this will take place before card text or damage is resolved, and may trigger a Pinfall Victory for X-Treme Diva before the maneuver is done resolving.

Your Freaking Hero

MRP: Now includes the text: "You can pack any cards with the Kurt Angle logo, but you do not count as Kurt Angle."

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REVOLUTION SUPERSTARS

ALL REVOLUTION SUPERSTARS

- The Superstars and Extremists in Revolution have the word "Revolution" in the title, and are not the same as previous versions; Revolution Triple H and Triple H are different Superstars.
- Cards referring to superstars will not affect Revolution Superstars. EXAMPLE: *Don't Hate da Playa, Hate da Game!* can be reversed if played against Revolution Triple H.
- Since they have the same superstar logo, Revolution Superstars can pack previous Superstar-specific cards (except in Revolution format), and vice versa. EXAMPLE: In All Axxess play, Batista and Revolution Batista can pack *Batista Bomb* as well as *Revolution The Demon Bomb*.

Revolution Kane

- The new Kane logo issued by the WWE replaces the old logo; however, both are considered to represent Kane and are interchangeable. EXAMPLE: Revolution Kane can pack *Hellfire & Brimstone* (except in the Revolution format), and the original version of Kane can pack *Revolution Hellfire Clothesline*.

Revolution Jeff Hardy

- If this Superstar is used in the Afterburn format, the only legal Superstar-specific cards he can pack are *Live For the Moment*, *Team X-treme*, and any *Revolution* cards.

Revolution Test

- If this Superstar is used in the Afterburn format, the only legal Superstar-specific card he can pack is *Revolution Test's TKO*.

Revolution Tommy Dreamer

ERRATA: The Ability now begins with: "Once during each of your turns..."

- Because of the wording of his Ability, Dreamer can overturn 3 cards to pick up 'up to 1' Extreme, choosing to pick up 0 cards and still use his ability.

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VIRTUAL SUPERSTARS

Adam Cole

-Cole's ability is considered a modification to a reversal; if the reversal is RMS, either in its own right or due to the effect of *Frankie Takes Hollywood*, the ability cannot be used. (This is also applicable to Arn Anderson and Billy and Chuck with *We Got a Lot of Heat in the Back For This Gimmick*, among others.)

Arn Anderson

-Arn's ability is considered a modification to a reversal; if the reversal is RMS, either in its own right or due to the effect of *Frankie Takes Hollywood*, the ability cannot be used.

Beth Phoenix

-"Completely reversing a card" is reversing it until it is unsuccessful (or reversed from Arsenal). Beth will search when she reverses a non-Multi card once.

Bray Wyatt

-His Ability works on a 'played' card (not 'successfully played'), so it can be used to reduce damage before playing a card like *Elbow to the Face*.

Evan Bourne

-Evan's Ability cannot make *Prepare For Takeoff* not take a slot in the Ring due to that card's Restricted Modification Symbol. He can still play it during any Pre-match phase, as this modifies Evan's permissions and not the cards themselves.

Finlay

-Finlay's Maximum Hand Size is only relevant as referenced in his Ability. It is not a hard cap on the number of cards Finlay may have in his hand at any time other than when his Ability kicks on and he buries/discards cards.

Gail Kim

-Gail's ability converts Raw Superstar-specifics to Smackdown as soon as she packs them, so she may pack printed Raw Superstar-specifics in a Smackdown Arsenal and Backlash.

Hart Foundation

-The moves are Chain when packed, so they cannot be packed with BASH cards.

Kevin Nash

- Since the Kevin Nash player is moving *Egomaniacal*, he can't use *Judo Takedown* in response.

MVP

-Since MVP both controls the effect that removes his Pre-match cards and removes his Pre-match cards himself, he may not put any copies of *Judo Takedown* into play when he removes one of his Pre-match cards with his Ability.

Muhammad Hassan

-*Frankie Takes Hollywood* will prevent Hassan's ability from modifying *Headstrong*.

Nexus

-Only Superstar-specific cards with the logo on the Nexus Superstar card can be packed.

-*High-Flying Style* cannot be packed, as that Ability is not added until the game is already being played.

nWo Wolfpack

-Backstage area cards like *Enough Shenanigans* or *Raw Deal Fifth Anniversary*, as well as Wolfpack's Superstar card itself, count toward their 20-card loss condition, even when they are hidden.

Rated RKO

-This Superstar is legal for the Revolution format if the Revolution logo is added as per its card text.

-You may add the Revolution logo even if you are not playing in Revolution format.

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-*Frankie Takes Ho-llywood* will prevent *You Think You Know Me* from gaining the +20F from Rated RKO's Ability, as will *Fortitude Surge*, but Rated RKO cannot play *Surge* just from their own Ability.

Raw Guest Host

-Guest Host's ability converts SmackDown! Superstar-specific maneuvers to Raw as soon as they are packed, so he may pack SmackDown! Superstar-specific maneuvers in a Raw Arsenal.
-Guest Host's Superstar card has the Raw logo.

Razor Ramon

-RMS Heel reversal cards such as *Anything and Hate It* are legal to pack, as they are not being modified.

Roman Reigns

-Roman cannot pack *The Maneuver of Doom* as he cannot bypass the Chain or Heat traits.

Sandman

-Regardless of which version of *Struck by a Kendo Stick* is used, only 5F is given for face-down cards.
-The Backstage Area is public knowledge, so while *Kendo Stick* is hidden, the opponent can still see which version is there.

Stevie Richards

-Once Stevie sacrifices the Ability that he stole from the opponent, he cannot regain it.

The Great Khali

-Khali's Ability is blank. There is no text missing from the card.

The Legacy

-Legacy's Ability cannot prevent an RMS maneuver from dealing its Damage.
-An "applicable reversal" is one that could potentially reverse the card from Arsenal.
-Legacy's Ability has full effect on a Multi maneuver and will still end the turn.

The Second Coming

-The face-down cards in his Ring can be played as if from hand or Backlash, depending on the type of card. If they are not successful, they go to the Ringside as usual.
-If The Second Coming player flips *That's Broken* face-down, it will prevent the card under it from being played, as there is no text to allow it. If the *Broken* is played, the card under it will go to Ringside.

The Showstopper

-The search for *The Legend Lives On* is performed when the Superstar card is revealed at the start of the game.

The Stinger

- Cards that would normally be removed from the game, such as *A Revolution of the Mind*, can be put in the Ring instead with Stinger's Ability.

The Ultimate Warrior

-Warrior's Ability cannot affect RMS reversals, and they will still completely reverse Multis.

The Wyatt Family

-Bray Wyatt's pack text isn't applicable during construction.
-Putting *Bray Wyatt* into your Backstage Area with the text of *The Rocking Chair* does not change your Superstar, it is still "The Wyatt Family". Effects specific to Bray Wyatt are not applicable.

Revolution Brothers of Destruction

-Cards that would be discarded as part of their text when played, and no longer have a destination, will default to the Ringside.

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CLASSIC CARDS

ALL CARDS

-All foil versions of Survivor Series 3 booster pack cards retain the rarity of the non-foil versions.

ENFORCER CARDS

-All Enforcer cards have the added text "Can only be revealed if your Superstar card says you can reveal an Enforcer card."

150lbs Soaking Wet

MRP: The printed Fortitude of this card is now 0. If reversed by *There Are Two Things You Can Do*, the number of cards drawn will be 0.

360-Degree Clothesline

MRP: The text granting irreversibility when played after *Gut Punch* is now located on the *Gut Punch* card.

-This will also reverse the card titled *Superkick*.

9th Wonder of the World

-This will not move Mid-match or Pre-match cards to Hand

Abdominal Rake

-If played as a single reversal to a Multi, the irreversible effect will carry over until the start of the *Rake* player's turn.

Abdominal Stretch (Throwback)

-The player must find a card when searching as long as there is one in the Arsenal.

A Beating You'll Never Forget

MRP: The card now includes the text: "Cannot be packed by the Two Man Power Trip."

-This effects of this card can be used if *Hell in a Cell Match* is in play.

According to Linda and the Board of Directors

-If the opponent searches and does not find a Face or Heel card, there is no effect is a Face or Heel card is played later in the game.

-This does not search a player's hand. If he manages to put a Face or Heel card in hand before this card is played, it will be available for play later in the game.

-The search only occurs if the card is played. If *According to Linda* is put into play some other way, the search effect does not happen.

According to the Contract Table

-If the controller names a specific card with *My New Gimmick* then turns the *Contract Table* into that card, it will likewise be Permanent until changed to something else.

-A player may name *Trash Talkin' Interview* to interact with *Chris Nowinski*, *Guest Ringside Announcer*, or name *Fans Love an Underdog* to interact with *Rey Mysterio*, *Guest Ringside Announcer*.

-The *Contract Table* gains only the name of the chosen card, so a player could name *Backstage Politics* and use *Power Struggle* as a Reversal. However, no extra text is granted to *Contract Table* from the card named.

EXAMPLE: Naming *Beating the Odds* does NOT allow *Contract Table* to be used as an *Odds* card.

-If 3 Minute Warning plays this card and names *Did I Say 3 Minutes?*, this card will also lose the Active trait, and another copy of *Contract Table* can be played since the Active trait is removed.

-If Test has *Stacy Keibler*, *Marketing Manager* in his Ring Area and names *Keibler's Cookies*, he can play another copy of *Contract Table* since the Active trait is removed.

-The player must name a card that exists in the Raw Deal CCG.

-A card title may be chosen if it is both Unique and non-Unique due to the Throwback trait.

-With 3 or more foreign objects in the Ring area, playing *Contract Table* and naming it *Busted Wide Open* will not allow for the victory condition, as the card was not played with the required title.

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A Dynasty's Destiny

-Vince McMahon may play this card as a Reversal for 7F as well as an Action. However, this card is 12F if overturned as a Reversal, since it is not 'played.'

Ain't It Fair?

-If this card leaves play before all three turns have passed, the rest of the effect is ignored.
-This card will prevent the playing of RMS Maneuvers.

Airplane Spin (Throwback)

-The opponent may discard his Backlash deck even if it contains zero cards.
-If this card is played by or against Edge and Christian, the RMS will not prevent them from using their ability.

A Less Traveled Road

-The Activated Card Effect is triggered by shuffling one card into the Arsenal. If the ACE is reversed by *Don't Try This at Home* or other card, the cost is still paid, and the card is still shuffled into the Arsenal.

All Alone in the Night

-The Enforcer cards that become hidden will remain hidden unless another effect allows them to be revealed again.

All Together Now

-If Paul Heyman packs this card, he cannot pack Pre-match Stipulations in his Backstage area unless they have 'chain', 'heat', or 'volley' in the text (as there are no Stipulations that are Chain, Heat, or Volley).
-The Chain/Heat/Volley cards (or those with the words in the text) do not take a slot to play, and can be played if the maximum number allowed in the Ring is already met; however, these cards still have to be played legally, and can be prevented by restrictions such as Ken Kennedy's Superstar Ability or *Obey*.
-These cards still count as being in the Ring area for effects such as *Funaki's Ensugiri* or *I'm Gonna Break You*.

Always

-When placed into an opponent's Ring Area, he now controls the card. He may use the card as though it were his.
-Ownership is not affected by this card. An opponent must return this card when the game is over.
-A player can move a copy of *Always* into his opponent's Ring if he has one despite the card's Active trait, since he is not playing another copy.
-This will reverse a removal effect such as Evolution's Superstar Ability or using the ACE from *Managed by Paul Heyman*.
-This has no effect against cards with self-removing abilities, such as *Trash Can* or *Beating The Odds*.

American By Birth - Angry By Choice

-As an action, this card resolves to the Ring area.

...And the Crowd Roars

-This card will not affect a card with the RMS.

Angle's Leg Bar

-Your Freaking Hero will draw for his Superstar Ability before the text of the card is resolved.
-This card will return to the Arsenal when the text is resolved, after Hero has drawn his card.

Angle's Uppercut

-This card will not count itself for a damage bonus, as it is not in the Ring when damage modifiers are calculated, and it will not recalculate when successful.

Ankle Breaker

-The Fortitude from this card will not count towards the calculated damage bonus.

A No Show

-This card resolves at the end of the opponent's Pre-match phase, after he has resolved all of his 'end of Pre-match phase' effects.

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-The Pre-match card played in place of *A No Show* is still played and must meet all applicable conditions.

EXAMPLE: *For the Love of The Game* could not be played if the opponent did not have Title Belts/'title belt' cards as required by *For the Love*.

-If this card resolves after the *No Show* player has resolved his own 'end of Pre-match phase' effects, any effects generated from the card replacing *No Show* will not resolve. EXAMPLE: If *Taunt the Fans* is played to replace *A No Show*, and that player has already resolved his 'end of Pre-match phase' effects, *Taunt* will have no effect.

-If the last Pre-match card played is an opponent's *Old School Wrestling Match*, it will blank the card used to replace *A No Show*. However, the opponent will resolve his 'end of Pre-match phase' effects (including removing a card for *OSWM*) before *A No Show* allows the playing of a replacement card, so it will not be removed by *OSWM*.

-The two cards put under *A No Show* will only go to that player's hand if they are Heel, and the two cards have different titles; if the card title is the same, only one will go to hand, the other is removed from the game. (Cards with Throwback still have the same card title)

-If the card played to replace *A No Show* could be removed from the Ring area at the end of the Pre-match phase, but its player has already resolved their 'end of Pre-match phase' effects, that card will not be removed.

-If *I'm Gonna Break You* is successfully activated for a card under *No Show*, that card will resolve to the Ringside pile.

APA or A-Train

MRP: A-Train's Enforcer ability now includes the text: "Your cards played with the word "power," "bomb" or "slam" in the title are -4F."

-The first Enforcer Ability is not identical to the APA Superstar Ability. The Enforcer ability only boosts the Damage from Maneuvers.

Ap Chaki Kick

-It is not relevant who played the first, second, or third card; only that they were played. EXAMPLE: *Sustained Damage* or *Fortitude Surge*.

Apply Illegal Leverage

-All of the text from the text box of the previous Maneuver is added to the text box of this Maneuver. This is done when requirements for playing the card are checked, before Reversals are played.

-This does not inherit anything other than the text from the text box. Fortitude costs, Traits, Damage and card name are all different.

-This may be reversed by *Clean Break* or *Strangle Hold* if played after *Clutch onto Opponent*.

-*Apply Illegal Leverage* may follow another copy of *Apply Illegal Leverage*. If it does, it will copy the text from the previous *Apply*, which will effectively be a copy of the original Submission Maneuver.

-*Apply* may be played after a Multi Maneuver, as long as the Maneuver was a Submission in part. This will not copy the Multi trait or the RMS logo, only the text box. This means that one Reversal will reverse it and the card can be modified.

-This card will not copy a Submission Maneuver played during a previous turn.

A Revolution of the Mind

-If this reversal is overturned and reverses the maneuver, it is removed from the game before it reaches the Ringside pile, and will not cause the removal of Heat cards from the Ringside pile. This happens even if the maneuver is a Multi, and this card is the first reversal to it.

Armageddon is Upon Us

-This card can only be packed by the Superstar whose logos appear on the card. Other versions such as Undertaker or Trish Stratus cannot pack this card.

-The 'printed Starting Handsize' is the number on the Superstar Card in the Starting Handsize box. Other modifiers do not apply. However, if the 'number' is '#' or needs more resolution such as '0+' or '1+', this is resolved as noted below.

-Edge's printed Starting Hand Size is considered twice his opponent's Superstar Value (with a minimum of 6) when *Armageddon is Upon Us* resolves.

-An Enforcer Superstar's 'printed Starting Handsize' includes the bonus from the chosen Enforcer. In the case of The Mystery Wrestler, if he does not reveal the Enforcer, this includes the +8 bonus.

-Activating this card to reverse a Volley card will not restrict the cards played on the next turn via the Volley trait, as

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this is not a Reversal card.

-Discarding an *Ego Boost* can trigger the card-drawing effect, but the cards drawn count as cards in hand. If the last card discarded to meet the requirement is *Ego Boost* and cards are drawn to raise the handsize above the printed Starting Handsize, no further cards are discarded, as the requirement was already met.

-If there are two or more effects that take place after all Pre-match phases but before the first turn of the game, the player going first resolves his effect first. If more than one of these is controlled by the same player, he may choose the order of resolution of his effects.

Arm Breaker (both versions)

-A player must discard a card before attempting to play an Action card. If the Action card is reversed, the player will have already discarded a card so they don't get it back.

-An opponent's *Arm Breaker* will trigger an *Ego Boost* if discarded in order to play an Action card.

Arm Wrench (Throwback)

-If the opponent blanks *Arm Wrench* (*Oversell Maneuver*, etc.), the chosen cards remain in that player's hand with no further effect.

-If this card is blanked by *Over Sell Maneuver* or other reversal, this will not change the amount of damage that was already calculated.

Arm Wringer

-This card counts the Fortitude of itself when determining if the player has the higher Fortitude Rating.

Ashley: Pretty Punk

-Regardless of how many copies of this card are in hand or Ring area, only one named card on *Divas* can be replaced.

Asset Retrieval

-This will only search for cards that have those exact quotes. Older cards are not being given errata to match.

Atomic Back Body Drop

-This card cannot be reversed by non-reversal cards such as *Managed by Stevie Richards* or *You Sanctimonious Son of a B!tch*.

-The Unique reversal must be able to reverse the maneuver.

-This card can be reversed by cards that reverse a maneuver played after *Irish Whip*, according to the text of *Atomic*; *Irish Whip* does not have to have been played previously. EXAMPLE: *It Doesn't Stop* is played before *Atomic Back Body Drop*; *Overshot Your Mark* is still a legal reversal.

Atomic Lariat

-This card can be reversed with the activation of *Garbage Can Lid* (original version), which is a hybrid Reversal card.

-This card cannot be reversed by non-reversal cards such as *Managed by Stevie Richards* or *You Sanctimonious Son of a B!tch*.

-The Unique or Hybrid reversal must be able to reverse the maneuver.

Atomic Spine Buster

-A player may discard his Backlash deck, even if it contains 0 cards.

Atomic Powerbomb Suplexbuster Piledriver Bulldog DDT of Doom

-As the text of the card states, this cannot be packed by Female Superstars, regardless of allowances for card titles. EXAMPLE: Trish Stratus and Torrie Wilson cannot pack this card.

A Victim of the Crippler (original version)

-This card may be played against any opponent to get the first effect only. The second effect does not take place unless the opponent is listed on the card.

-An opponent's Manager and Stipulation cards may be put into the Ring area if an effect will allow it, as they are not played.

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- If the opponent is listed on the card, the new Superstar Ability will override any switch made by *White Wedding*.
- If the Superstar Ability is blanked, this will include the new Ability granted by this card.

Awesome Pyro

MRP: The Survivor Series 2 version of this card includes: "When played by Kane, Chris Jericho, Chyna, Kurt Angle, The Dudley Boyz, Buh Buh Ray Dudley, D-Von Dudley, Christian, Booker T, The Big Freak'n Machine, or Rey Mysterio, draw 1 additional card."

- The 'draw 1 additional card' only applies to the previous effect of shuffling the cards in hand into the Arsenal and drawing the same amount.

Ax Kick

- The Reversal actually looks for the word 'search'. It will not reverse a card that does not use this word.

Ayatollah of Rock 'n' Roll-a (original version)

ERRATA: This card now reads: "Look at your opponent's hand. Your maneuvers cannot be reversed from his Arsenal for the rest of the turn."

- This card can be affected by *Beating the Odds*.

Ayatollah of Rock 'n' Roll-a (Throwback)

- Since the opponent cannot reverse from Ringside pile, they cannot use the Volley trait to reverse a Volley card.

Baby Carriage

- The cost of the ACE is to shuffle 1 card into the Arsenal; if the ACE is reversed, the card is still shuffled.

Back Body Drop (Throwback)

- The previous errata for this card has been removed, it now functions as printed.

Back Breaker (Throwback)

- This card adds +1 Stun Value to itself when successfully played.

Back Breaker Torture Rack

MRP: Now includes the text: "Cannot be packed by Female Superstars."

- Due to the RMS, Big Show's Superstar Ability has no effect against it.
- The end of turn effect generated by this card will actually resolve after the card does. *Rabid Wolverine* can prevent the turn from ending from this effect without modifying the *BBTR*.

Backed by Mr. McMahon (both versions)

- If the opponent chooses the 'first turn skipped' option and has played *Philadelphia, Pennsylvania*, two turns will be skipped by that player.
- A player cannot choose an option more than once.

Backed by Stephanie McMahon

MRP: This card is considered an uncommon card, even if printed in a foil version.

- Backed by Stephanie* counts the opponent's current Superstar Value, not the printed Superstar Value.
- This cannot be played against Two-Man Power Trip, unless their Superstar Ability is blanked.

Backfire

- This card cannot be reversed from hand if there are Heat 'cards' in the Ring area, i.e. more than 1 card with the Heat trait.

Back Fist

- If this maneuver gets its own +4D bonus but is blanked with *Over Sell Maneuver* or a similar reversal, it will still deal the extra damage.

Backlash!

- This card does not count Maneuvers from activated cards such as *Trash Can* or *Series of Suplexes* for the first

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maneuver.

-This will count unsuccessfully played Maneuvers earlier in the same turn.

Back Rake

-This card may be played if an opponent has *First to Tap Out Match* in his ring area.

-If played as a single reversal to a Multi, the irreversible effect will carry over until the start of the *Rake* player's turn.

Backslide

-When calculating the total Fortitude for this effect, count the 1F this maneuver gives.

-This card will check for a victory condition before dealing its damage.

Backstage Donnybrook

-If there are two or more effects that take place after all Pre-match phases but before the first turn of the game, the player going first resolves his effect first. If more than one of these is controlled by the same player, he may choose the order of resolution of his effects.

Backstage Interview with Terri

ERRATA: There is no card titled "Trash Tralkin' Interview." This card now reads "*Trash Talkin' Interview*".

-This card is worded so that the effect will not return itself. It is still an ACE.

Backstage Politics

-The 'Switch Sides' effect is considered to be an effect the opponent controls. This will trigger cards such as *Judo Takedown*.

-Ownership is not affected by this card. An opponent must return this card when the game is over.

-A player can move an opponent's *Backstage Politics* into his own Ring Area if he already has one despite the card's Active trait, since he is not playing another copy.

-When Right To Censor is affected by this *Politics*, the cards are removed before they reach the Ringside pile. *Hell in a Cell Match* will not prevent this effect.

Backstage Shenanigans

-This card can be packed by MNM or the Boogeyman as a Pre-match card, and played as a Mid-match card during their turn.

-This card can be packed by Test, and can be played in the Pre-match Phase (if the conditions are met).

-Regardless of how it was packed, it can be played as either a Pre-match Event or Mid-match Action.

-If this card is played as a Pre-match card, it will also count as 1 card toward the limit of Mid-match cards that can be played. However, the limitation on Pre-match cards is only imposed during the Pre-match phase, so *Shenanigans* can be played as a Mid-match card even if the maximum number of Pre-match cards were already played.

-If this card is played as an Action before an opponent has started the first turn of the game, and he has the correct cards in his Backstage Area, he will skip his first turn.

-This card has no effect if put into play by cards like *Managed by Miss Jackie* or *Keep It Simple, Sir*.

Backstage Signature

-Backstage Signature cards are revealed when revealing the Superstar card. This is done simultaneously, at the same time Enforcers are chosen from revealed Enforcer cards. There is no option to wait until an opponent has revealed his Backstage Area cards or chosen an Enforcer to make these choices.

-It is possible to create a negative number Superstar Value with this card. For all card effects, it will count this number as 0. However, if a card effect asks for a comparison of Superstar Values, the negative number(s) will be used.

-Test may pack 2 copies of this card in his Backstage Area.

Backstage Warm-Up Routine

ERRATA: The card now reads: "Before starting hands are drawn, if your opponent has a lower Superstar Value than you, his Starting Hand Size is -2; if your opponent has a greater Superstar Value than you, your Starting Hand Size is +2."

-If Brock Lesnar's Superstar Value is the same as his opponent's, there is no effect.

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Back to Basics

- Pay-Per-View Main Event* won't save a player from the Pinfall, since he won't be able to play it before the Stipulations phase.
- A player may discard the Action hybrids on the list to draw cards as part of the Action function, but he cannot discard the cards under *Back to Basics* to other effects / abilities, as they are not in Hand.
- A player does not have to pack all of the cards listed. If a card is not packed, it does not need to be found.

Bagpipe Introduction

- This card will also override Edge's Superstar Ability or the Edge Enforcer Ability.
- This card will claim the first turn of the game for Piper, however this can be taken back by other card effects like *Slandered Online* or *Las Vegas, Nevada* if the resolve after *Bagpipe Introduction*. EXAMPLE: Piper is resolving his Pre-match effects first, including *Bagpipe Introduction*; then *Slandered Online* resolves by a player who has played belts to equal Piper's Superstar Value, so now Piper's opponent will have the first turn of the game.

Bald is Beautiful!

- If *White Wedding* is used to swap Superstar Abilities with Gail Kim & Molly Holly, the opponent's ability is now whatever option was chosen for *Bald*. Should this card be used while GK&MH have a 'swapped' ability, the choice replaces the swapped ability. EXAMPLE: Triple H activates *White Wedding* while GK&MH have replaced with the 'Austin' ability (draw 1 card, etc.); at the start of the next turn, GK&MH choose the 'Hero' ability (Chain card). If they use *White Wedding*, GK&MH's player may take the 'Austin' ability back and give HHH the 'Hero' ability, or choose to revert to the printed Superstar Abilities.
- If a Superstar Ability blanking effect is used against GK&MH, choosing a new ability with *Bald* will have no effect, as the new ability will also be blanked.

Banned from Ringside

- This effect only triggers when a Maneuver or Action is completely reversed. The first reversal against a Multi card will not trigger this effect.
- The reversed card is affected before being moved to the Ringside Pile, so restrictions such as *Hell in a Cell Match* and The Rattlesnake's ability will not affect it.
- Banned* will trigger before reversals that would normally removed the card from the game will resolve. EXAMPLE: A Throwback card reversed with *I Gotta Say, Out Of Play* will be placed at the bottom of the Arsenal before it could be removed from the game.

Baseball Slide (Throwback)

- If a reversal card ends the turn, but the opponent tries to cancel the end-the-turn effect (*Rabid Wolverine*, *Unbreakable Chain*) and that is cancelled (by *Don't Try This At Home*, etc), *Baseball Slide* can still be played.

BASH Vise

- This card will not count itself, as it is not in any area when calculating the damage.

Beatings from Dudleyville

MRP: The text stating Buh-Buh Ray Dudley can discard to retrieve this card from the Ringside pile is now located on Buh-Buh Ray's Superstar card.

Beating the Odds

- ERRATA:** The game considers "Cannot be reversed", "May Not be reversed", "Can not be reversed", and 'cannot reverse' to all be the same term. *Beating the Odds* will affect cards that have these statements on them.
- This lets the user ignore an effect that makes a maneuver card irreversible whole or in part, no matter if that effect comes from another card, a Superstar Ability or the text of the card in question.
- Beating* will allow a Maneuver to be reversed if the text states that it cannot be reversed, or if other effects specifically modify the Maneuver to make it irreversible. It will also allow a reversal of a Maneuver that cannot be reversed from a certain area only, such as *Dirty Low Blow*.
- This will affect a card that has been made irreversible by more than one effect. EXAMPLE: *Tree of Woe* played after a *Turn the Tide* can be made reversible by a single *Beating the Odds*.
- Beating* will not affect cards or effects that say "Can only be reversed by..." and similar wording.

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-*Beating* will affect maneuver cards with an appropriate restriction on reversals. EXAMPLE: *Redemption*, *Remove the People's Elbow Pad*.

-*Beating* has no effect on maneuver cards with the Chain trait as such, but it can affect other restrictions.

EXAMPLE: *Beating the Odds* will allow an opponent to reverse *Atomic Bear Hug* from Backlash deck, but it will not affect the required 2-card discard for the Chain trait.

-If an opponent causes *Beating* to be removed with a card such as *Gut Punch*, he must end his turn at the earliest opportunity. This means the damage of the maneuver card (and other effects) must be fully resolved before the end-the-turn effect.

-If this card is removed during the controller's turn by an effect that is controlled by his opponent (such as *In This Very Ring*), the end-the-turn effect will be ignored.

Beer, Cards and More Beer

ERRATA: This card includes the text "Whenever you successfully play a maneuver, you may then look at your opponent's hand OR draw up to 2 cards."

Beg for Mercy

-A Multi Maneuver is counted as all of its types, provided it meets the D requirement.

Benoit's German Suplex

MRP: The text granting Chris Benoit -6F is now located on Benoit's Superstar card.

Between the Ropes

-This card will disregard the Fortitude Rating requirement of the maneuver card, and that card can be played as normal, regardless of Fortitude Rating, modifications, or RMS.

-If your Fortitude Rating is higher than or equal to your opponent's Fortitude Rating, this card has no effect, as no maneuver will meet both conditions.

Big All Over

MRP: This card now includes the text: "This card is +#D, where # is equal to the reversed card's Damage.". Also, this card is now printed as D: 0.

Big Boys Club

MRP: The text relating to Paul Heyman is now located on Heyman's Superstar card.

Big Slide into the Ring

-This card may be packed as a Pre-match card and played as a Mid-match card, and vice versa.

Billion Dollar Princess (original version)

ERRATA: "Search your Arsenal for up to 3 Superstar Specific cards, show them to your opponent..."

-The retrieved cards do not have to be foil.

Billion Dollar Princess (Throwback)

-Despite the printing error, this card is considered to have the Smackdown logo.

Bionic Elbow

-If played by Bubba Ray Dudley, the +10F to your opponent's reversals takes place immediately, and will affect cards such as *Fortitude Surge*. This is known as a "self-plunging" effect.

Bitter Rivals

-If the option is used to play the first Stipulation, the first Manager, and so on, this will not allow that player to resolve their Pre-match effects first, nor will allow them to start the game first if they would not normally do so.

-The effect of this card is 'locked in' when the card is played. A change in Superstar Values by either player will do nothing to change this card effect.

Blatant Chokehold

-A hybrid card played only counts for the part of the card it is played as, so a Trademark Finisher hybrid will only be

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F: 20 when played as a Trademark Finisher. EXAMPLE: *GORE! GORE! GORE!* is still F: 50 as a reversal even if *Blatant Chokehold* is in the Ring area.

-This card will allow its player to use *See How It Feels* to play the opponent's Trademark Finisher at F: 20 with no 'Can only be played after...' text.

Blindside Choke

MRP: Now reads: "You may play this card from your Ringside pile."

When played from your Ringside pile, remove all Maneuver cards in your Ringside pile from the game."

-The Most Recent Printing now allows these cards to be played from the Ringside pile. Earlier version which allowed the cards to be moved to hand now use the new version instead.

-This card can be played even if *Hell in a Cell Match* or other ringside pile restriction is used. This is because the card is being played, not moved. However, the card removal effect of the *Blindside* will not work if a *Cell* or Rattlesnake prevents this.

-When successfully played, *Blindside* goes to the Ring Area as normal.

-Use of this effect will cause any Heat cards to be removed from the game due to the Heat trait. However, if no cards are actually moved due to *Cell* or Rattlesnake, or if there were no cards of that type to remove, then Heat cards may remain in the Ringside pile.

Blindside Drop Toe Hold

-The opponent has a choice on whether to remove a card, so if he does, *Judo Takedown* can be put into play.

Blindside Kick

MRP: Now reads: "You may play this card from your Ringside pile."

When played from your Ringside pile, remove all Reversal cards in your Ringside pile from the game."

-The Most Recent Printing now allows these cards to be played from the Ringside pile. Earlier version which allowed the cards to be moved to hand now use the new version instead.

-This card can be played even if *Hell in a Cell Match* or other ringside pile restriction is used. This is because the card is being played, not moved. However, the card removal effect of the *Blindside* will not work if a *Cell* or Rattlesnake prevents this.

-When successfully played, *Blindside* goes to the Ring Area as normal.

-Use of this effect will cause any Heat cards to be removed from the game due to the Heat trait. However, if no cards are actually moved due to *Cell* or Rattlesnake, or if there were no cards of that type to remove, then Heat cards may remain in the Ringside pile.

Blindside Slam

MRP: Now reads: "You may play this card from your Ringside pile."

When played from your Ringside pile, remove all Action cards in your Ringside pile from the game."

-The Most Recent Printing now allows these cards to be played from the Ringside pile. Earlier version which allowed the cards to be moved to hand now use the new version instead.

-This card can be played even if *Hell in a Cell Match* or other ringside pile restriction is used. This is because the card is being played, not moved. However, the card removal effect of the *Blindside* will not work if a *Cell* or Rattlesnake prevents this.

-When successfully played, *Blindside* goes to the Ring Area as normal.

-Use of this effect will cause any Heat cards to be removed from the game due to the Heat trait. However, if no cards are actually moved due to *Cell* or Rattlesnake, or if there were no cards of that type to remove, then Heat cards may remain in the Ringside pile.

Blindside Tornado Strike

-Removed reversals will include hybrid reversal cards.

-The fortitude check for legal play is made before the reversals are removed. EXAMPLE: If the *Tornado* player has 6F only from *Revolutions* and *Elbows*, he can play the card with the 6F required, and then remove the *Revolutions* and *Elbows*.

Blindsided Control

-This card can be played even if *Hell in a Cell Match* or other ringside pile restriction is used. This is because the card is being played, not moved. However, the Action removal effect of this card will not work if a *Cell* or

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Rattlesnake prevents this.

- When successfully played, *Blindside* goes to the Ring Area as normal.

- Use of this effect will cause any Heat cards to be removed from the game due to the Heat trait. However, if no cards are actually moved due to *Cell* or Rattlesnake, or if there were no Action cards to remove, then Heat cards may remain in the Ringside pile.

Blindsided Ego (both versions)

- This card can be played even if *Hell in a Cell Match* or other ringside pile restriction is used. This is because the card is being played, not moved. However, the Reversal removal effect of this card will not work if a *Cell* or Rattlesnake prevents this.

- When successfully played, *Blindside* goes to the Ring Area as normal.

- The 'You must...' clause only applies to discarding 2 cards. A player may still play this card if he does not have Reversal cards in his Ringside pile or cannot remove cards from the game due to *Hell in a Cell Match*, The Rattlesnake, etc.

- Use of this effect will cause any Heat cards to be removed from the game due to the Heat trait. However, if no cards are actually moved due to *Cell* or Rattlesnake, or if there were no Reversal cards to remove, then Heat cards may remain in the Ringside pile.

Blindsided Rage

- The number of cards is calculated, then done all at once. EXAMPLE: If the player has 3 Blindside maneuvers, his opponent discards 3 cards, then the player put 3 cards removed from the game on top of his Arsenal, etc.

Body Block

- Because it is part of the same sentence, if the 'can only be played after' text is replaced or ignored, the 'can only be reversed from hand' text will not be present and have no effect.

Booby Trap (original version)

- This effect does not reverse cards such as *Neck Breaker*, unless the opponent is Austin or Two-Man Power Trip.

Booby Trap (Throwback)

ERRATA: Fixing a printing error, this card is now F: 0.

- This card will reverse Damage from an Action card such as *Shoot Action* or reverse an overturn effect such as either effect of *Enter the Stratusphere*.

- If this card reverses and goes to its owner's hand, it will not reach the Ringside pile; thus, it will not cause any Heat cards to be removed, and will not be prevented by *Hell in a Cell Match* or The Rattlesnake.

- The first effect listed will trigger if the discard effect comes from a card (but not a Superstar Ability), regardless whether it is a played card or an effect; it does not matter which player's card causes the discard effect. EXAMPLE: A player discards *Booby Trap* to activate *Chicago Street Fight*, so his opponent discards 1 card.

Bra & Panties match

ERRATA: This card now reads: "Can only be packed by a Female Superstar. At the end of the Pre-match Phase, name one Stipulation card in your opponent's Ring Area. That card is blank."

- This card now triggers only at the end of the Pre-match Phase.

- B&P* blanks the Stipulation by name. If the Stipulation leaves play and returns later, the Stipulation is still considered blank.

Brass "Nuks" Shot

MRP: The text granting William Regal -3F is now located on Regal's Superstar card.

- The effect added to cards such as *Rapid-Fire Punches* will also prevent the reversal of the overturn effect by such cards as *Let's Wrestle Already*.

Breather Hold

- When successfully played, the newly-modified Fortitude amount is 'locked in' and will not change until the end of the turn, even if the opponent's Fortitude drops later in the turn.

- A second *Breather Hold* played will override the first.

- If *Breather Hold* leaves play, this effect will end immediately.

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Bring the Hammer Down

- The effect of this card can only be used to enable the playing of the card; a player cannot put cards from his Arsenal into his Ringside pile if the result does not end in playability of *Hammer*.
- Attempting to play the card and failing to do so, just to shuffle the Arsenal, is not a legal play.

Brotherly Love

- MRP:** The text preventing play against Dudley Boyz, D-Von Dudley, or Buh-Buh Ray Dudley is now located on those respective Superstar cards.
- This card be played as an Action while *Hell in a Cell Match* is in play. It will not receive a deduction from *No Disqualification Match*, as the Run-in trait only applies as a reversal.

Brothers From Another Mother

- MRP:** The text stating Buh-Buh Ray Dudley can shuffle 3 cards is now located on Buh-Buh Ray's Superstar card, and the text preventing reversal when played by Dudley Boyz is now on the Dudley Boyz's Superstar card.

Buh-Buh Bomb (original version)

- MRP:** Includes the text "This card is considered a Grapple maneuver to your cards titled *Table! Table! Table!* As a maneuver, can only be played if the card titled *Table! Table! Table!* is in your Ring area or if it was in your Ring area immediately before you played this card."

Buried Alive Match

- The check to determine if all the conditions have been met cannot be made while resolving an effect with a draw and discard effect, only once the effect is resolved can the check be made. EXAMPLE: Activating *Managed by Theodore Long* or *Offer Handshake*.

By Any Means Necessary

- This card will count itself toward the number of Cheater cards in the Ring area.
- The number of Cheater cards is calculated and halved before the +2 is applied. EXAMPLE: There are now 5 Cheater cards in the ring, that number is cut in half (2.5) and rounded down (2), then 2 is added for a total of 4 cards randomly discarded.

Calling You Out

- MRP:** The card reads: "Look at your opponent's Backlash deck, choose 1 Pre-match card that he can play as his next card, and his next card played is the chosen card."
- The opponent may not opt to 'pass' instead, he must play that card.
- This does not allow players to play cards out of sequence in the Pre-match phase. After one player plays *Calling You Out*, his opponent plays his card and play continues.
- The opponent still makes all of the decisions that any card calls for.
- A player may only choose a card that is legal to play in the Pre-match Phase. One may not choose Mid-match cards, or cards that may not be played due to the current game state. EXAMPLE: a duplicate Belt card, a Venue card, or a card without "Old School" in the title when *Back to Basics* is in the Ring area.

Can U Believe the Witte Retort?

- As always, a reversal can only be played on an opponent's turn; however, this card does not reverse the effect or card that triggers it. EXAMPLE: Sgt Slaughter discards an *Elbow to the Face* to use his Superstar Ability, so his opponent plays *Witte Retort*; however, this does not prevent Slaughter from getting a Throwback maneuver.
- The third effect listed will trigger if the discard effect comes from an opponent's card (but not a Superstar Ability), regardless whether it is a played card or an effect (unless the discarded cards are Heat or have 'dynamic' in the title.) EXAMPLE: A player discards *Kick* to activate *Chicago Street Fight*, so the *Kick* is removed from the game.

...Cause Stone Cold Said So!

- MRP:** This card ends with the text "...and your next card played is F: 0."
- The ACE has no effect on cards with the Restricted Modification Symbol.

Caution: Dangerous Curves Ahead

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-If there are less than 6 cards remaining in the player's Arsenal, playing this card will Pin him.

Censorship Match

-A player must name a card that exists in the Raw Deal CCG.

-A player may name a card with a Restricted Modification Symbol on it, that card cannot be played

-This effect does not stop a Reversal from reversing a Maneuver or Action if it is overturned while applying damage.

-If *Censorship Match* is blanked at the end of the Pre-match Phase and there is no opportunity to name a card, the player will not be able to name a card later in the game if this card becomes unblanked.

-This only prevents players from playing the named card. The card named may still affect the game in other ways. For example, if *Step Aside* is named, it may still reverse a Strike maneuver while overturning. It may also be discarded to the effects of *Ring Steps*.

Cerebral Assassin

MRP: The card now includes the text: "Cannot be packed by the Two Man Power Trip."

-This is a continuous effect based on the number of cards in hand.

-This card becomes active when played if there are not 5 or more cards in hand; this will negate abilities which function during Pre-match, such as The Phenom and Vince McMahon. This does not include determining the Starting Hand Size of Edge or the Edge Enforcer, as the variable explanation is exempt from blanking.

-Cards under *Keibler's Cookies* or *Torrie Wilson, On It!* do not count as being in hand for this effect.

-Blanks the text on a superstar card. Does not effect Arsenal construction, gender, Diva/GM status, or whether a Superstar card is a tag team ("You cannot play any Title Belt except the Tag Team Title Belts.").

-This will not make a player's deck illegal in any way.

-If an opponent has an Enforcer revealed, the additional ability of the Enforcer is blanked as well.

-*Cerebral* must be removed from the Ring Area in order to trigger the card drawing effect.

-If this card is activated during the resolution of an opponent's maneuver, any modifiers from that opponent's Superstar Ability are not negated during the resolution. **EXAMPLE:** If Big Freak'n Machine's protection is given to a Chain card, and the *Assassin*'s player discards to the chain trait to drop below 4 cards in hand, the protection will still apply while the card is resolving.

Cerebral Spray

-A maneuver played after using Spray's effect is viable to being reversed by cards that 'reverse a Maneuver played after *Irish Whip*' such as *Shoulder Block* and *Lou Thesz Press*, provided any other reversal restrictions are also met.

-The next Maneuver does not gain the benefits listed on the *Irish Whip* card, such as the +5D to Strikes. It only allows the play of cards such as *Leaping Knee to the Face* and *Atomic Back Body Drop*.

-Using card effects, a Stipulation card may be placed in the Ring after *Cerebral Spray* has been played.

Chained Heat

MRP: This card now includes the text "As a reversal, you may play this card without discarding any cards, reverse any Chain card and end your opponent's turn."

-Chain is a sub-class of a trait, like Set-up. Only the Action of *Chained Heat* has the Chain trait, a player gains no benefit of Chain using this card as a Reversal.

-If used as the first reversal to a Multi Chain card, the opponent must still discard 2 cards in order to play another reversal from Hand or Backlash Deck. The exemption from the discard requirement only affects this particular card.

-If this is used as the first reversal to a Multi Heat card, the maneuver will not be removed from the game, unless the second reversal card played also contains that effect. **EXAMPLE:** *When Hell Freezes Over!* Or another *Chained Heat*.

-If played from hand against a Heat card played from the Ringside pile, it will remove it from the game despite *Hell in a Cell Match* or The Rattlesnake, since the Heat card is not in the Ringside pile while being played.

-If this card is used to reverse a Heat card, but the opponent uses *I'm Gonna Break You* to prevent the removal from the game, the reversed card will instead go to the Ringside Pile.

Chain Wrestling

-Allows the search for one Chain card, and another if the player discard 2 cards to use the search effect of the Chain Trait.

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Chains of Destruction

-This effect works every turn, not just the turn played.

Change in Programming Lineup

-If this card is placed in the Backlash deck from the Ringside pile, this is an effect from a card with the Heat trait, and no other cards with the Heat trait will be removed from the game.

Chase Off Manager

-This card may be played if there is no Pre-match Manager card in your opponent's Ring Area.

Cheap Accolades

-This does not require a Maneuver played as the next card this turn. Multiple copies of this card can be played to generate a large bonus/plunging effect.

-Since the Reversals are affected by *Accolades*, RMS maneuvers are not being modified, and Reversals to an RMS card like *Gut Punch Body Slam* still require +20F to play.

Check This Out!

-A player does not have to name the card he wants to search for. He may look through his Arsenal first.

-If the player searches and cannot find a card that he does not have in hand, the effect will fail and he does not get a card.

Chest Lock Drop

-The decision to discard 3 cards is done when attempting to play this card, before Reversals are played.

-*Fortitude Surge* cannot be played in response to this card.

-This card mirrors the effects of *Fortitude Surge*.

Chicago Street Fight

MRP: This card includes the text "When the card titled *Dem Damn Dudleyz!* is in your Ring area, once during each of your turns, you may also discard 1 card and then put 1 Foreign Object from your Ring area into your hand." Also, activating this card is no longer 'a Mid-match Action' and does not prevent a Follow-up.

Chris Jericho, Kane, or... D-Von Dudley?

-The Kane Enforcer ability cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, since it is not a card effect generating the overturn, but an extension of the Superstar Ability.

Chyna Interferes

-This card may not be played against Chyna, but will reverse a maneuver by Chyna if overturned while applying damage.

Clean Break

-This card has no effect if overturned.

Clutch onto Opponent

MRP: This card includes the text "Can only be reversed by cards that specifically reverse the card titled *Clutch onto Opponent*."

-*Apply Illegal Leverage* may be played after this card.

-This card may not be reversed with Chyna's and Goldberg's abilities.

-This card may be affected by *Over Sell Maneuver*.

-If a player names *Clutch* for the effect of *Hardcore Holly*, *Guest Ring Announcer*, it will reverse *Clutch*.

Coach, Cole, or Finkel?

-The Finkel Enforcer ability cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, since it is not a card effect generating the overturn, but an extension of the Superstar Ability.

Coast to Coast

-Shane's ability will not affect this card due to the RMS, nor will *Beating the Odds*.

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-If made irreversible by its own text, this card can still be reversed by *When You Thought You Had All the Answers...* or *Not According to the Fine Print*.

Cobra Clutch (Throwback)

-The discard is in addition to the Chain trait, but will only take effect once. EXAMPLE: A player wishes to reverse *Cobra Clutch* with *Break the Hold* and *Elbow to the Face*, so he discards 2 cards for the Chain trait, then 3 cards for the text of *Cobra Clutch*; now he can play his reversals from hand or Backlash deck.

Collegiate Champions

ERRATA: The second paragraph of this card now reads: "ACE: When this card is in your Ring area, once during each of your turns you may discard 3 cards, and then look at your opponent's hand, choose 1 card, and he discards the chosen card."

Combination Attack

ERRATA: This card now includes the text: "Can only be played after a 4D or greater maneuver. A single "inactive" team partner may discard any maneuver of 6D or less from his hand and add the D value of that maneuver to the D value of this maneuver. Read as 10 when in your Ring area."

Comeback! (both versions)

-Discard the required number of cards if there are at least that many in hand; if there are less than the required amount, discard as many as possible up to that number.

-The removal effect will not affect Action cards with damage values greater than 0 such as *Inferno Match* and *Mania*.

-When *Comeback!* resolves, the player with the highest Fortitude discards cards one at a time until he fulfills the effects of the card. A player may not continue discarding cards after the condition is met.

-If *Remember Who Pays Your Salary* is revealed, this effect will not stop until Vince McMahon's opponent can no longer legally remove cards, as Vince will always have a lower Fortitude rating.

-If *The Ref Got in the Way!* is in the opponent's Ring area, the player discards for every card removed with this effect, to the best of his ability.

-Cards with a 0 damage value cannot be removed with this effect.

Commission-er Rules

-The player must choose a Reversal card. Hybrid Reversals are legal choices.

Con-Chair-To

-This card cannot be reversed by *When You Thought You Had All the Answers....* This card overrules the WYTYHATA effect.

-If reversed from Arsenal, the opponent still gets an irreversible Maneuver.

Counterproductive Ambitions

-Multi cards and other cards with multiple Maneuver sub-types count as any of the Maneuver sub-types.

Counter Slash

-If a reversal card ends the turn, but the opponent tries to cancel the end-the-turn effect (*Rabid Wolverine*, *Unbreakable Chain*) and that is cancelled (by *Don't Try This At Home*, etc), *Counter Slash* can still be played.

Crimson Goddess

MRP: This card includes the text: "...blank its text until the end of the turn,"

-This reverses the Maneuver it is played against. *Goddess* cannot be played if the Maneuver cannot be reversed.

-If this completely reverses a Maneuver with RMS, the RMS text will not take place and the Maneuver will not trigger effects that require a successfully played Maneuver.

-If this card is the first reversal to a Multi maneuver, the text is resolved normally, but the effect stating "The Maneuver goes in your opponent's Ring Area" is ignored, since this card did not completely reverse the Multi.

-If *Crimson Goddess* is played against a Maneuver with RMS, the text cannot be blanked, and the player may still reverse the RMS Maneuver while overturning cards for *Crimson*. The RMS will not ignore Reversals.

-The number of cards shuffled into the Arsenal is the damage amount of the Maneuver when played.

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Crippler Crossface

MRP: This card now has the Restricted Modification Symbol.

Critical Injury!

- Blanks the text on a Superstar card. Does not effect Arsenal construction, gender, Diva/GM status, or whether a Superstar card is a tag team ("You cannot play any Title Belt except the Tag Team Title Belts.").
- This will not make a player's deck illegal in any way.
- If an opponent has an Enforcer revealed, the additional ability of the Enforcer is blanked as well.

Cruiserweight Title Belt

ERRATA: This is considered to have the Smackdown logo.

Damn!

- If the player does not search his arsenal, he must still shuffle it.

Dare To Take a Challenge

- The player of this card controls the effect even if it allows his opponent a choice, so he could not gain the benefit of discarding *Ego Boost*

Dead Man Walking

- Cards like *Fortitude Surge* cannot be used in response, as it is not legal to play Reversals on a player's own turn. When the new turn starts, the plunging is already in effect, so *Surge* cannot be played.
- Since the Reversals are affected by *Walking*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Backslide* still require +25F to play.
- If *Surge* was already in play before *Dead Man Walking* is played, it can still be discarded to remove the plunging effect.

Death Waits for No Man

- The number of cards the opponent overturns is equal to the number of Superstar-specific cards, regardless of how many cards are put on the bottom of the Arsenal.

Debilitating Injury: Concussion

- The discarding of one card per turn is done before the opponent's Draw Segment.

Defensive Posture, Defensive Stance (rulings for both)

- Discarding this card is not considered playing it. You do not have to meet a Fortitude cost in order to use it.
- If this card reverses a *Discus Punch*, the person playing the *Discus* will not take +2D. This effect has no D amount, so +2D cannot be added to it.
- These cards will not reverse cards with specific reversal requirements, such as *Poke* and *Clutch onto Opponent*.

Defensive Style

- Packing this card will not prohibit packing and playing similar cards. EXAMPLE: *Defensive Posture* or *Defensive Stance*. The Throwback rule only applies to cards with exact card titles.

Delayed Atomic Drop

- If the card overturned is not Heat, it goes to the hand before it reaches the Ringside pile, and will not be prevented by *Hell In a Cell Match* or The Rattlesnake's ability.

Denville, New Jersey

- If the opponent searches and does not find more than 6 applicable hybrid reversal cards, there is no effect if this is determined later in the game.

Destiny

- While this card is a Set-up, it is also Unique and follows the rule of Arsenal Construction: only one per Arsenal.

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Did I Just Say... Three Minutes? (both versions)

-If there is an original version (Active) in the Ring area, the Throwback version cannot be played, as the text of the Throwback will only benefit that specific copy, not the Active card already in the Ring area.

Dirty Taker

-A player must name a card that exists in the Raw Deal CCG.

-If an opponent has zero cards remaining in his Arsenal, he still names a card but this effect ends, since a card cannot be revealed. No cards are overturned.

Disqualification!

-This card causes a Pinfall victory.

-*Disqualification!* must actually reverse a card for the text to trigger. Cannot be played against a Heel reversal that cannot be reversed. EXAMPLE: *Giving Away the Business* with *It Pays to be Evil* in play, or *Don't Hate da Playa, Hate da Game!* with *Managed by Theodore Long*.

-This card may be played on the player's own turn; the card text makes this legal.

Distractingly Divalicious

-The first two turns in the match are usually comprised of each player's first turn (2 turns total.)

-To clarify, a turn that was ended with *It's Showtime!* still counts as a turn.

-A turn that was skipped entirely never actually happens, and does not count towards the 2 turns.

-Reversals will still reverse while overturning.

-Hybrid cards cannot be played while under the restriction of *Divalicious*, except as a Reversal. EXAMPLE: *Don't Try This at Home*.

Divas! Divas! Divas!

-The player must choose a card if his opponent has one.

Divas Overload!

-This card can be played after *From the Top Rope*, as the requirement for cards in the Ring Area is part of the 'Can only be played after...' text.

-This will only count cards that have those exact quotes. Older cards are not being given errata to match.

Diversion (both versions)

MRP: This card now reads "If your next card played this turn is a maneuver, it cannot be reversed."

-If *Maintain Hold* is played, the *Maintain* 'ed Maneuver loses the irreversibility from *Diversion*. *Diversion* will only affect a Maneuver once.

Divine Intervention

-Lashley's non-unique maneuvers cannot be reversed by *Divine Intervention* when it is overturned.

-This card does not specify it is effective during the Pre-match phase, so it will not reverse overturn effects such as *Run the Gauntlet*.

Diving Bulldog

-This may be played if the player reversed a card to end his opponent's last turn, even if he overturned a Reversal. Reversing an ACE doesn't count.

-The opponent's turn must end due to a Reversal.

Diving Takedown

-The Fortitude Cost of this card if played as an Action is 5F, though this can be further modified by cards like *Big Boys Club* or *Nidia's Mink Coat*.

-If played as a Maneuver, cannot be reversed by such cards as *Don't Hate da Playa, Hate da Game!* The potentiality rule will not 'see' the Action half of this card.

Don't Be Shy

-A player may pick a maneuver card with RMS and their opponent must still attempt to play it.

-A player must choose a maneuver card if their opponent has one, however a hybrid maneuver/action can be played

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as an action.

Don't Hate da Playa, Hate da Game!

MRP: This card now includes the text "Cannot be reversed when your opponent is Triple H or when you have the card titled *Managed by Theodore Long* in your Ring area."

-Discard 3 cards if there are at least 3 in hand. If there are less than 3, discard as many as possible up to 3.

-No matter how many cards are discarded, 3 cards may be picked up from the discard pile. These may include cards that were discarded.

-This card reverses *Twisted Smile* as the discard is forced by your opponent.

-This card does not reverse a card with the Chain trait, unless the card text forces a discard effect.

Don't Try This at Home

-See rules regarding Activated Card Effects in the Glossary below.

-This card does not allow you to play it as a reversal on your own turn. A player can't reverse an ACE their opponent activates during the player's turn.

-This card does not reverse cards played that have the ACE logo, only the ACE when activated.

Don't You Never Eeeever!

MRP: The Premiere Edition printing of this card has the title *Don't You Never Ever!* This is not considered to be a different card title. Both cards cannot be packed in the same Arsenal.

Don't You Usually Wrestle in Dark Matches?

-This card can only be played if the opponent's Superstar Value is 2 or less, but will remain in play if the opponent's Superstar Value changes later.

-*Dark Matches* can be put into play without meeting the conditions with effects such as *Raw Roulette Wheel* or Paul Heyman's ability.

Double Chop

-This card is not a Multi when played as an Action, the Multi trait only applies as a Maneuver, as indicated in the card description.

Do You Know What My Watch Says? (both versions)

-This new Superstar Ability will override any switch made by *White Wedding*.

-If the Superstar Ability is blanked, this will include the new Ability granted by this card.

Do You Like Pie?

-A player may choose only 1 card.

Double Clothesline Takedown

-This card acts much like *Over Sell Maneuver*, except it only works on *Double Clothesline Takedown*.

-As a Reversal, it is played after a successful *Double Clothesline Takedown*; the ability of The Crippler may be used to search for and immediately play it. Similarly, Raven may draw 1 card and then play this as a Reversal card even if it was the drawn card.

Double Underhook Back Breaker

MRP: Now includes the text: "Can only be played when you have 3 or more cards in your hand."

Do You Know Who Else Is Hot?

MRP: The text relating to Paul Heyman is now located on Heyman's Superstar card.

Do You Live by the Three I's?

-A player cannot remove this card and some or all of the T cards with the same effect.

Do You Want a Hug?

MRP: The card now includes the text: "Cannot be packed by the Two Man Power Trip."

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Dragon Sleeper

-The player does not have to specify which card he is searching for. The card found must be revealed.

Drawing Extra Heat (original version)

-This card may be packed regardless of Superstar Value, but it can only be played if the current Superstar Value is 3 or less.

Drive Opponent Thru Announcer's Table

ERRATA: There is no card titled "Suicide Palancha," it now reads "*Suicide Plancha*."

Drop Toe Hold

-Some older versions of this card were printed without a Maneuver sub-type. It is considered a Grapple.

-This can remove any card from play if it is in the Ring Area, unless that card has the Permanent trait.

Duchess of Queensbury Rules

MRP: The text allowing William Regal to shuffle 12 cards when activated is now located on Regal's Superstar card. Also, there is no longer a restriction on what Superstars can pack *Duchess*.

MRP: Now reads 'When this card is in your Ring area, during your turn you may put this card into your Ringside pile and either: ignore the Permanent trait on the card titled *Hell in a Cell Match* and put it from your opponent's Ring area into his Ringside pile or, if you are about to lose the game via Count Out Victory, shuffle up to 8 cards from your Ringside pile into your Arsenal and end the current turn.'.

-This will trigger just before a player would lose to a Count Out victory condition. At that time, activate *Duchess* by placing it in the Ringside Pile and shuffle cards into the Arsenal instead of being Counted Out. This takes place before the opponent has the option to refuse the Count Out victory.

-*Duchess* may be activated at any time after the Draw Segment during the controller's turn to remove *Hell in a Cell Match*.

-*Duchess* will trigger on any Count Out victory condition.

Dude, Try Something Else

-The reversed card still counts as being played. This can make the next card played this turn vulnerable to cards such as *Backlash* and *Just Bring It!*

-This cancels the end-the-turn effect that is usually generated by reversing. If played as the first Reversal to a Multi card, the turn can still be ended if another Reversal with an 'end of turn' effect is played. If *Dude* is played as the second Reversal, the turn continues.

Dudley Tough

MRP: The text stating Buh-Buh Ray Dudley does not discard cards for his Superstar Ability is now located on Buh-Buh Ray's Superstar card.

Dudleyz³

-This card can be packed by Spike Dudley, because it contains his logo.

-An RMS card can always modify itself. This card costs 20F for Spike to play.

-The *Dudleyz³* player's hand is discarded when attempting to play this card, before reversals are played.

-Only 2 reversals are required to completely reverse this card.

Edge or Big Show?

-Unlike the Edge Superstar Ability, there is no minimum Starting Handsize for the Edge Enforcer.

-*Cerebral Assassin* will not prevent the Edge Enforcer from resolving his Starting Hand Size as printed.

-In an Edge Enforcer v Edge or Edge Enforcer match, randomly determine who goes first, since both Superstars are revealed at the same time.

-The Edge Enforcer's ability replaces the Superstar Value comparison that takes place at the beginning of the Pre-match phase. This effect can be taken away by the effect of cards played later such as *Las Vegas, Nevada* or *Revolution ECW Originals*.

Edge's Spear (Throwback)

-This will reverse a card played after any other Set-up besides *Irish Whip*, but will not reverse the Set-up itself,

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unless it was played after another Set-up card. EXAMPLE: *Edge's Spear* would reverse a maneuver played after *Chain Wrestling*, but not the *Chain Wrestling* itself.

Ego Boost

MRP: Now reads "Your next card played this turn is -5F."

When your opponent causes you to discard this card, draw up to 2 cards."

-The Most Recent Printing is clarification, not a change. If the reason for the discard is generated from the opponent, the card drawing effect is triggered. EXAMPLE: An opponent playing Chain maneuvers or *Indian Strap Match*.

-This will trigger whenever it is discarded by an effect controlled by an opponent, even during the Pre-match Phase.

-If a player is able to choose the card discarded, they may choose to discard *Ego Boost* and it will trigger.

EXAMPLE: Jericho's ability, cards like *Spit at Opponent* or *Neckbreaker*.

-If the opponent chooses which card is discarded, a player may not elect to discard *Ego Boost* instead. EXAMPLE: *Divas! Divas! Divas!* or *Commission-er Rules!*

-If multiple cards are discarded, duplicate copies of *Ego Boost* will trigger simultaneously. A player may draw up to two cards for each *Ego Boost* discarded.

-If *Ego Boost* is discarded to meet the requirement of an *Indian Strap Match* controlled by the opponent, the draw effect will trigger.

-If *Ego Boost* is discarded to allow the reversal of a Chain maneuver, the draw effect will trigger. The Chain trait creates a discard forced by the opponent in order to play a reversal.

-The card drawing trigger will not be stopped by Christian's ability, since the card is not 'played from opponent's hand.'

Egomaniacal

-Cards overturned, whether for effects or damage, are affected.

-The bonus granted from *Ego Boost* is added to the bonus from *Egomaniacal*, so the cost is -15F total.

-The Active player's effects resolve first in an instance where effects are attempting to move cards from the same trigger. EXAMPLE: *Egomaniacal* vs *I've Got a Nice...Bottom*.

Elbow Smash

ERRATA: Now includes the text "...and 1 card with the word 'elbow' in the title..."

-If the appropriate cards in the Ringside Pile, they must be returned to hand.

Elbow to the Face

MRP: This card is considered an uncommon card, even if printed in a foil version.

Electrifying

-This doubles the numbers in the text box only. The Damage and Fortitude costs are not affected.

-This effect only doubles numerical values. Numbers expressed as words are not doubled.

Elimination Chamber

-This may be played if *Hell in a Cell Match* is in any Ring Area.

Ensugiri (Throwback)

-The -3F bonus also applies while overturning reversals.

Enter the Stratosphere

MRP: The text preventing this card from being played against Trish Stratus is now located on Trish's Superstar card.

Escape the Rules

-A player may choose to shuffle *Escape the Rules* into his deck as an Action and elect not to perform either effect listed on the card without ending his turn.

-The desired effect of this card does not need to be announced prior to the opponent's reversal of it.

Escape to the Side

-This card can be discarded to any effect that requires you to discard *Escape Move* or *Step Aside*, such as, *Get a Look at These*, *Where's the Payoff?*, and *Ring Steps*.

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- If an opponent uses an effect that lets him choose which card is discarded, such as *Cole Calls It Right!* or *Explosion Raw Deal*, and the opponent chooses an *Escape Move* or *Step Aside*, *Escape to the Side* may be discarded instead.
- Discarding this card instead of *Escape Move* or *Step Aside* will do nothing else particularly special. All other effects are unaffected by this replacement. It is not considered a reversal effect and the opponent's turn continues normally.

Eugene Gump

- The number of cards used in each effect is the same, and is determined by the first effect, the number of cards shuffled into the player's Arsenal.
- The number chosen must be a legal number. EXAMPLE: If the *Gump* player only has 4 cards in hand, he cannot choose a number higher than 4.
- If the number chosen is greater than the opponent's handsize, he shuffles all the cards in his hand (fulfilling the effect to the best of his ability). Likewise, if the player is directed to draw more cards than are in his Arsenal, he will draw all the remaining cards; this does not create a Pinfall condition, but can lead to a Count Out if the turn ends with no cards remaining in the Arsenal.

Evening Gown Match

- Multiple copies will each trigger from the same successfully played maneuver, and each will resolve consecutively.
- A successfully played maneuver can be used to trigger the effects of *Evening Gown Match* before the opponent has the opportunity to play a reverse like *Over Sell Maneuver* or *Raw & Ready*.

Everybody's Got a Price

- Subtract the number of cards overturned from 10 to calculate the number of maneuvers retrieved. EXAMPLE: Eugene overturns 7 cards, this is 3 cards fewer than 10, so DiBiase searches for 3 non-hybrid maneuvers.

Everything and the Kitchen Sink

- The maneuvers taken from the Ringside pile must still meet the requirements for legal play. EXAMPLE: If the Dudley Boyz had a *Reverse 180-Degree Chair Shot* in their Ringside pile, they could not combine it with *Kitchen Sink* due to the 'Can only be played' clause on *180*.
- The maneuvers taken from the Ringside pile must also meet Fortitude requirements. EXAMPLE: If Rob Van Dam had 0 Fortitude, he could use his ability to reduce the cost of *Kitchen Sink*, but he would still have to have the required Fortitude to play the other foreign objects in the Ringside pile - he could not use a *Chair Shot* with *Kitchen Sink* because he has no Fortitude.
- It does not matter from what area the cards are reversed, it will still end the turn if one (or more) of the maneuvers is reversed.
- Big Poppa Pump (and the Freakzilla Enforcer) cannot take 2 maneuvers with *Kitchen Sink*, as the ability limits to two maneuvers played each turn.
- If played by Kurt Angle or The Dudley Boyz, *Kitchen Sink* could be used with 2 *Brass 'Nuks' Shot* cards, unless there is already *Brass* in the Ring area.
- The Rattlesnake or *Hell in a Cell Match* will not prevent the other Foreign Objects from being played, since they are considered as 'played from hand.'
- If any of the cards are reversed, they will go to the Ringside pile as normal.

Everything's Cool When You're...

- A player may only use this effect once per turn.

Evolution is a Mystery

- A player must discard cards in groups of 6, 3 Cards from each source.
- For each group of 6 cards discarded, 1 card may be chosen.
- All cards must be discarded at once, although *Touch Turnbuckle* cards may be returned to the Backlash deck as normal. This does not allow for further discarding, as the effect has already been completed.

Explosion Raw Deal

MRP: All copies of the original promo are now playable outside of Chile.

- In English, the card reads:

"Look at your opponent's hand, choose 1 Reversal card, and he discards it. You may discard 1 card. If you do, you may choose 1 Action card and he discards it."

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-The choice to discard a card to remove an Action is done after the initial viewing of the opponent's hand.

Extreme Warfare

-It is not relevant who played the first card, only that it was played. EXAMPLE: *Fortitude Surge*.

Eye Rake

-This gives an irreversibility bonus only if played from Hand. Overturning this card has no extra effects.
-If played as a single reversal to a Multi, the irreversible effect will carry over until the start of the *Rake* player's turn.

Faceplant (both versions)

-Edge shuffles cards back if he plays this as a Reversal or a Maneuver.
-If played as a Reversal, the damage can be modified from 0D. EXAMPLE: for APA this card would be 1D as a Reversal. (8-8+1=1D)
-This card reverses *Twisted Smile* as the discard is forced by the opponent.
-This card does not reverse a card with the Chain trait, unless the card text itself forces a discard effect.

Facebuster (Throwback)

-This will reverse a card played after any other Set-up besides *Irish Whip*, but will not reverse the Set-up itself, unless it was played after another Set-up card. EXAMPLE: *Facebuster* would reverse a maneuver played after *Chain Wrestling*, but not the *Chain Wrestling* itself.

Fall-Away Suplex (original version)

-This does not give a +1D bonus to itself when played. The bonus does not occur until the card is successfully played, and all damage modifiers have already been calculated.
-This will add a +1 bonus to other Suplex cards, including another copy of *Fall-Away Suplex*

Fall into the Corner

-The next card is considered played after *Throw Into the Corner Turnbuckle*, even if this effect is not desired.
-The next Maneuver does not gain the benefits listed on the *Throw Into the Corner Turnbuckle* card, such as the +6D to Strikes. It only allows the play of cards such as *Monkey Flip*, *Superplex*, *Big Show Splash*, etc.
-The reversed card still counts as being played. This can make the next card played this turn vulnerable to cards such as *Backlash!* and *You're as Graceful as a Cow on Ice*.

Falls Count Anywhere Match

-*Pay-Per-View Main Event* and *Wrestlemania* will trigger on this Pinfall win condition, but the player will immediately lose the game after it resolves, since it will not prevent the Pinfall condition from being met after it resolves.
-A player is just required to have 4 of the cards listed. Multiple copies will count. EXAMPLE: 3 copies of *Into the Barricade* and 1 copy of *Over the Barricade* will trigger this card.

Fans Love an Underdog (original version)

-At one time this card was banned. With the release of the Mania expansion in April 2002, it was unbanned.
-Since the reversals are affected by *Fans Love*, RMS maneuvers are not being modified, and reversals to an RMS card like *Lariat Takedown* still require +8F to play.

Feathered Boa

-If this card is hidden, it will affect a card being played by the opponent before a reversal card being played. EXAMPLE: An opponent plays *Clutch onto Opponent*, but *Feathered Boa* is hidden - that card can now be reversed by cards like *Elbow to the Face*.
-This will not cause a legally played card to become illegal. EXAMPLE: *Precision Clothesline*'s effect is used to play it for F: 0, then the text is blanked, but the card was already determined to be a legal play, so resolution of *Clothesline* continues.
-*Feathered Boa* will blank an Action card before it can determine its destination (and before the *Boa* player has an opportunity to reverse) or calculate damage - but after the legality check. This means if the card is not reversed, it will go to the Ring area. EXAMPLE: *A Good Old-Fashioned Mugging* is played as an Action and *Boa* is used to

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blank it; the card is legal for play, but without text, it will go to the Ring area as a D: 50 Action.

Feel the Fire

-This effect is cumulative with other cards increasing the amount of Heat cards played in a turn, such as *Sparks of Glory* or *Too Hot to Handle*.

Feign Strike

-If this card is played against Edge and Christian, the RMS will not prevent them from using their ability.

-Card effects removing maneuvers to lower Fortitude ratings cannot remove this card. EXAMPLE: *Undermine the Competition* and *Comeback!*

Fifi Interferes

-The overturn effect may be used at any time during the controlling player's turn, at his request.

Find Out How to Fight from Finlay

-Johnny can use *Find Out How to Fight from Finlay* to change a Dynamic maneuver into a Strike, then use his Ability to change the Strike into a High Risk.

-Junkyard Dog can reduce a Grapple Dynamic maneuver by -7F, then change it to another maneuver type with *Finlay*; however, the Fortitude check is done before *Finlay* takes effect, so a Strike/Submission will not receive the -7F for being named Grapple. EXAMPLE: If JYD has no Fortitude, he could not play *Dynamic Forearm* (F: 6 Strike) even with *Finlay*, as the card must first be legal to play before it could be changed to a Grapple.

First Blood Match

-If there are 6 Foreign Object Maneuvers in play, *Pay-Per-View Main Event* and *Wrestlemania* will trigger on this Pinfall win condition, but the player will immediately lose the game after it resolves, since it will not prevent the Pinfall condition from being met after it resolves.

-If there are 3 Foreign Object Maneuver in play, and *Busted Wide Open* was played to trigger the alternate condition, Pinfall-triggered effects such as *Wrestlemania* will allow the game to continue.

-It is possible for this card to cause a double Pin with the 6 Foreign Object Maneuver effect. In a tournament this would result in a double loss for both players similar to a double Count Out (0 points each.)

-With 3 or more foreign objects in the Ring area, playing *According to the Contract Table* and naming it *Busted Wide Open* will not allow for the victory condition, as the card was not played with the required title.

First Family of Professional Wrestling

-If a Pre-match card with 'McMahon' in the title has been blanked (*Old School Wrestling Match* or *Piper's Pit*, for example), *First Family* can still add its text to that card, because the card was ALREADY blanked, and the text is now being added. EXAMPLE: Phenom plays *Old School Wrestling Match*, Shane O'Mac plays *Backed by Mr. McMahon*, then later plays *First Family*; the text regarding additional Pre-match cards is added back to the previously-blanked *Backed by Mr. McMahon*.

Flip Over the Corner Ringpost

MRP: This card reverses *Throw Into the Corner Turnbuckle*. There is no card titled "Throw Opponent Into the Corner Turnbuckle."

Flurry of Strikes

-The -10F bonus also applies while overturning reversals.

Flying Body Lock

-This does not reverse *Atomic Back Body Drop* or *Tilt-a-Whirl Powerslam*, as it doesn't reverse the maneuver specifically played after *Irish Whip*.

Flying Body Press

MRP: This card is considered an uncommon card due to reprinting.

Flying Choke Hold

-*Apply Illegal Leverage* may be played after this card, but as usual it will only copy the text box and none of the

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traits.

Flying Mare

-This can be played after a maneuver that was granted temporary Stun Value, by effects such as *From the Top Rope*.

Forever

-If this card is overturned as a reversal, and reverses the maneuver, it goes to hand before it reaches the Ringside pile, and will not cause the removal of Heat cards from the Ringside pile, nor is it restricted by Rattlesnake or *Hell in a Cell Match*.

For the Love of God - Why, King, Why?

-A player may choose any Enforcer their opponent has revealed; it does not have to be on the same card as the previous Enforcer.

For the Love of The Game

-This card can be packed by MNM or the Boogeyman as a Pre-match card, and played as a Mid-match card during their turn.

-This card can be packed by Test, and can be played in the Pre-match Phase (if the conditions are met).

-This card can be played in the Pre-match phase if the opponent has a combination of Title Belt cards and cards that have 'Title Belt' in the text that equal 2. EXAMPLE: A player has *WWE Championship Belt* and *The Champ Is Here*, so *For the Love of The Game* can be played against him.

-If this card is played as a Pre-match card, it will also count as 1 card toward the limit of Mid-match cards that can be played. However, the limitation on Pre-match cards is only imposed during the Pre-match phase, so *For the Love* can be played as a Mid-match card even if the maximum number of Pre-match cards were already played.

-Due to its specific wording, this card affects the opponent's reversals, not the maneuver being played; this means an RMS printed F: 0 maneuver will get the benefit of For the Love.

Fortitude Surge

MRP: "Can only be played if an effect your opponent controls is modifying your Reversal cards. When this card is in your Ring area, you may put this card into your Ringside pile and your Reversal cards are unaffected by Fortitude modification for the rest of the turn."

-This may be played if an opponent plays a card that might modify Reversals in any way. This includes modifying the damage as well as the Fortitude cost.

-*Surge* may not be played on a player's own turn, even if the opponent plays a Reversal that modifies Reversals during the next turn. EXAMPLE: *Kane's Return* or *Showdown*.

-Discarding this card will stop all effects that would modify that player's Reversal cards until the end of turn. Multiple copies of this effect are redundant.

-This effect stops all modifiers, even favorable ones. EXAMPLE: Undertaker discards *Fortitude Surge*. Until the end of turn, *Brothers 'til the End* will cost him 20F to play instead of 10F.

-This card may be activated at any time a card or effect could be used, even if nothing is being played by the opponent, except during damage resolution.

-*Fortitude Surge* can be played at any time during Doink's turn, as his ability is constantly modifying the reversals of his opponent.

Four Corners Match

-It is possible for this card to cause a double Pin. In a tournament this would result in a double loss for both players similar to a double Count Out (0 points each.)

From the Bowery

-A player may play a Maneuver or Action if there are no other cards in hand to discard. This is because *Bowery* adds a mandatory discard effect after the card played becomes successful.

Full Nelson Slam (Throwback)

-If this card is blanked by *Over Sell Maneuver* or other reversal, this will not change the amount of damage that was already calculated.

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Fully Loaded

MRP: This card now has a single Fortitude cost of 15F, and the text "If your Fortitude Rating is less than your opponent's Fortitude Rating, this card is -7F."

-The reshuffle effect of this card may be used even if there are cards in hand.

-This is vulnerable to cards such as *Totally Bogus*, even if no cards will be drawn due to having cards in hand.

Game Over? You're Damn Right I'm Over!

MRP: The text granting -10F to *Sledgehammer Shot* is now located on that card.

Garbage Can Lid (original version)

-This card is a hybrid Reversal card, it can be used to reverse *Atomic Lariat*.

Get a Look at These

-A player will end the turn regardless of their opponent's choice.

Get Crowd Support

-This does not require a Maneuver played as the next card this turn. Multiple copies of this card can be played to generate a large bonus/plunging effect.

-Since the Reversals are affected by *Support*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Short Arm Rib Breaker* still require +20F to play.

Get Hardcore!

ERRATA: The Survivor Series 1 version of this card (with Cactus Jack logo) now reads "When this card is in your Ring area..."

Get Out of Here!

-Only one copy of *Get the "F" Out!* may be retrieved with this effect.

Get the "F" Out!

-Per the text of this card, it will completely reverse a Multi card. It doesn't matter if this card is the first or second Reversal.

-This will reverse a Multi card if overturned while applying damage, even if this is the first Reversal applied to that Multi card.

-This card will completely reverse a Multi Trademark Finisher.

Gettin' Beat Like a Government Mule

-This card is vulnerable to cards such as *Backlash!*

-This will only copy effects (card text) and damage, but not traits such as Heel or Smackdown. Per the text of this card, it can be reversed as though this card as if it was of the same card type.

-This does not copy the title of the card.

-If played after a *Running Bulldog* (that dealt 8D or more) this card will not be able to be reversed, even by Action Reversals.

-*Mule* acts similarly to a Maneuver, but is not a Maneuver. EXAMPLE: a player could not play a High Risk requiring a maneuver to be played, or *No Mercy* after this card.

Get What You're Expectin'

ERRATA: "You must reveal 3 maneuver cards in order to play this card."

-The irreversible Maneuver does not have to be one of the cards revealed.

-Hybrid Maneuver cards may be revealed.

Ggggggoooooooooollllllldddd-berg!

-If an opponent plays *Old School Wrestling Match*, but it is removed before its effect resolves, the targeted card will not be removed.

Giant Head Butt

-If *Giant Head Butt* is reversed by a reversal or effect that completely reverses a Multi, no further reversing is

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necessary.

-If the randomly-discarded card is F: 0, Andre will search for a card, as zero is an even number.

-If there is no card in hand to be discarded, there is no search effect.

Girly Grab

-If *Girly Grab* cannot be reversed, *Elbow to the Face* will not reverse it, and *Sidewalk Slam* (TB) cannot reverse it due to the text of the card.

-If *Apply Illegal Leverage* is played after *Girly Grab*, it can be reversed by overturning *Iron Will* (original), as that card specifically names *Leverage*.

-If the damage of *Girly Grab* is raised above 8D, *Elbow to the Face* cannot reverse this card.

Girly Punch

-The Reversal must be printed D: 0, and it must be an appropriate Reversal.

-Reversals such as *Knee to the Gut* that have a printed D: # cannot be used.

Girly Slap

-This card cannot be reversed by cards with printed D: #.

Give it All I Got!

-The player does not have to play one of the Maneuvers revealed.

Give You the Runaround

-The player must choose a card if possible.

-If a card cannot be chosen to be removed, the opponent still gets to draw 3 cards.

Glad Someone Has my Back

-If a player uses this card with less than 2 Tag icon cards remaining in their Arsenal, the effect will cause a loss by Pinfall.

Glass Ceiling

-Cards played will still lower a player's Superstar Value, but any effect that would raise a player's Superstar Value is ignored.

-This does not affect the SSV bonus from Enforcers, as they are not 'played'

-If an effect that lowers a player's Superstar Value is removed, that player's Superstar Value is restored. This does not count as raising the Superstar Value.

-This will negate bonuses to Superstar Value from cards already in play, such as a Venue like *New York, New York*.

Go for the Cover!

-Any Reversal being overturned will be counted by this card. The opponent does not have to meet the Fortitude costs or Reversal types.

-If the opponent reaches the end of his Arsenal without revealing three Reversal cards, he will lose by Pinfall.

Go On, Give 'im Some Sugar!

-If a Multi card is played after this card, the discard effect will only trigger if the Multi card is completely reversed from Hand or Backlash deck.

Goldberg's Jackhammer

-This card may be played if Goldberg reversed a card to end his opponent's last turn, even if he overturned a Reversal. Reversing an ACE doesn't count.

Grab the Mic (Throwback)

-The extra draw will only apply if the Superstar has a "Tag Team Superstar Ability," unless *Trash Talkin' Interview* is in the Ring area.

Grab the Ref

-*Grab the Ref* can be played at any time during Doink's turn, as his ability is constantly modifying the reversals of

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his opponent.

Grab WWE Timekeeper Mark Yeaton's Chair

-If chosen, this effect will remove multiple 'Can only be played...' clauses from a Foreign Object card.

Grapple With Your Faith

-The random choice is done without seeing the opponent's hand.

-A 'chosen' card must be able to reverse *Faith*, meeting Fortitude costs and reversal conditions as always.

EXAMPLE: If the three randomly chosen cards are *Clumsy Opponent*, *Step Aside*, and *Chained Heat*, (and *Faith* is not otherwise modified), none of the chosen cards can reverse, so in this example, *Faith* could only be reversed from Arsenal.

-*It's Great To Be Back Here In...* will reverse this card from hand (or Arsenal) even if it is not one of the 'chosen' cards.

-If the opponent has 3 or less cards in his hand, all cards are 'chosen.'

Great Power Brawl

-Packing this card will not prohibit packing and playing similar cards. EXAMPLE: *Great Technical Knowledge* or *Amazing Display of Power*.

Gut Punch Body Slam

-The card can be reversed based on the removal effect determined by the Fortitude Rating check. EXAMPLE: *Gut Punch Body Slam* can only be reversed by *Inverted Body Block* if the *Slam* player's Fortitude Rating is higher when the card is played.

Half Crab

-If another effect is used to search for a *Boston Crab*, the player may play an irreversible *Boston Crab*. EXAMPLE: *Prove Me Wrong* or Hurricane's ability

Half Hour Suplex

-When choosing to discard cards, pick a number of cards in hand and discard that many cards. There is only one opportunity to do this; once the discard has been completed, the effect is resolved. Cards drawn from another source such as *Let's Make Some Noise* resolve after the discard effect

Handicap Match

ERRATA: This card can only be packed if the Superstar card states "You cannot play any Title Belts except the Tag Team Title Belts," or specifically states *Handicap Match* may be played.

-Superstars without this text such as Paul Heyman, Evolution and Gail Kim / Molly Holly cannot pack this card.

-The play requirements for this card are not changed. As printed, the card can only be played against a Superstar who does not have the tag team text. The People's Team and The Dangerous Alliance have specific text that modifies the use of this card.

-If *Raw Roulette Wheel* is used to put this card into play, it may be used against any Superstar, as it is not being played. However, it can still only be packed as listed in the errata above.

-The choice is made at the end of the Pre-match Phase. If the card is not present at that time due to *Raw Roulette Wheel*, there is no option to make the choice later.

-If this card is moved out of play and returned to play later, or blanked and later unblanked, it will remember which choice was made.

Hangman's Neck Breaker

-Multiple copies of this card are cumulative.

-This does not allow Grapple Maneuvers to be reversed by cards such as *Don't Hate da Playa*, *Hate da Game!* unless they have a printed discard effect.. The discard effect of *Hangman* is coming from an outside source.

Happy You're Here, Happier You're Gone (original version)

-This card is considered to gain the Permanent trait if the opponent is Chyna, even in a multiplier game where someone other than Chyna is trying to remove this card. As long as Chyna is an active opponent, it cannot be removed.

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- Within Your Grasp* cannot remove this card, as the Permanent trait only affects *Happy*.
- If Chris Jericho's ability is swapped with *White Wedding*, this card will not affect the 'new' ability due to the very specific wording of *Happier*.

Happy You're Here, Happier You're Gone (Throwback)

- If an opponent's Superstar Ability causes them to discard more than one card, the total amount of cards to be discarded is increased by one. EXAMPLE: Undertaker would discard 3 cards to pick up a card from his Ringside pile, Goldberg would discard 4 cards to reverse a maneuver.

Hardcore Holly, Guest Ring Announcer

- If *Clutch onto Opponent* is named, this card is able to reverse *Clutch* when activated.
- This card cannot be used with *Atomic Back Body Drop*, *Atomic Lariat*, and other cards that require specific 'reversal cards,' as *Hardcore* is not a reversal card.

Hardcore Tournament 24/7

- This is not a playable card. It may not be packed in any deck.

Headstrong

MRP: This card includes the text: "Can only be played from your Ringside pile when you have at least 5 other Heat cards in your Ringside pile."

- This card can be played even if *Hell in a Cell Match* or other Ringside pile restriction is used. This is because the card is being played, not moved. However, the Action removal effect of this card from the Ringside pile will not work if a *Cell* or *Rattlesnake* prevents this.
- The Action removal effect of *Headstrong* is the effect of a Heat card, and does not trigger the removal of other Heat cards (unless they are Actions) from the Ringside pile.

Heat Barrier

- The increase in Heat cards needed also applies to cards such as *Headstrong*, *Leave Me Alone*, and *I Already Warned You*.

Hell in a Cell Match

MRP: This card now reads: "Run-in cards cannot be played and no card or card effect can move any number of cards from any Ringside pile."

Cards with the Chris Jericho, Kane, Mankind, Rock, Stone Cold Steve Austin, Triple H, Undertaker, Kurt Angle, Cactus Jack, Deadman Inc, or Shawn Michaels logos are not affected by this card." Also, there is no longer a restriction on what Superstars can pack *Cell*.

- This card is not to be confused with the Hell in a Cell tournament format, now renamed Steel Cage, though some Managers may refer to it by the old title.
- Cell* stops any card effect from moving cards from the Ringside Pile. This does not affect Superstar Abilities.
- This does not prevent cards played from Ringside Pile, such as cards with the Heat trait, *Change In Programming Lineup*, or *Blindside Choke*.
- The effect of *Cell* takes place immediately. Pre-match cards that bring cards from a Ringside Pile to hand will not work.
- This card may only be removed by the card titled *Duchess of Queensbury Rules*.
- If this stipulation is blanked for a time and later becomes unblanked, it will still stop recursion abilities from cards that were played while the *Cell* was blanked.

Hello, Ladies!

- This card will count itself when calculating how many cards are shuffled into the Arsenal.

Here Comes the Coach

- This card may be played as a reversal while *Hell in a Cell Match* is in play.
- If Edge & Christian play this card as a reversal, they may use their ability to return the card to the Backlash deck and draw 1 card instead.

Here I Stand: The Champion

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-This card will count itself when calculating how many cards are discarded.

He's as Crazy as a Pet Raccoon

-There is no text missing on this card. If played as an Action, that's all it does.

-This will reverse anything that is, or can be, discarded when played or successfully played. This includes cards such as *Sucker Punch*, *Iron Will* and *Little She Devil*.

-The reversal looks for the word 'overturn' or 'discard'. It will not reverse a card that does not use either of those words.

Hey, Whatcha Doin'?

-If an opponent's card is reversed, he still attempted to play it.

-An opponent cannot attempt to play a card illegally. Only legal attempts will be counted.

-This card can only be played if the opponent voluntarily opted to end his turn. If his turn was ended for him, this will not allow the play of *Hey, Whatcha Doin'?* EXAMPLE: *It's Showtime*.

Hide and Seek

-The player using the ACE of *Hide and Seek* must declare when using the effect of the card (after the cost is paid) whether he is searching the hand or Arsenal; only one may be chosen.

Highlight Reel

-The first effect means this card can be played during other phases such as Venue or Manager, as well as the regular Events phase.

-This replaces any card a player might play in any given Phase. EXAMPLE: If *Highlight Reel* is played during the Feud Phase, that player may not play a Feud.

-If an opponent has played a Venue, this card can still be played during the Venue phase, as it is not a Venue card. Likewise, an opponent could still play a Venue card if this card was played first.

Hmmmm... Don't Think Too Hard

-Packing this card will not prohibit packing and playing similar cards. EXAMPLE: *Hmmm*.

Hold On, Hotshot!

-As an action, this card resolves to the Ring area.

Hold On! It's Not Time to Show Yet! (original version)

-Per the card text, this card may be played before your normal card draw.

-*It's Showtime* will not be able to end the first turn before a player has a chance to play this card.

-This card breaks the rule that a player cannot play an Action before the Draw Segment. This is not a rule change.

-This card does not prevent *Showtime* from ending the first turn.

Holla! Holla! Holla!

-This card is a Trademark Finisher + Action. It is not a hybrid, as there is no option to play the card as one type or the other.

Houston, Texas

-For clarification, the *Houston* player will continue choosing and discarding cards as long as an Action or a Maneuver is chosen each time, even if this card is a Reversal hybrid.

-If any player picks a card that is neither an Action, Maneuver or Reversal, the chosen card stays in the hand and the effect of picking cards ends.

-The player who played *Houston* may choose which cards are discarded from his own hand.

How Important Is It?

-This effect blanks the text on a Superstar card. Does not affect Arsenal construction, gender, Diva/GM status, or whether a Superstar card is a tag team ("You cannot play any Title Belt except the Tag Team Title Belts.").

-This card will not make a player's deck illegal in any way.

-If an opponent has an Enforcer revealed, the additional ability of the Enforcer is blanked as well.

-Superstar Abilities that take place before the Draw Segment, such as The Rock or Kane, will occur before being

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blanked by *How Important*.

-Discarding to *How Important* is considered an effect controlled by the player discarding cards, similar to *Backstage Politics*. A discarded *Ego Boost* will not trigger its own effect.

-This card will not blank an ability when successfully played, this effect cannot begin until the opponent chooses whether to discard to its effect.

How Many Times?

-If *Let's Wrestle Already* reverses the overturn effect, all remaining effects are also prevented.

Huge Bump Out of the Ring

-This reverses the Maneuver it is played against. *Huge Bump* cannot be played if the Maneuver cannot be reversed.

-If this completely reverses a Maneuver with RMS, the RMS text will not take place and the Maneuver will not trigger effects that require a successfully played Maneuver.

-If this card is the first reversal to a Multi maneuver, the text is resolved normally, but the effect stating "Opponent's Strike, Grapple, or *Irish Whip* card stays in his Ring area" is ignored, since this card did not completely reverse the Multi.

-If *Huge Bump* is played against a Maneuver with RMS, the text cannot be blanked, and the player may still reverse the RMS Maneuver while overturning cards for *Bump*. The RMS will not ignore Reversals.

Hulkamania: Always in Style

-The reference to 'Hulk Hogan' applies to Hollywood Hulk Hogan.

Hulkin' Up

ERRATA: This card includes the text: "Blank that maneuver's text and damage until the end of turn, "

-Because *Hulkin' Up* is played 'after a successfully played maneuver,' it can be played against a Maneuver that cannot be reversed, or can only be reversed from certain zones, as *Hulkin' Up* does not reverse the Maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen.

EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-The blanking effect only lasts until the resolution of *Hulkin' Up* and the end of turn.

-This card will not blank a Maneuver with the Restricted Modification Symbol on it. It will still end the opponent's turn and grant an irreversible Maneuver after the RMS Maneuver has resolved.

-If *Hulkin' Up* is played against a Maneuver with RMS, the text cannot be blanked, and the player may still reverse the RMS Maneuver while overturning cards for *Hulkin'*. The RMS will not ignore Reversals.

-Once *Hulkin' Up* is resolved, the turn has been ended; no further effects such as *Over Sell Maneuver* can be used.

Hulkin' Up (Throwback)

-Because *Hulkin' Up* is played 'after a successfully played maneuver,' it can be played against a Maneuver that cannot be reversed, or can only be reversed from certain zones, as *Hulkin' Up* does not reverse the Maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen.

EXAMPLE: *Running Lariat*

-This card will not blank a Maneuver with the Restricted Modification Symbol on it. It will still end the opponent's turn.

-If *Hulkin' Up* is played against a Maneuver with RMS, the text cannot be blanked, and the player may still reverse the RMS Maneuver while overturning cards for *Hulkin'*. The RMS will not ignore Reversals.

-Once *Hulkin' Up* is resolved, the turn has been ended; no further effects such as *Over Sell Maneuver* can be used.

Human Highlight Reel

-This card will not trigger from the Maneuver used in order to play it.

Hurricane Clothesline

-Hurricane gets -4F to this card as a Maneuver or a Reversal. However, this card is 10F if overturned as a Reversal, since it is not 'played.'

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-Effectively lets the opponent ignore the "...of 7D or less" of their *Elbow to the Face* cards when reversing this Maneuver.

I Aims ta be Startin' Sump'tin'

-The opponent may choose any 3 cards from his Backlash deck as long as they are Mid-match cards.

I Already Warned You

MRP: This card includes the text: "Can only be played from your Ringside pile when you have at least 5 other Heat cards in your Ringside pile."

-This card can be played even if *Hell in a Cell Match* or other Ringside pile restriction is used. This is because the card is being played, not moved.

-It is not relevant who played the first or second card, only that they were played. **EXAMPLE:** *Sustained Damage* or *Fortitude Surge*.

I Am a Wrestling God

-The card has no Damage modifier if there are 7 or more cards in JBL's hand.

-Subtract the number of cards in hand from 7 to calculate the bonus. **EXAMPLE:** JBL has 3 cards in hand, this is 4 cards fewer than 7, so he gains +4D to his maneuvers.

I Can Slap a Tornado

-The removal of the top card of the Arsenal can lead to a Count Out if there are no other cards remaining.

I Can't Be Reading This Right...

MRP: Now begins with "Cannot be packed by Female Superstars." The text preventing Ric Flair from packing this card is now located on Flair's Superstar card.

-This card cannot be retrieved with *Asset Retrieval*.

...I Change the Questions.

-If there is more than one Trademark Finisher in the Arsenal, only one may be searched for. It does not matter which Trademark Finisher is retrieved.

I Don't Care About the Heat

-If this card is in a player's Ring Area, it is an ACE. If an opponent is using the effect, it is not in their Ring Area, so it is not an ACE.

-No matter who played the card, the use of it qualifies as 'an effect your opponent controls' similar to *Backstage Politics*. Therefore, use of this card will not trigger the removal of Heat cards from the Ringside Pile.

I Have A Major Announcement

-Hybrid non-Superstar-specific maneuver cards can still be played as reversals and actions.

I'd Rather Be in Chyna

-If this card leaves play before all three turns have passed, the rest of the effect is ignored.

-This card will prevent the playing of RMS Maneuvers.

If You're Not Cheating, You're Not Trying

-This can only get a card that was removed from the game if that card started the game in Arsenal or Backlash deck. A player cannot get a card that did not start the game in their Arsenal or Backlash deck.

-A player cannot get a Backlash Deck card to their Hand, since this card could never go to Hand. He can only get a Backlash deck card into his Ringside Pile.

I Gotta Say, Out of Play

-Reversed cards never go to the Ringside pile, so Rattlesnake's ability or *Hell in a Cell Match* won't prevent the removal.

I'll Make You Tap

-The next card played does not have to be the same Submission Maneuver searched for.

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-This card may be reversed based on its potential removal effect if that is not the player's choice, since the choice is not made until the card is successfully played. It can be reversed by a card such as *Inverted Body Block*, or a *Judo Takedown* can be put in play.

I'll Take a Shot

-If for some reason the card cannot be drawn (no cards left, Christian's ability) this card has no effect.
-If a Maneuver or Action is not drawn, the card will not be discarded.

I'm Always on Top

-The reduction is cumulative if there are multiple copies in play.

I'm Driven By Anger

-This card is a High Risk maneuver, an Action, and a reversal hybrid card.
-This card can be played as a High Risk maneuver with no requirement; it deals 0 Damage unless otherwise modified.
-As an action, this card can put itself on the bottom of the Arsenal.

I'm Giving You a Chance

-The opponent does not get to see which card is shuffled back into the player's Arsenal.

I'm Gonna Break You

-The first effect of this card compares only the number of cards in the Ring areas to determine if the effect can be used. If so, the total number of Pre-match cards in the Ring area and Ringside pile are counted by both players to determine how many cards are chosen.
-If this card is used to prevent another card from being removed from the game, that card will remain where it was. This includes the activation of a card that requires its removal from the game. EXAMPLE: *It's a Numbers Game* or *Defensive Stance*.
-The replacement effect works as soon as it is in play, even during Pre-match.
-If an effect will remove # cards from an Arsenal from the game, a player cannot choose specifically which card is not removed. He may choose to remove one less card, but will not be able to view the card that is not removed. EXAMPLE: The first *My Sacrifice* is played, *Break You* can be used so only the top 3 cards are removed instead of 4.
-If *Break You* is removed to reduce the cost of *My Sacrifice*, *Break* will not count toward the Pre-match total.
-If *Chained Heat* is used to reverse a Heat card, but *I'm Gonna Break You* is used to prevent the removal from the game, the reversed card will instead go to the Ringside Pile.
-*Break You* can be used to prevent the removal of a Heat card moved from the Ringside Pile, but any remaining Heat cards in the Ringside Pile will still be removed.
-If the ACE on *I've Got a Nice... Bottom* is used, but *Break You* is activated to prevent the removal from game of *Bottom*, the other cards are still moved from *Bottom*, but that card stays in the Ring Area.
-If an effect will remove # random cards from the game, a player cannot make a choice as to which card is not removed, only to remove one less card. EXAMPLE: *Volley This* reverses an Action of 5 Fortitude, *Break You* can be activated so only 4 random cards are removed.

I'm Making This Up as I Go Along...

-*Apply Illegal Leverage* can be played after this card if it is a Submission Maneuver. However, the Multi trait is not granted to *Leverage*, so two Maneuver types are chosen but only one Reversal is needed to reverse *Leverage*.

I'm Sorry, But You're Boring Me

MRP: This is considered to have the Raw logo. It has the Raw trait.

I'm The Biggest Dog on This Block! (both versions)

-This new Superstar Ability will override any switch made by *White Wedding*.
-If the Superstar Ability is blanked, this will include the new Ability granted by this card.

I'm the Champ - Nothin's Gonna Change That!

-A player cannot remove this card and Title Belt cards with the same effect.

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-A card affected by *Old School Wrestling Match* is not removed until the End-of-Pre-match Phase, so it is possible to prevent the removal by making the affect card permanent using *I'm the Champ*.

Indian Strap Match

MRP: This card now reads "Any player discards 1 card in order to play a non-Set-up Action card." Also, there is no longer a restriction on what Superstars can pack *Strap*.

-The effect of *Strap* takes place regardless of where the Action card is played from.

-If the Action card is reversed, the player will have already discarded a card so they don't get it back.

-An opponent's *Indian Strap Match* will trigger an *Ego Boost* if discarded in order to play an Action card.

Inferno Match (original version)

-Overturning a card to *Inferno Match* will cause you to lose via Pinfall if a player cannot overturn a card.

-When *Inferno Match* is played, the 1D it deals may be reversed if an appropriate reversal is overturned. This will have no effect on the *Inferno*, but it will end the turn.

-If a maneuver is played that removes another card from play such as *Drop Toe Hold* or *Gut Punch*, you may choose the *Inferno Match* to be discarded. If so, that player will not overturn a card from the *Inferno* removed, since it is no longer in play when the card completely resolves.

-Multiple copies can be played. Each one will trigger independently.

Inferno Match (Throwback)

-This effect will trigger if a card is placed into the Ring area, such as *Judo Takedown* and *Backstage Politics*, or using the effect of *Managed by Miss Jackie*.

-The additional overturn will only happen once when initially triggered. EXAMPLE: *Inferno Match* is triggered and *Escape Move* is overturned, causing an additional card to be overturned as well; if that card is a reversal, this will not trigger more overturning from *Inferno Match*.

-This card will be triggered by other cards played during the rest of the Pre-match phase.

-A player with *Inferno Match* in his Ring Area, triggering his own card, gains no benefit from overturning *Let's Wrestle Already* (or another overturn-effect reversal). That player cannot reverse his own effect, however, since *LWA* is a reversal card, he will overturn one additional card.

Inside Cradle

MRP: "As a Maneuver, can only be played after a 5D or greater Maneuver." This was left off the first version of this card.

-A version of the card was printed with the above text, but the following was not printed at the bottom of the text box: "...win the game via Pinfall victory."

-When calculating the total Fortitude for this effect, count the 1F this maneuver gives.

-This card will check for a victory condition before dealing its damage.

Inspiration for a New Generation

-Only cards with a printed Eugene logo interact with this card.

In the Interest of Fairness (original version)

-The player cannot choose not to use this effect.

Inverted Body Block

-This card can reverse a card that has the ability to remove that player's cards, regardless of the game state.

EXAMPLE: Can reverse the card *Money Talks*, *BS Walks*, even if there are no Action cards in play.)

-This card can reverse a card with an option that can potentially remove cards, even if that option is not desired by the player. EXAMPLE: *I've Got Two Words For Ya!* or *I'll Make You Tap!*

-This will not reverse a removal effect such as Evolution's Superstar Ability or using the ACE of *Managed by Paul Heyman*.

-This has no effect against cards with self-removing abilities, such as *Trash Can* or *Beating The Odds*.

Irish Whip (original version)

-If used as a reversal, if a player plays a Maneuver as the first card on his turn, it is considered "played after *Irish Whip*", even if this effect is not desired. Strikes will do +5D and cards such as *3D* and *Leaping Knee to the Face*

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may be played, due to the text of *Irish Whip*. This card is also vulnerable to Reversals for such cards. EXAMPLE: *Lou Thesz Press* or *Overshot Your Mark*.

Iron Will (original version)

ERRATA: Now begins with "Cannot be packed by..."

- It is discarded as it would enter the Ring area. It may be reversed as normal, the 'discard' effect does not grant this card extra exemptions
- This card is still considered played, and will trigger any effects that would normally trigger on a played card.
- If a player is restricted from playing Action cards, he may not play this card.

It Doesn't Matter What Your Name Is!

- The number of cards drawn for this effect happens as one effect. EXAMPLE: The opponent has a Superstar Value of 2 or less, the player draws (up to) 5 cards as one effect, not 2 and then 3.

It's All For My Fans

- When played, this card counts itself as a Face card.

It's a Numbers Game

- This will completely reverse a Multi card. It doesn't matter if this card is played as the first or second Reversal.
- This card will reverse a Multi card if overturned while applying damage, even if this is the first Reversal applied to that Multi card.
- If *I'm Gonna Break You* is used to prevent *Numbers Game* from being removed from the game, *Numbers* will remain where it was.

It's Getting Hot in Here

- Heat cards can only be played from the Ringside pile during 'any player's turn'; this card cannot be played from the Ringside pile during the Pre-match phase even if there are enough Heat cards.

It's Great To Be Back Here In...

- This reversal will not ignore restrictions from Enforcer or Superstar Abilities such as Big Freak'n Machine.
- This reversal cannot ignore restrictions from RMS cards such as *Atomic Lariat*.
- If a restriction exists from an Ability (not a card), *Great To Be Back* can still reverse from another area if applicable. EXAMPLE: Big Freak'n Machine plays a non-unique maneuver; *Great To Be Back* cannot be played from hand, however if overturned and no other restrictions exist, it could reverse the maneuver due to BFM's restriction.
- This card can be played to negate restriction such as *Melina: Naughty Manager* and *The Title Is on the Line!*
- If *Extreme Warfare* is in effect, any non-unique maneuver can be reversed by *Great To Be Back* when played from hand or overturned (unless another reversal restriction prevents it).
- If a card has a situational reversal restriction, such as *German Suplex (TB)*, this card will only be an applicable reversal if that restriction is in effect, based on the Potentiality Rule.

It's Hard Being This Original

- This will prevent the playing of RMS cards if there is a card with that title already in the Ring area.

It's Showtime!

- If the player does not reveal his hand to his opponent, he does not end the opponent's turn.
 - If a player does end his opponent's turn, that opponent will not draw cards for his turn, since the turn is ended before the Draw Segment.
 - Edge will take the first turn, but his turn is ended immediately if this card is used.
 - Copies played by both players are redundant, since the player who goes first cannot use the card's effects.
 - Any effects that happen before the Draw Segment take place before an opponent's *Showtime* ends the turn.
- EXAMPLE: Kane or Test's Superstar abilities, or cards like *Managed by Shane O' Mac*.

It's Time I Made Some Changes

- The exact amount of cards shuffled in must be drawn, no less, no more.
- Christian's Superstar Ability does not affect this card, since the RMS prevents Blanking.

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It's Time To Play the Game

-The card can be reversed based on what it will do, determined by the Fortitude Rating check. EXAMPLE: *It's Time* can only be reversed by *Inverted Body Block* if the Fortitude Ratings are equal when the card is played.

It's Us vs. Them

-As an action, this card resolves to the Ring area.

I've Got a Nice ... Bottom

-Cards overturned, whether for effects or damage, are affected.
-If a card would not normally go to the Ringside Pile, it does not go onto this card.
-This gets around *Hell in a Cell Match* and other effects that affect the Ringside Pile.
-If the ACE is used, but *I'm Gonna Break You* is activated to prevent the removal from game of *Bottom*, the other cards are still moved from *Bottom*, but that card stays in the Ring Area.

I've Got Two Words For Ya!

-The desired effect of this card does not need to be announced prior to the opponent's reversal of it.
-If the choice is made to remove all cards from all Ring areas, this card is also removed.

I've Had More Championships than You've Had Women!

-If a Title Belt has been blanked (*Old School Wrestling Match*, for example), *I've Had More Championships* can still add its text to that card, because the card was ALREADY blanked, and the text is now being added. EXAMPLE: Phenom plays *Old School Wrestling Match*, Shane O'Mac plays *United States Title Belt*, then later plays *I've Had More Championships*; the text regarding additional Pre-match cards is added back to the previously-blanked *U.S. Title Belt*.

I Want to Play the Game

-The affected opponent may choose any non-Superstar-specific Event card, he is not limited to Unique.

Jab

-This card can be reversed by cards such as *Don't Hate da Playa*, *Hate da Game!* and *Faceplant*.
-Edge & Christian can draw 1 card instead of discarding for this effect.

James' Stratusfaction

-The reversal effect will take place either at -15F if the player is lower in Fortitude, or at the printed Fortitude. EXAMPLE: If Mickie has 15F and her opponent has 3F, *James' Stratusfaction* can reverse the opponent's third card played.

Japanese Arm Drag (both versions)

-An Arsenal may contain 3 copies of the non-Set-up (original) in addition to the amount of Set-up cards (Throwback).

JBL's Clothesline from Hell

-The discard effect of this card can only be used to enable the playing of the card; a player cannot discard cards if the result does not end in playability of *Clothesline*.
-The distinction between common, uncommon and rare is made by card rarity only as determined by Comic Images, based on the rarity of the card in booster packs.
-Cards that are printed as foil versions of uncommon cards in Survivor Series 1 are still considered to have the uncommon rarity; these cards are *Elbow to the Face*, *Just Bring It!*, *Roll Out of the Ring*, and *Backed by Stephanie McMahon*. This also applies to any foil version of Survivor Series 3 cards. EXAMPLE: A foil version of *Step Aside* or *Head Butt* is still considered a common card.
-All other foil cards are considered to be neither common nor uncommon, including Throwback versions of cards only available in Rumble Packs. EXAMPLE: *JBL's Clothesline from Hell* could not reverse *Explosion Raw Deal*, *Bulldog Takedown* (Throwback), or *Diversion* (Throwback).

JBL's Limo

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- The distinction between common, uncommon and rare is made by card rarity only as determined by Comic Images, based on the rarity of the card in booster packs.
- Cards that are printed as foil versions of uncommon cards in Survivor Series 1 are still considered to have the uncommon rarity; these cards are *Elbow to the Face*, *Just Bring It!*, *Roll Out of the Ring*, and *Backed by Stephanie McMahon*. This also applies to any foil version of Survivor Series 3 cards. EXAMPLE: A foil version of *Step Aside* or *Head Butt* is still considered a common card.
- All other foil cards are considered to be neither common nor uncommon, including Throwback versions of cards only available in Rumble Packs. EXAMPLE: *JBL's Limo* could contain *Sucker Punch*, *Explosion Raw Deal*, *Bulldog Takedown* (Throwback), or *Diversion* (Throwback).

Jerichoholics (both versions)

- This can replace the discard from Superstar Abilities such as Test. It can also replace the discard-to-reverse effect of cards with the Chain trait, since that trait is forcing a discard to play the Reversal to it.
- The effect of this card is an Activated Card Effect.

Journey Into Darkness

- The opponent will overturn 1 card when drawing when *Journey* is successfully played.
- This effect will trigger during the Draw Segment (unless no cards are drawn by Brothers of Destruction or X-Pac using *Outside Distraction*).
- The opponent overturns 1 card when drawing any number of cards at once. EXAMPLE: Carlito will overturn 1 card when he draws 4 cards for his turn, drawing 3 cards for *Twisted Smile* will likewise cause only 1 card to be overturned.
- When an opponent chooses 0 cards from an effect that allows an optional draw, *Journey* will not trigger.
- Multiple copies of *Journey* can be triggered from the same effect.

J.R. Style Donnybrook

- This prevents the playing of either Actions or Maneuvers, if they have either the Face or Heel traits.

J.R. Style Push

- This prevents the end-of-turn effect caused by the Reversal. The turn can still be ended by other means.

J.R. Style Slobber-knocker

- This card stops non-Set-up and non-Run-in Action cards being played from anywhere, including Mid-match Action cards.
- It does not stop cards used 'as a Mid-match Action'.

Judgement Day

- The player must choose Face or Heel, not both.

Judo Choke (both versions)

- If put into play, this card does not deal damage, as it was not actually played.

Judo Takedown

- MRP:** This card now reads: "When this card is in your hand, if your opponent moves any number of cards from your Ring area, you may immediately put this card into your Ring area."
- The Most Recent Printing now allows this card to be put into the Ring area only when the opponent actually moves a card from the Ring area.
- If *Don't Try This at Home* is played against an Activated Card Effect with the Permanent trait or an ACE that causes the card to be moved from the Ring Area, *Judo Takedown* cannot be put into play. EXAMPLE: *The Title Is On the Line!* or *Chicago Street Fight*.
- If a card has the potential to move cards from the Ring but that effect is not used, *Judo Takedown* cannot be put into play. EXAMPLE: *Escape the Rules*, *I've Got Two Words For Ya!*
- A *Judo Takedown* may be put into play if an opponent uses *Raw Roulette Wheel*, as they are moving a card considered to be in the Ring Area..

Judo Thrust

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-If put into play, this card does not deal damage, as it was not actually played.

Jump the Bell

ERRATA: This card now includes the text: "At the end of the Pre-match phase, if your tag team has the card titled *Jump the Bell* in your Ring area and your opponents do not, each member of your team may play an F:0 non-RMS maneuver against each member of the opposing team and it cannot be reversed. Active player targets active player, inactive player targets inactive player."

-A player must still play the Maneuver legally, Fortitude and other requirements cannot be ignored.

Just Another Victim

-*Just Another Victim* must still be in play for any of its effects to occur. If it is removed from play before the entire effect happens, ignore the rest of the effect.

Just Bring It!

MRP: The text allowing The Rock to draw 1 card is now located on Rock's Superstar card.

MRP: This card is considered an uncommon card, even if printed in a foil version.

-This does not reverse card effects used 'as a Mid-match Action', and will not count these cards as being played.

-*JB* can reverse the third or fourth Action card in a turn. It does not have to be the second.

Just Hold On a Second, Mister!

-This card may be played against any opponent to get the first effect only. The second effect does not take place unless the opponent is listed on the card.

JYD's Chain

-When *JYD's Chain* is in the Ringside, the player is required to pick up a Grapple maneuver to pick up *Chain*.

NOTE: This is a reversal of a previous ruling.

Kane's Return

-Cards like *Fortitude Surge* cannot be used in response, as it is not legal to play Reversals on a player's own turn. When the new turn starts, the plunging is already in effect, so *Surge* cannot be played.

-Since the Reversals are affected by *Return*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Backslide* still require +15F to play.

-If *Surge* was already in play before *Kane's Return* is played, it can still be discarded to remove the plunging effect.

Keibler's Cookies

-This may only be used on the player's own turn.

-Cards played from under *Cookies* are played as though they were in hand. They cannot reverse *Dirty Low Blow*, for example, with a *Step Aside* hidden under *Cookies*.

-Cards underneath *Cookies* cannot be returned to hand, they must be played to make room for other cards.

-This card may hold up to 2 cards. Those cards do not have to be placed under this one immediately.

-As long as there are less than 2 cards, a player may put a card under *Cookies*. There is no limit to the amount of cards that can be placed under *Cookies* during the course of the game, as long as there are no more than 2 at any one time.

-If this card is removed from play, the cards under it are put into the Ringside pile.

Keibler Instincts

ERRATA: The reference to Captain Charisma is replaced by "Leader of the Peepulation"

-If this card becomes blanked, it will not prevent the opponent from playing Maneuvers.

Key Lock

-The +3D bonus will only apply if the Superstar has a "Tag Team Superstar Ability."

King's Crown

-'Hide' is a new term in Raw Deal. When applied to Backstage cards, they are no longer revealed, and have no effect on the game.

-Once the game starts, there is currently nothing that can cause this card to be revealed again.

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Knee Breaker (Throwback)

-If a reversal card ends the turn, but the opponent tries to cancel the end-the-turn effect (*Rabid Wolverine*, *Unbreakable Chain*) and that is cancelled (by *Don't Try This At Home*, etc), *Knee Breaker* can still be played.

Knee Lift (Throwback)

-If this card is discarded for Rob Van Dam's Superstar Ability, it will deduct 7F, as it is not being played as a maneuver.

Know Your Role and Shut Your Mouth

-The +1 Pre-match text is also added to this card.

Ladder in the Ring (both versions)

-Multiple copies of this card may be activated on the same trigger. Each one will generate its own effect for a large cumulative bonus.

Lady's Grapevine

-*Over Sell Maneuver* cannot be played against this card, even when the card is first played.

Lariat Takedown

MRP: Now includes the text: "Cannot be packed by Female Superstars.

Can only be played when you have 4 or more cards in your Backlash deck."

-This card cannot be played if a player does not have at least 4 cards left in his Backlash deck.

-Pre-match cards may be revealed with this effect. The player is required to choose 4 cards at random from their entire Backlash deck.

-If any of the *Touch Turnbuckle* cards are revealed, they will go back to the Backlash deck even if the player chooses to put them in the Ringside Pile.

Last Chance

-If the maneuver is reversed, the card is removed from the game and does not go to the Ringside Pile at all.

Las Vegas, Nevada

-The random determination replaces the normal determination of who plays first. Edge's Superstar Ability will still override this effect as it is a Superstar Ability, but not the effect of *Slandered Online*.

-If *I'm Gonna Break You* is used to save the card to be removed from the game, that card goes back on top of the Arsenal.

Leave Me Alone

MRP: Now includes the text: "Can only be played from your Ringside pile when you have at least 5 other Heat cards in your Ringside pile."

-This card can be played even if *Hell in a Cell Match* or other Ringside pile restriction is used. This is because the card is being played, not moved.

-A maneuver without text is considered to be one with nothing in the text box. It does not count flavor text or traits.

Leg Drop (original version)

-The text of this card sets up a trigger that ends the turn after damage has been dealt.

Leg Drop (Throwback)

-Cards that do not resolve to the Ring area deal no damage.

Leg Lock

-If Chain cards are shuffled into the Arsenal from the Ringside pile, this is an effect from a card with the Heat trait, and no other cards with the Heat trait will be removed from the game.

-The amount of cards discarded and the amount of cards shuffled do not have to be the same number.

Lethal Library

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-A Maneuver overturned to the ACE is not affected by *Hell in a Cell Match*, since the card does not first go to the Ringside Pile.

-If the effect is used, and no Maneuver is overturned, the effect fails and there is no requirement to play a particular card. However, this effect can generate a Pinfall by forcing cards to be overturned.

Lethal nWo Poison

-This card will not force an opponent to lose their Heat cards from their Ringside Pile, since they do not control the effect, and they have no option to choose 0 cards.

-The *Poison* player must choose to end his turn for this effect to trigger. If the opponent ends it for him by reversing a maneuver, it will not trigger *Poison*'s removal.

-The removal effect will work even if *Maintain Hold* is actively affecting the game.

-The player cannot attempt to play a card illegally. Only legal attempts will be counted.

Let's Make Some Noise

-This effect will trigger any time the player discards a card from hand.

-Road Dogg will draw after the discard effect passes. He cannot pump arbitrarily large amounts into *Half Hour Suplex* with this card, although he may draw equal to the number discarded.

Let's Wrestle Already!

-A player cannot reverse his own Overturning effects, only those of an opponent.

-This card will not reverse *Test of Strength*, since *Test* deals damage.

-If this reverses a card during the Pre-match phase, it will simply stop the damage effect. Since the Pre-match phase is considered to be neither player's turn, the turn does not end.

-This will only reverse a card effect, it has no effect on the abilities of Kane, Road Dogg, the Finkel Enforcer, or similar Superstar and Enforcer abilities.

-If a card effect has multiple effects including an overturn effect, they are resolved in the order listed on the card; if *Wrestle* reverses an overturn effect, all remaining effects generated from the same event are also prevented.

EXAMPLE: *How Many Times* has 5 effects beginning with 'Your opponent overturns 5 cards...' If *LWA* is overturned, the other 4 effects do not trigger.

-If this card reverses an overturn effect, it cannot shuffle itself into the Arsenal, as the reversal effect happens before it reaches the Ringside pile.

Like a Bat Out of Hell

-This card cannot be used to play Backlash deck cards that are removed from the game, since they are considered to be played 'from hand.'

-If the card is reversed, it will go to the Ringside Pile.

Lift a Boot (Throwback)

-This card will reverse a High Risk maneuver if overturned, regardless of Fortitude Rating. The restriction only applies to playing the card, not overturning it as a reversal.

Listen Up, Sunshine!

-The next card played does not have to be one of the cards returned to hand.

Litacanrana

MRP: This card will now count *Missile Dropkick* towards its damage bonus.

Lita's DDT (both versions)

-Lita may pack this card despite her Superstar Ability restriction because it contains her logo.

Lita to the Xtreme

-This card may not be packed by Lita, or played against Lita.

-If this card is activated to continue the turn, the player must still meet the Fortitude requirements of the High Risk he wishes to play.

-The maneuver that was reversed to trigger *Lita to the Xtreme*, unless reversed from Arsenal, is no longer in the Ring Area and does not add to Fortitude.

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-If discarded to continue the turn, the player may either play a High Risk maneuver OR end his turn. He cannot play a card that is not a High Risk maneuver or do anything else except end the turn, including using a Superstar Ability.

Little She Devil

-This card can be played in a non-Tag Team Format match by a superstar with the text "You may not play any Title Belts except the Tag Team Title belts."

-If used to draw 3 cards, it is discarded as it would enter the Ring area. It may be reversed as normal, the 'discard' effect does not grant this card extra exemptions

-This card is still considered played, and will trigger any effects that would normally trigger on a played card.

-If a player is restricted from playing Action cards, he may not play this card.

-This card may be reversed due to either effect, regardless of the player's choice. EXAMPLE: If intended for use as a plunge, it can still be reversed with *He's as Crazy as a Pet Raccoon* or *Totally Bogus*.

-The desired effect of this card does not need to be announced prior to the opponent's reversal of it.

-If this card is blanked before the text resolves, the card will go to the Ring Area.

Live for the Moment

MRP: Now includes the text: "Can only be played when your Fortitude Rating is less than your opponent's Fortitude Rating and when you have 1 or more cards in your hand."

Luche Libre Extravaganza

-This card must be put into the Ringside Pile to activate either of the effects.

Lumberjack Match

-If the overturn effect of this card is reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, the end-of-turn effect is pending while the Maneuver triggering *Lumberjack* is resolved, including damage resolution.

Maintain Hold (both versions)

MRP: Now includes the text: "Can only be played after a successfully played non-Restricted-Modification-Symbol Submission maneuver."

-All references to the 'maintained maneuver' refer to the maneuver played immediately before *Maintain Hold*, unless a card buffers this affect. EXAMPLE: *Tap! Tap! Tap, You Sonofa...!*

-If played after a maneuver affected by *Brahma Bull* or other similar 'blanking' effect, the blanking effect will not take place when the damage is reapplied. This is because the maneuver is not being played, it is already in play.

-If played after a maneuver that was made irreversible by another card effect such as *Turn the Tide* or *Diversion*, the maneuver loses this irreversibility bonus when the damage is applied again.

-The *Maintain*'ed maneuver may not be stopped by *Over Sell Maneuver*. *Over Sell* does not reverse, and may not be played. This counts for any other Reversal card that does not reverse a Maneuver.

-If *Spinnerooni* or *Crimson Goddess* is played against the *Maintain*'ed maneuver, the Maneuver is considered reversed.

-Some Trademark Finishers state that *Maintain Hold* may be played after them. These Maneuvers may look like Submissions, but they are still treated as Trademark Finishers. *Break the Hold* and other Submission Reversals will not reverse them.

-A player may use Activated Card Effects such as *Trash Talkin' Interview* while *Maintain Hold* is active in the Ring Area. These ACEs cannot be reversed by a card unless that card is also an ACE.

-This can be removed by *In This Very Ring*. If this happens, the Maneuver will not deal damage that turn.

-Superstar Abilities are not affected by *Maintain Hold*.

-Text requiring a condition to play a card is not relevant to *Maintain*. EXAMPLE: "Can only be played after a successfully played 3D or greater maneuver" or "Can only be played after a successfully played card."

-While *Maintain Hold* cannot be played after *Panic Grab*, if *Apply Illegal Leverage* is played after *Panic* and *Maintain* played afterward, there is no relevant text applicable each turn.

-*Maintain Hold* will cause the maneuver's effects to apply each turn, including traits such as Chain or Heel. This means a *Maintain*'ed *Wraparound Wrist Lock* would require the Chain-trait discard, and it could still be reversed by *Chained Heat*.

-If *Maintain Hold* is successfully played by Lashley, the *Maintain*'ed maneuver cannot be reversed from Arsenal.

Managed by Eric Bischoff

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- A player may only search for one copy of *Did I Just Say Three Minutes?*.
- This effect blanks an opponent's cards immediately if they have 'McMahon' in the title, whether they are in the Arsenal, Hand or Backlash.

Managed by Fifi

- Fifi is female, relevant to cards like *Not Today, Cupcake!*

Managed by Miss Jackie

- The Pre-match card put into the Ring Area is not being played and will not trigger external card effects or damage. EXAMPLE: *Chicago Street Fight* will not require you to overturn 3 cards.
- It is possible to get 2 Venue, Feud or Stipulation cards into the Ring Area at the same time with this card. If this does happen, it is legal.

Managed by Nidia

- The player does not have to show his opponent which 2 cards he gets.

Managed by Paul Bearer

- This effects of this card can be used if *Hell in a Cell Match* is in play.

Managed by Shane O'Mac

- The player may remove any 2 cards as long as those cards have the Face trait and/or the Heel trait. EXAMPLE: if playing against Kurt Angle, it is legal to remove 1 Face card and 1 Heel card.
- This effect may remove *It's True, It's True!* (which is a Face card and a Heel card.)

Managed by Stacy Keibler (both versions)

- Test may pack up to a total of 2 copies of the card: either 2 Throwback versions, 2 original versions, or 1 of each.
- This card can be played as a normal Manager card, and it can be put into play when a Manager card is played during the Pre-match phase. However, the text still applies and will reduce the amount of slots remaining for other Pre-match cards.

Managed by Stephanie McMahon-Helmsley

- If this card causes an opponent's *Bra & Panties Match* to become blanked, this causes the player's stipulation to become unblanked.
- The Stipulation blanked is chosen when the effect is triggered by meeting the conditions of Fortitude Rating comparison. If this effect is negated due to a Fortitude Rating change, but later the effect returns, a new Stipulation may be chosen. EXAMPLE: Heyman changes the Stipulation in his Ring area; the *Managed by Stephanie* player cannot make a choice unless the card is re-triggered.
- A Stipulation can only be chosen if it is in the Ring area.

Managed by Stevie Richards

- The ACE has no Fortitude cost, so it cannot be plunged.
- If this reverses a *Discus Punch*, the opponent will not take +2D. *Stevie's* effect has no D amount, so +2D cannot be added to it.
- The reversal effect will not reverse cards with specific reversal requirements, such as *Poke*, *Clutch onto Opponent*, *Atomic Lariat*, or *Atomic Back Body Drop*.

Managed by Terri Runnels

- Will only reverse a card that would allow the opponent to search his Arsenal for a card according to that card's text. This has no effect on abilities outside the card in question which allow such a search, such as Hurricane's ability, or cards such as *Prove Me Wrong*.

Managed by "The Mouth of the South" Jimmy Hart

- If I'm Gonna Break You is used to prevent Jimmy from being removed from the game, Jimmy will remain where it was.

Managed by Theodore Long

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MRP: The text preventing reversal for *Don't Hate da Playa, Hate da Game!* is now located on *Playa's* card.

Managed by the WWE Divas

-The cards may be placed in any order of the player's choosing on the top and bottom of the Arsenal. EXAMPLE: The *Divas* player chooses to place 7 cards on top and 3 on the bottom, but they are put in whatever order he desires.

Managed by Torrie Wilson

-This effect does not reverse cards such as *Neck Breaker*, unless the opponent is Austin or Two-Man Power Trip to cause the discard effect.

Managed by Tyson Tomko

-If this card is moved from the Ring by an opponent, the 3 cards removed from the game are put in hand, then the opportunity to react to the card being moved occurs. EXAMPLE: An opponent's *Don't Try This at Home* causes *Tyson Tomko* to leave the Ring, and 3 cards (including a *Judo Takedown*) go to the player's hand; he may then put the *Judo Takedown* into the Ring.

Managed by Vince McMahon (both versions)

-If an opponent's Stipulation is blanked by this card, if this card is blanked or removed, the opponent's stipulation is unblanked.

-To clarify regarding the original version of this card, an opponent cannot choose to blank a Stipulation or discard a Title Belt card unless he actually has one. The opponent can choose to let the player return "up to 1 card" from his Ringside Pile, even if there are no cards available.

-The choice can be made to remove a Title Belt card made Permanent by *I'm the Champ - Nothin's Gonna Change That!* In this case, there is no effect.

-A player cannot choose an option more than once.

Managed by William Regal

-It is legal to find fewer than 3 cards. The rest of the card resolves normally.

-If the player chooses to find only 1 card, that card is shuffled back in with no further effect.

-The choice of the two cards placed in hand or shuffled into the Arsenal is made while the cards are still revealed; this choice can be seen by the opponent.

Mangled Intro by Lillian Garcia

-*Intro* will not affect Pre-match cards previously played.

Man of 1000 Holds

-This counts *Old School Psychology* towards the number of Psychology cards but doesn't affect the text of that card.

Marking Out (Throwback)

-The effects of this card take place after the maneuver is considered to be a legal play.

-This card will not prevent a non-unique maneuver from being played due to Action restrictions. EXAMPLE: *J.R. Style Slobber-knocker* or *Highlight of the Night's Ability*.

-If *Just Bring It!* is used to reverse a non-unique maneuver, no maneuver cards can be removed from the player's hand (unless they are also Action card hybrids); only the maneuvers played as considered to be actions.

-The card affected by *Marking Out* cannot be reversed with *Hold the Phone*, (unless the card was already a hybrid), as the maneuver is now also an action - there is no choice made, so the card does not become a hybrid.

-*Marking Out* will not affect a maneuver with the RMS.

-While the effect of this card lasts as long as *Marking Out* is in play, the affected maneuvers considered as actions will only be affected until the end of that turn.

-If this card is played by *Highlight of the Night*, it will not prevent the opponent from playing a maneuver, but it would prevent an Action from being played if a non-RMS non-unique maneuver was already played that turn.

-If this card is played by *Leader of the Edge Army*, it would cause an opponent to discard 1 card (and Leader to draw 1) if a non-RMS non-unique maneuver was successfully played.

Master of Promotion

-There are only three choices on this card, separated by a semicolon.

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- If the first option is chosen, the Hand Size modification takes place immediately.
- The 'start of the game' is after all Pre-match Phases have been resolved, but before the first turn of the Mid-match Phase begins.

Mattitude Adjustment

MRP: The text granting -3F to *Roar For the Fans* is now located on *Roar's* card.

McMahon-icide

- This card can reverse a Foreign Object card when overturned, but cannot reverse an '8D or greater maneuver', as the effect cannot be met.

McMahon-us Interrupt-us

- If the opponent has played a multi Action, and this is the first reversal, a second reversal (*Volley This!* or *No Chance In Hell*) can still end the turn.

Mental Acumen

-If this card and *Backstage Politics* are in the same Ring area, the ACE of *Acumen* can still be reversed. Only the card being played gains protection. This is a reversal of a previous ruling.

Mickie: Fervent Fanatic

- Regardless of how many copies of this card are in hand or Ring area, only one named card on *Divas* can be replaced.

Million Dollar Smile

- The ACE does not prevent a Follow-up.
- This may be used multiple times in a turn.

Mind Games (original version)

- If the opponent has two copies of the card chosen in his hand, the player only gets to remove one copy of the card.
- The player must find the other copies of the card on his own. The opponent is under no obligation to help.

Mine Is Bigger Than Yours

- Cards that cause a discard during Pre-match, at the end of the Pre-match phase, or before the first turn of the game are not prevented by this card. EXAMPLE: *Armageddon Is Upon Us*, *Old School Psychology*, or *I'm Gonna Break You*.

Moonsault (original version)

- If *Moonsault* is removed from play during the turn after it is played, it will no longer affect the opponent's ability to play Maneuvers.
- This effect will prevent the playing of RMS maneuvers.

Mountain of a Man

- This affects the wording of *Big All Over* even when *Big* is in the Arsenal.
- The opponent may play hybrid Action: Set-up cards as Reversals. This is because Set-up is a sub-category of Action card, and the Reversal part is not considered a Set-up. EXAMPLE: An opponent could reverse *Irish Whip* with an *Irish Whip*.
- Vince cannot play the card titled *No Chance in Hell* as a reversal if *Mountain* is in play, since his Ability makes this card a Set-up. Other Superstars with abilities that alter cards to add the Set-up trait fall in line with this ruling, such as Stacy Keibler and Mae Young.

Mouthful of Worms

- This card will count itself for the number of copies to calculate the discarded cards.

Mr. Monday Night

- If a reversal card ends the turn, but the opponent tries to cancel the end-the-turn effect (*Rabid Wolverine*, *Unbreakable Chain*) and that is cancelled (by *Don't Try This At Home*, etc), *Mr. Monday Night* can still be played.

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Mutual Respect

-Multi Maneuvers will count as both Maneuver types.

My New Gimmick

-All cards with the chosen title are Permanent, regardless of who plays them.
-If this card is blanked and later unblanked, it will remember which card was named.
-A player can name a card with RMS, but it won't be affected.
-A player must name a card that exists in the Raw Deal CCG.
-Cards made Permanent that have a self-removal effect (such as *Garbage Can Lid*, *Trash Can* or *Waist Lock*) can still remove themselves if they are Permanent.

My Obscenely Expensive Jeri-tron 5000

-The *Jeri-tron* player will draw a card when this card is played, as it in the Ring area when the effect is triggered.

My Path is Chosen (original version)

-A player can search for two Maneuvers with the same titles, as well as Hybrid Maneuver cards.

My Sacrifice

-This card will count an opponent's cards titled *My Sacrifice* as well.

Newcastle, England

-The second effect means when a card or effect must determine the number of Face or Heel cards in play, that number is determined normally then doubled.
-Multiple copies of this card can be put into play. The doubling affect is cumulative.

New Orleans, Louisiana

-This card's recovery effect will not function during a *Hell in a Cell Match* or if The Rattlesnake is a participant.

Nidia's Mink Coat

-This will cause an Action affected by *It Pays to be Evil* to suffer a Fortitude increase after it is changed to F: 0.
EXAMPLE: *Bait Opponent* is changed by *Pays* to F: 0, then *Mink Coat* will add F: # to the cost.

Nobody Gets Higher

-If the opponent has less than 4 cards to remove after placing the chosen card on top of his Arsenal, he cannot fulfill this option and must overturn cards instead.

No Chance in Hell (original version)

-This card can only reverse cards played from hand. This includes cards played 'as though' from hand.
-*No Chance* will reverse actual damage from an Action card if overturned. EXAMPLE: *No Chance* will reverse an *Inferno Match* (D: 1) from Arsenal.

No Chance In Hell (Throwback)

ERRATA: This card is -6F for each copy of *Don't Cross the Boss*.

No Disqualification Match (original version)

ERRATA: This card has the Permanent trait.
-This effect is cumulative with other copies of *No Disqualification Match*.

Noggin Knocker

-The 'Can only be played...' applies to both the Maneuver and the Reversal effects.

No Gimmicks Needed

-This card blanks the text on a Superstar card. Does not affect Arsenal construction, gender, Diva/GM status, or whether a Superstar card is a tag team ("You cannot play any Title Belt except the Tag Team Title Belts.").
-This will not make a player's deck illegal in any way.

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-If an opponent has an Enforcer revealed, the additional ability of the Enforcer is blanked as well.

No Matching Tights

-If a player does not reveal the card from hand and discard it, he does not get to draw 2 cards.

-As a Reversal, the player must have the card in hand with the same name as the card he is reversing, unless the opponent has that same card already in his Ring Area.

No One Wants to Watch Women Wrestle

-When a player removes this card from the game from his Ringside pile, he is not playing this card, but rather using the card's effect, similar to *When Hell Freezes Over*. Therefore, a player cannot use this card from the Ringside pile when *Hell in the Cell Match* is in play, or if any player is The Rattlesnake.

-Removing this card will stop all effects that would modify that player's Reversal cards until the end of turn.

Multiple copies of this effect are redundant.

-This effect stops all modifiers, even favorable ones. EXAMPLE: Undertaker discards *No One Wants*. Until the end of turn, *Brothers 'til the End* will cost him 20F to play instead of 10F.

-This card may be activated at any time a card or effect could be used, even if nothing is being played by the opponent, except during damage resolution.

No Sell Maneuver

MRP: This card now begins with the text: "Can only be packed by Stone Cold Steve Austin, The Undertaker, Deadman Inc, Kane, Two Man Power Trip, Big Show, Al Snow, Hollywood Hulk Hogan, Brock Lesnar, The Rattlesnake, Big Poppa Pump, Gene Snitsky, and Heidenreich."

-A player may play this card with less than 2 other cards in hand.

Not According to the Fine Print!

ERRATA: The card now reads "Can only be played if the card titled *Signed Contract with Linda McMahon* OR *Backed by Mr. McMahon* is in your Ring area. Reverse any completely irreversible card and end your opponent's turn."

-The game considers "Cannot be reversed", "May not be reversed" and "Can not be reversed" to all be the same term. *Not According to the Fine Print* will affect cards that have these statements on them.

-*Fine Print* will reverse a card if the text states that it cannot be reversed, or an effect makes the card irreversible.

-*Fine Print* will not reverse a card that that cannot be reversed from a certain area only. EXAMPLE: *Dirty Low Blow* or *Claw*.

-If separate reversal restrictions overlap to create a card that cannot be reversed from any area, *Fine Print* cannot be used as a Reversal - the card must be completely irreversible from one source. EXAMPLE: *Sledge Hammer Shot* states it cannot be reversed from Arsenal, if used in conjunction with *The Title Is On the Line*, a player has no opportunity to reverse this Maneuver; however, *Fine Print* cannot be used.

Not Done with Any Flair

ERRATA: This card now includes the text: "...his opponent may discard his entire hand and end the current turn. The game continues."

ERRATA: This card has the Permanent trait.

-This will only stop a victory condition on a card being played, but will not stop a victory condition effect on a different card, such as *First Blood Match* or *Four Corners Match*.

-This effect will trigger (and work) multiple times, even on the same turn. EXAMPLE: *Backslide* attempts a Pinfall but *Not Done* is activated, only to be reversed by *Don't Try This at Home*. The player may still attempt to prevent the Pinfall by activating *Not Done* again.

-The contents of the hand discarded may include 0 cards.

-*Not Done* works for both players.

Not On My Broadcast (Throwback)

-If either an Action or a Superstar-specific card is played (whether successful or not), and then another card that is one of those two types is successfully played, a card can be removed by the opponent - note that the card to be removed cannot be the one that triggered the effect of *Broadcast*. EXAMPLE: *For the Love of The Game* is successfully played, followed by a Superstar-specific maneuver; the opponent could remove *For the Love* but not the maneuver.

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- If this effect is triggered, the opponent "may" remove a card and makes a choice to do so, thus allowing *Judo Takedown* to be put into the Ring area in response.
- The second paragraph only affects Actions that are not Superstar-specific and are not Set-ups Actions; it has no effect on hybrid Action cards that are not played as Actions.

Not Today, Cupcake!

- A player can blank any card with the card type (or trait) 'event'. Currently this only includes Pre-match cards.
- Cupcake* can blank Pay-Per-View Event cards such as *Wrestlemania* and *SummerSlam*.

Not Today, Pal

- This can reverse *Dirty Low Blow*, but not from hand (due to *DLB*'s text); however, it will reverse *DLB* from Arsenal.
- This will reverse any card with "J.R." in the title. It does not reverse any card with a "J" and an "R" in the title. The letters have to be presented as the initials "J.R."
- This cannot reverse *J.R. Style Clubberin'*, since a player cannot reverse cards during the Pre-match Phase.
- Pal* can reverse any card played using the effects of *TLC Match*, since these are played as Mid-match cards.

Obey

- As Superstar Abilities are not active before the Draw Segment unless specified, if a player ends his turn by removing *Obey*, Andre's ability cannot be used.

Old School Manager

- This is considered a Male manager.

Old School Psychology

- If an opponent has no cards in his hand, he may still attempt to play a Backlash Deck card.
- If an opponent has cards in his hand during the Pre-match Phase, the effects of this card will make him discard one when he plays a Pre-match card.
- If an opponent plays a Smackdown Backlash card with *Premiere Smackdown Superstar* in play, he will discard a card before he draws one.
- To clarify, a player discards a card when he attempts to play a Backlash deck card, but before his opponent has a chance to reverse.
- The discard effect of *Psychology* takes place after the opponent's 'when played' effects, so it will not cause discarding until after a maneuver has been played with a *Panic* maneuver.

Old School Wrestling Match (original version)

- MRP:** The text of this card now reads: "The next Pre-match card your opponent plays is blank. At the end of the Pre-match phase, put that card into your opponent's Ringside pile. "
- This card will only blank the text of a card. It will not affect traits such as Permanent or Active, nor will it affect an SV bonus granted from a Title Belt card.
- Since the affected card is not removed until the End-of-Pre-match Phase, it is possible to prevent the removal by making the affected card permanent. EXAMPLE: A Title Belt card will not be removed with an opponent's *Old School Wrestling Match* if *I'm the Champ - Nothin's Gonna Change That!* is in play.
- If *Old School* is removed before its effect is resolved, the targeted card will not be removed. EXAMPLE: *GGGGGGoooooollllllldddd-berg!*
- Only the card text of the affected card is blanked. All other traits remain unaffected.

Omaha, Nebraska

- It is possible to create a negative number Superstar Value with this card. For all card effects, it will count this number as 0. However, if a card effect asks for a comparison of Superstar Values, the negative number(s) will be used.

Once You Go Test, You Forget the Rest

- Test can pack 2 copies of this card and put them into play, along with 2 copies of *Managed by Stacy Keibler*, all before the start of the Pre-match Phase.

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Original WWE Icon

-If the player searches his Arsenal and does not find a Maneuver, he cannot put a Maneuver into hand from his Ringside pile.

Osaka, Japan

-In English, this card reads:

"At the end of Pre-match phase, you may discard a Reversal card and then search your Arsenal for a non-unique Reversal card, reveal it to your opponent, put it into your hand, and shuffle your Arsenal.

He may then discard a maneuver and search his Arsenal for a non-unique Maneuver card, reveal it to you, put it into his hand, and shuffle his Arsenal."

-The Japanese version of this card is tournament legal, as are all foreign language cards as long as a version exists in English.

-If the player chooses not to search for a Reversal, the opponent still has the option to discard and search for a Maneuver.

Outthink the Fink

-If the opponent has no cards remaining in his Arsenal, this card has no effect.

Overhand Chairshot

-Rob Van Dam's Superstar Ability will not remove the Heel Trait from this card.

Over Sell Maneuver

MRP: This card now reads: "Cannot be packed by Stone Cold Steve Austin, The Undertaker, Deadman Inc, Kane, Tazz, Two Man Power Trip, The Rattlesnake, Big Poppa Pump, Gene Snitsky, or Heidenreich.

Can only be played after a successfully played maneuver.

Blank that maneuver's text until the end of the turn and end your opponent's turn. Overturn cards equal to the maneuver's Damage. Draw up to 2 cards."

-This counts as a Reversal card, but the effect it generates is not a reversal effect.

-Because *Over Sell* is played 'after a successfully played maneuver,' it can be played against a maneuver that cannot be reversed, or can only be reversed from certain zones, as *Over Sell* does not reverse the maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen.

EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-This card has no effect if overturned while taking damage.

-Damage modifiers are calculated before the *Over Sell* effect takes place. These modifiers will affect the amount of damage taken when *Over Sell* is played.

-If *Sustained Damage* is already in the Ring Area, it can be Activated to reduce the amount of cards overturned for *Over Sell*.

-If *Over Sell Maneuver* is used against a 5D maneuver, and the player only has 3 cards left in his Arsenal, he will lose via Pinfall.

-The player draws up to 2 cards before the end of your opponent's turn, but he does not have to draw cards from this. Any effect that makes the player play with his hand revealed will also reveal the cards drawn from *Over Sell*.

-The player still needs to meet Fortitude costs to play this card.

-*Over Sell* may not be packed by the Two-Man Power Trip.

-This card may be affected by cards such as *Fully Loaded* and *Commission-er Rules!*, as it is still a Reversal card..

-This effect will not blank a Maneuver with the Restricted Modification Symbol on it. It will still end the opponent's turn and allow the player to draw cards after the RMS Maneuver has resolved.

-If a player plays *Over Sell Maneuver* on a Maneuver with RMS, he may not reverse the RMS Maneuver while overturning cards for *Over Sell Maneuver*.

-If a Multi Maneuver is played, a 'normal' reversal can be played such as *Elbow to the Face*, then *Over Sell* can be played.

-Once *Over Sell Maneuver* is resolved, the turn has been ended; no further effects played after a 'successfully played maneuver' such as another *Over Sell Maneuver* or *Took That on the Chin* can be used. However, *There's No Holding Me Back* can be activated.

-The blanking effect only lasts until the resolution of *Over Sell Maneuver* and the end of turn.

-The cards overturned per the text of *Over Sell* replace the pending damage. EXAMPLE: *Over Sell Maneuver* is used after *Kick* (5D) is played; after the card search, 5 cards are overturned from *Over Sell*.

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Overshot Your Mark

MRP: This card now includes the text: "This card is +#D, where # is equal to the reversed maneuver's Damage.". Also, this card is now printed as D: 0.

Over the Barricade

ERRATA: There is no card titled "Suicide Palancha," it now reads "*Suicide Plancha*."

Pain Is Inevitable

MRP: The text granting Chris Benoit -12F is now located on Benoit's Superstar card.

-Multi cards will also be returned to hand as long as they share a Maneuver type with the type chosen.

Panic Assault, Panic Grab, Panic Throw (rulings for all three)

-The player is technically playing both Maneuvers.

-The Panic Maneuver is played first, and that allows the player to reveal a Maneuver from hand and play it. There is no way to have any extra Maneuvers played with the Panic effect, apart from the one specified. This is also important for card effects such as *Turn the Tide* and *Turn Up the Heat*; Benoit's ability cannot grant a bonus to the *Panic* maneuver due to RMS, but it will give the accompanying maneuver +2D (or greater) if possible, since it is the second maneuver played.

-This is not the same as Multi. A defending player will need 2 appropriate reversals that can take care of each individual card. EXAMPLE: *Panic Grab* played with *Clutch Onto Opponent* - the opponent must have a reversal specifically for *Clutch* in addition to one for the *Grab*.

-If the attacking player reveals a Multi maneuver, his opponent will need 3 reversals.

-When playing reversal cards or effects, the defending player must state which of the two Maneuvers he is reversing. Reversals to the Maneuvers can be played/used in any order the defending player chooses.

-If a player plays a *Panic* Maneuver and the opponent has less Fortitude after playing a reversal or using a reversal effect for one of the Maneuvers, the second Maneuver is vulnerable to *Backlash*. (This rare circumstance can happen if he uses a card such as *Garbage Can Lid*.)

-If only one reversal card or effect is used, that card is not considered to be reversed (and effects triggered by such are not generated) unless BOTH cards are reversed when played. EXAMPLE: Shelton Benjamin plays a *Panic Grab* with *Wraparound Wrist Lock*, but the opponent only plays *Chained Heat*; Shelton cannot use his Superstar Ability (reversal-related) or Activate *Unbreakable Chain*.

-If the Maneuvers become successful, any reversal effects are forgotten and each Maneuver may be reversed by overturning. Damage is now applied in the order the attacking player chooses, and must be reversed in this order while overturning.

-If the defending player uses a card that generates an end-of-turn effect but does not reverse the maneuver, both maneuvers resolve as normal, though any blanking effects will not affect the *Panic* maneuver due to RMS. Afterward, the end-of-turn effect resolves. EXAMPLE: *Road to Victory* or *Toothless Aggression*.

-The defending player cannot play more than one reversal against each Maneuver until they become successful. EXAMPLE: An *Elbow to the Face* is played but no further reversal is played; both maneuvers are now successful, and the opponent can now play *Sustained Damage* before overturning cards.

-When successful, the Panic Maneuvers will deal damage in the order of the active player's choosing.

-A player may play a High Risk or similar Maneuver after the *Panic* Maneuver resolves, based on one of the two Maneuvers, since they are both considered 'successfully played' at the same time by the text of the *Panic*. EXMAPLE: A *Panic* Maneuver and a 4D Maneuver are played, the player may play a High Risk afterwards that requires a 4D or a 3D Maneuver.

-If a player plays *Apply Illegal Leverage* after playing a Sub/*Panic Grab*, he can choose to copy either maneuver, since both were successfully played at the same time. If the *Panic* maneuver is copied, the player must be able to reveal another applicable maneuver from hand and play it with the *Apply*.

-While *Maintain Hold* cannot be played after *Panic Grab*, if *Apply Illegal Leverage* is played after *Panic* and *Maintain* played afterward, there is no relevant text applicable each turn.

-If a Multi maneuver is played with a *Panic*, and only one reversal is played to the Multi, that maneuver will 'remember' the reversal when cards are overturned for damage, the same way it would if played without the *Panic*. However, if 2 reversals are played to the Multi, but the *Panic* is not reversed, both maneuvers become successfully played, and 3 reversals would have to be overturned to end the turn.

-An opponent's *Old School Psychology* will not cause a discard until after the accompanying maneuver has been

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played with the *Panic* maneuver. EXAMPLE: *Panic Grab* is played and the only card in hand is a *Ankle Lock*, but text of *Panic Grab* will force the *Ankle Lock* to be played with the *Panic Grab* before the effects of any copies of *Old School Psychology*.

Partner Interference

ERRATA: This card now includes the text: "If played from your hand and if you are an "inactive" player of your team; reverses any maneuver. End your opponent's turn."

MRP: This card is considered an uncommon card due to reprinting.

Pass the Buck

- When placed into an opponent's Ring Area, he now controls the card. He may use the card as though it were his.
- Ownership is not affected by this card. An opponent must return this card when the game is over.
- A player can move a copy of *Pass the Buck* into his opponent's Ring if he has one despite the card's Active trait, since he is not playing another copy.
- This will prevent the initial shuffling effect, as *Pass* is in the Ring area before the text of the played card resolves.
- Buck* does not prevent *Study For Your GED* since *Study* leaves the cards in the Arsenal and does not remove them.

Patented Austin Kick to the Gut

MRP: Now includes the text: "This card is -3F and +4D when the card titled *The Bionic Redneck* is in your Ring area."

Pay-Per-View Main Event

MRP: The card's text includes: "When your opponent moves any number of cards from your Ring area, you may draw 1 card for each card moved."

- The played activating this card must choose exactly 8 cards. NOTE: This is a reversal of a previous ruling.
- This will trigger for any Pinfall, no matter how it happens.

Perplex Opponent

- The opponent chooses which card to put into their hand.

Personal Vendetta

-If made irreversible by its own text, it can still be reversed by *Not According to the Fine Print*, though the discard for the Chain trait still applies.

Philadelphia, Pennsylvania

- A player can search for up to 3 cards in any combination listed. EXAMPLE: 2 Foreign Object cards and 1 Hardcore card.
- A player may search for Unique cards with "Hardcore" in the title. "Non-unique" is part of the clause regarding Foreign Objects.
- If *Distractingly Divalicious* is played, and the *Philadelphia* player is going first, his first turn is skipped, and the opponent begins the first turn of the *Divalicious* restriction, followed by the *Philadelphia* player.
- If *Distractingly Divalicious* is played, and the *Philadelphia* player is going second, the opponent begins the first turn of the *Divalicious* restriction, then the skipped turn occurs, then the opponent begins the second turn of the *Divalicious* restriction.
- If the *Philadelphia* player is determined to start the first turn of the game, his turn is instead skipped, and his opponent's turn becomes the first turn of the game. If *It's Showtime* is played by the *Philadelphia* player, he can end this turn with *Showtime*'s effect.
- If this card is played, and the 'first turn skipped' option is chosen from an opponent's *Backed by Mr. McMahon*, two turns will be skipped by that player.

Piper's Pit

- If the opponent plays a Multi card, it must be completely reversed to be removed from the game.
- This effect will override *Banned from Ringside* as outlined in the timing sequence. NOTE: This is different from cards with removal text such as *Chained Heat* or *I Gotta Say, Out Of Play*, as it is an outside effect from the player of the reversal being resolved.

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Playing by the Rules (original version)

- This will prevent searching an Arsenal when allowed to do so, even by cards with the Chain trait.
- Only the search of an entire Arsenal will trigger this effect. Looking through 'the top # cards' or something similar will not trigger *Playing by the Rules*, even if this is effectively searching an entire arsenal because there are less than # cards left.
- This effect will not prevent a card from being placed under *That's Broken*, as it is not being put into Hand.

Pound 4 Pound

MRP: The text allowing +2 Mid-match cards is now located on Spike's Superstar card.

Power of Darkness

- This affects all of the opponent's Reversals, including cards that do not reverse, such as *Over Sell Maneuver* and *Took That on the Chin*.
- Since the Reversals are affected by *Power*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Backslide* still require +20F to play.

Precision Kick

- The card is -2F for the number chosen, from 0 to 5.
- It does not matter how many cards the opponent moves from his Ringside pile, only the number chosen, only the number chosen by the *Precision* player. EXAMPLE: The *Precision* player chooses 4, but there are no cards to be recovered by the opponent; the *Precision Kick* is still -8F.

Precision Sleeper

- The card is -2F for the number chosen, from 0 to 5.
- It does not matter how many cards the opponent are moved from the Ringside pile, only the number chosen by the *Precision* player. EXAMPLE: The *Precision* player chooses 4, but there are no cards to be recovered by the opponent; the *Precision Sleeper* is still -8F.

Precision Suplex

- The card is -2F for the number chosen, from 0 to 5.
- It does not matter how many cards the opponent are shuffled in, only the number chosen by the *Precision* player. EXAMPLE: The *Precision* player chooses 4, but there are no cards to be recovered by the opponent; the *Precision Suplex* is still -8F.

Premiere Raw Superstar

- With *Premiere Raw* in the Ring, if the opponent has cards in his hand during Pre-match (*Houston, Texas*), he discards one each time a Pre-match card with a Raw logo is played.

Premiere Smackdown Superstar

- With *Premiere Smackdown* in the Ring, the player draws one card each time a Pre-match card with a Smackdown logo is played.
- This card will trigger itself and its player will draw a card when it is played, as it is 'in the Ring area' before the text resolves.

Premiere WWF/WWE Superstar

- MRP:** Copies of this card have been printed with both the WWF and WWE logos. They are considered to be the same card, and cannot be packed in the same Arsenal due to the Unique trait.
- The cards placed into the Ringside pile come from that player's Arsenal.
- Because the cards are taken from Arsenal and put into the Ringside Pile, cards like *Let's Wrestle Already* will not prevent this effect.

Product Endorsements (both versions)

- The reduction in Superstar Value is a single effect that does not recalculate.
- If this card is played by a Superstar with a variable Superstar Value such as Eugene or Jerry Lawler, the opponent is reduced by the amount of the current Superstar Value; afterward, Eugene/Lawler will recalculate their Superstar Value. No further adjustments take place based on this card's effect.

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- The Throwback version of this card will calculate a value based on the number of Face cards in the Ring (including itself) at the time it is played. That value will not change if more Face cards are played later.
- If the Throwback version affects a Pre-match card that is blanked, the increase in Pre-match cards allowed is also blanked; because the text regarding the increase in Pre-match cards is added to the Face Pre-match card BEFORE it is blanked. EXAMPLE: Booker T plays *Product Endorsements*, but Undertaker plays *Old School Wrestling Match*. If the next card played is has the Face trait, it will gain the text from *Endorsements*, then *Old School* will blank it.
- If the Throwback version of *Endorsements* is blanked, it will not give the increase to Pre-match cards allowed, because the beneficial text comes from *Endorsements*. EXAMPLE: *Product Endorsements* is blanked by *Piper's Pit*; there is no text added to the next Face Pre-match card played.

Psychotic Bump

- If this card is overturned while applying damage, no cards will be discarded for the text of *Bump*.
- If *Bump* is played from hand, if the player discards 0, he overturns 8. If he discards 1, he overturns 4. If he discards 2, he overturns 0.

Pulp Mania

- The card searched for does not have to be an exact copy. It just has to have the same card title.

Pump Kick

- This card is not reversible from hand only if it is the first card played by any player in the game after the Pre-match Phase ends.
- It does not have to be played on either player's first turn to gain the irreversibility bonus. It just has to be the first card played by either player.
- Card effects used in the Ring Area will not be counted as being 'played' by *Pump Kick*'s text. EXAMPLE: A player can activate *Fans Love an Underdog* and still get the protection for *Pump Kick*; note that if the opponent played *Fortitude Surge* in response, *Surge* would be the first card played and *Pump Kick* gains no protection.

Punch After Punch

- This card will count towards the number of Volley maneuvers in the Ring area for its own text.

Puppies! Puppies! (original version)

MRP: The card's text includes: "Cannot be played if your opponent is a Female superstar."

Puppy Love

- A player must reveal the *Puppies! Puppies!* cards from hand before placing them under *Puppy Love*.

Quick Snap Body Slam

- This does not count effects such as *Trash Can*.

Rabid Wolverine (both versions)

- The effect triggers any time the turn would end for any reason, no matter who controls the effect. *Duchess of Queensbury Rules*, *Get What You're Expecting*, and *Leg Drop* (original version) will all trigger *Rabid Wolverine*.
- Using *Rabid Wolverine* does not prevent a Follow-up.
- If *Rabid Wolverine* is used to continue the turn after playing *Maintain Hold*, the controller can do nothing except use cards in play and end the turn again.
- It is possible to discard a card to continue the turn even if the player voluntarily ended his turn. This will do nothing except letting him discard a card from hand.

Raisin' the Roof

- The 'foil maneuvers' were reprinted in Survivor Series 2, but the effect is still applicable. Specifically, it affects *Stink Face* and *A\$% Drop*, but not *Back That A\$% Up*, as that card does not have the applicable text.

Rapid-Fire Punches

- The cards are overturned first, then 5D is applied.
- This card will count itself when totaling the number of cards with 'punch' in the title. This effect does not occur until the card is successfully played and in the Ring Area.

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-If a non-damage Reversal such as *Let's Wrestle Already* is overturned to the card effect, the card is reversed. If *Rapid* is made into a Multi, a second reversal is still required to complete reverse the card after the overturn effect is reversed by reversing the damage resolution.

-If *Brass 'Nuks' Shot* is in play, the effect added will prevent the reversal of the overturn effect by such cards as *Let's Wrestle Already*.

Raw or Smackdown - Pick a Brand! (original version)

MRP: This card now includes the text "Your opponent's Superstar-specific Mid-match Reversal cards that don't have a Raw or SmackDown! logo have the added text of "Can only be played when you have 4 or more cards in your hand. Discard 4 cards. Reduce both these numbers by 1 for every non-Pre-match card in your Ring area with the Raw or SmackDown! logo.""

-This will add the card text as a player plays the card, and he will not be able to play it unless he can discard the cards that it calls for.

-Edge & Christian will be able to draw for this effect.

-Edge does not have to discard any cards for playing *You Think You Know Me* due to his Superstar Ability.

-Discarding an *Ego Boost* to the additional discard added to a Mid-match reversal will not trigger the drawing effect of *Ego*, since it was the player's own card (and thus, his own effect).

Raw & Ready

-Cards such as *Over Sell Maneuver* and *Sustained Damage* cannot be played in response to the same maneuver if *Raw & Ready* is played.

-The cards overturned per the text of *Raw & Ready* replace the pending damage. EXAMPLE: *Raw & Ready* is used after *Kick* (5D) is played; after the card search, 5 cards are overturned from *R&R*.

-Damage modifiers are calculated before the overturn effect takes place.

-If *Sustained Damage* is already in the Ring area, the damage overturned by *R&R* can be reduced.

-This counts as a Reversal card, but the effect it generates is not a reversal effect.

-Because *Raw & Ready* is played 'after a successfully played maneuver,' it can be played against a Maneuver that cannot be reversed, or can only be reversed from certain zones, as *R&R* does not reverse the Maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen. EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-This card has no effect if overturned while taking damage.

-The overturn effect cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*.

-The search text of *Raw & Ready* resolves before the text of the maneuver. EXAMPLE: The defending player uses *R&R* to search for *Kick*. The opponent played *Bulldog* which allows him to take a card from the opponent's hand, so he takes *Kick*.

-If a player plays *Raw & Ready* on a Maneuver with RMS, he may not reverse the RMS Maneuver while overturning cards for *R&R*.

Raw Deal Fifth Anniversary

-Test can pack 2 copies of this card.

-The recovery of cards can be prevented by *Hell in a Cell Match*.

-It is legal to use this card to generate a Pinfall effect, and that effect can be countered with cards such as *Through All Of These Years* or *Wrestlemania* - if the ACE is reversed, the Pinfall still occurs.

-If the use of this card generates a Pinfall effect that is prevented by a card, that card is resolved completely, then the 5 cards are shuffled back to finish resolving *Fifth Anniversary*.

Raw Roulette Wheel

-If this card is in a player's Ring Area, it is an ACE. If an opponent is using the effect, it is not in their Ring Area, so it is not an ACE.

-This will allow Stipulation cards with the Permanent trait to be removed from the Ring Area with *Roulette*'s own ability.

-When a Stipulation is rotated into play, none of the effects listed when that Stipulation is 'played' will trigger. EXAMPLE: *Chicago Street Fight* will not require you to overturn 3 cards.

-A second copy of *Roulette Wheel* may be placed on top of this card but it would have no effect except putting another Raw logo in play.

-The *Roulette Wheel* can be used to get around a play restriction, such as using *Hell in a Cell Match* when an

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opponent has *Back to Basics* in play, or using *Skirt vs. Skirt Match* against a male Superstar. If a Superstar can legally pack *Handicap Match*, they can use the *Wheel* to put *Handicap* into play against any Superstar.

-A choice made for a card on top of the wheel will be remembered if the card rotates out and back in again, but only if the choice is made at the end of Pre-Match Phase as required. If this Stipulation was under the *Roulette Wheel* during End-of-Pre-match phase, the card has no effect. EXAMPLE: *Handicap Match*, *Censorship Match*, or *Bra & Panties Match*.

-If *Roulette Wheel* is blanked, the Stipulation on top of it will not affect the game and is not considered to be in play.

-If the ACE of *Roulette* is reversed, the stipulation on top is left underneath *Roulette* with nothing on top, and the *Wheel* cannot be 'spun' again.

-If the Stipulation on top of this card is somehow removed from play, it will not be replaced by a Stipulation from beneath and the *Roulette Wheel* will no longer do anything.

-It is possible for *Roulette Wheel* to rotate a Stipulation such as *First Blood Match* into play, and for that card to cause a double Pin. In a tournament this would result in a double loss for both players similar to a double Count Out (0 points each.)

-Any player may use the *Wheel's* discard effect more than once per turn.

-All stipulations used with the *Wheel* come from the Backlash deck and must follow the rules of Arsenal construction. EXAMPLE: *Extreme Warfare* cannot be used due to Rhyno's logo, and *Bra & Panties Match* can only be packed by a Female Superstar.

-Once the *Roulette Wheel* is played, no more cards can be added.

-The card on top of the Wheel is considered to be in the Ring Area, the cards beneath are not. The Stipulation on top of the *Wheel* counts towards the Pre-match card limit, and will count towards the effects of *I'm Gonna Break You*.

Really, That's Enough

MRP: Now includes the text: "This card is -6F when the card titled *You're as Graceful as a Cow on Ice* is in your Ring area."

-It is not relevant who played the first or second card, only that they were played. EXAMPLE: *Sustained Damage* or *Fortitude Surge*.

Real Predictable

-This will only allow a search for one applicable Maneuver type, but the player may look at his opponent's Arsenal before choosing.

Redemption

ERRATA: This card now includes the text: "When this card is in your Ring area, your opponent's cards cannot be reversed from your hand."

-If a *Panic* maneuver is played, but only one reversal card is played from hand, *Redemption* will not be moved to the other player's ring. However, if both maneuvers are reversed when played, *Redemption* will move if either of those reversals was played from hand.

-If a Multi maneuver is played, *Redemption* will only move to the other player's Ring area if the second reversal is played from hand.

-RMS Maneuvers are not affected by *Redemption's* 'cannot reverse cards from hand' effect.

-This prevents RMS Reversals from being played.

-This card is affected by *Beating the Odds*

-This does not prevent ACE Reversals such as *Don't Try This at Home*, since an ACE is not a card in itself.

-When placed into an opponent's Ring Area, he now controls the card. The card is treated as though it were his.

-Ownership is not affected by this card. An opponent must return this card when the game is over.

-A player can move a copy of *Redemption* into his opponent's Ring if he has one despite the card's Unique trait, since he is not playing another copy.

Ref KO'd!

-This has no effect on the Maneuver an opponent reversed to trigger this ability. The Maneuver goes to the Ringside Pile and the player continues his turn.

-This may be played on the player's own turn; the card text makes this legal.

-This card does not reverse. It modifies the Reversal card played by the opponent instead.

-If the card affected by *Ref KO'd!* was used to reverse a Multi card, that Reversal is considered as though it was not played. The player of *Ref KO'd!* takes no damage from the played Reversal, per the text of the card. The opponent

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may continue attempting to reverse the original Maneuver.

Regal Readyng

- All players' cards with titles listed in Regal's Superstar Ability become Multis, not just Regal's cards.
- Making *Duchess of Queensbury Rules* a Multi has no bearing on the ACE, it still only requires one reversal to stop.

Regal Upper Class Punch

- A player can return this card to hand as many times as desired during a turn, but he must discard a card each time.
- The 'return to Hand' effect cannot be done before the Draw Segment.

Remember Who Pays Your Salary

- Vince McMahon's Fortitude rating is considered to be less only for the purpose of card effects that compare Fortitude ratings. When playing cards, he still uses his actual printed Fortitude value.
- The effect affects the entire game, not just your cards. EXAMPLE: Booker T can use his Superstar Ability every turn if *Salary* is revealed, since he will always have a greater Fortitude rating.
- Card effects that compare actual Fortitude amounts will still reflect that Vince has a lower Fortitude rating than his opponent due to *Salary* regardless of the numerical amounts. EXAMPLE: Vince uses a *Backslide* as a Reversal, and he has 20F more than his opponent; however, since the game state is altered to reflect that Vince has less Fortitude by *Salary*, he does not get a Pinfall (unless he satisfies the Stun Value clause of *Backslide*).
- If *Comeback!* is played, Vince's opponent will continually remove cards until he can no longer has cards that can be removed, as Vince will still have a 'lower Fortitude rating' at each check.
- A player searches his Arsenal for *Don't Cross the Boss* when this card is revealed, before the start of the Pre-match Phase.
- Cards with a specific value of lower Fortitude must still be met, such as *Let Me Get a Shot In* or *Revolution Take It and Like It*; however, these cards cannot be played against Vince McMahon.

Remove Corner Turnbuckle

- A player may play this card if there are no *Touch Turnbuckle* cards in play.
- Multiple copies may be discarded for a cumulative effect.

Remove the People's Elbow Pad (both versions)

- This will prevent an opponent from playing Reversal cards such as *Over Sell Maneuver*.

Rest In Peace

MRP: Now includes the text: "Search your Arsenal for up to 6 cards, put them into your hand, and put your Arsenal into your Ringside pile."

Restricted Use in this Area

- This card cannot be played against cards modified only by Superstar (or Enforcer) Abilities.
- This will not remove modifiers from Superstar (or Enforcer) Abilities. EXAMPLE: Big Freak'n Machine or Hall & Nash's Superstar Abilities will not be negated by *Restricted Use*.
- This will remove reversal protection from cards such as *The Title Is on the Line!* and *Diversion*.
- Restricted Use* is played when reversals would normally be played, such as *Step Aside*.
- This card will not remove the effects of 'plunge', or increasing the cost of an opponent's reversals, as this is not modifying the maneuver. EXAMPLE: *Undertaker Sits Up!* was played as a reversal, on the next turn *Restricted Use* could be played to remove the damage increase modification, but reversals would still cost +25F.
- Apply Illegal Leverage* copies card text due to its own card text; this is not a modification from another card.
- Restricted* does not affect modifications from self-modifying cards. This also applies to *German Suplex - Throwback*.
- This will not cause a legally played card to become illegal. EXAMPLE: *Vince Interferes* is used to make *360-Degree Clothesline* F0, *Restricted Use* is played, but the card was already determined to be a legal play, so resolution of *Clothesline* continues.
- Per the text of *Restricted Use*, it allows other reversal cards to be played, but other reversal effects may not be used.

Reverse 180-Degree Chair Shot

- Rob Van Dam's Superstar Ability does not remove the Heel trait from this card. However, he can still lower the

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Fortitude cost of this card with his ability.

Revolving Takedown (original version)

ERRATA: This card's description now reads as: "High Risk: Heat / Reversal: Special: Heat"

Rib Breaker (Throwback)

-This does not give a +1D bonus to itself when played. The bonus does not occur until the card is successfully played, and all damage modifiers have already been calculated.

Ride the Barricade

MRP: Now reads "As a maneuver, can only be played after the card titled *Throw Opponent Out of the Ring*."

-*Ride* can be played after cards such as *From the Top Rope* and *That's Suicide!*

Ring General

-The player must draw the extra cards; he does not have a choice.

-If he cannot draw the extra cards, he draws as many as possible, and then places as many as possible (up to 2) on the bottom of his Arsenal.

Ring Psychology: Back

-This card will only count each qualifying card once regardless of the word use in the title. EXAMPLE: *Power Slam* is counted as one card.

-This effect will be able to prevent an opponent from playing Grapple and High Risk Maneuvers with the Restricted Modification Symbol, as well as Multi Maneuvers that are part Grapple and/or High Risk.

Ring Psychology: Leg

-This effect is affected by *Beating the Odds*.

-This will count *Apply Legal Leverage* or *Apply Illegal Leverage* as a 'leg' card.

Ring Steps

-The discard effect is not played as an Action, but as an ACE.

-*Steps* may not be activated before the Draw Segment.

-Discarding *Step Aside* to cancel this effect is not reversing. It does not end the turn and will not trigger *Ref KO'd!*

-Activating this card is not considered damage, and may only be stopped by overturning an appropriate Reversal.

EXAMPLE: *Let's Wrestle Already* or *You Fight Like a Woman*.

Roar For the Fans

MRP: Now includes the text: "This card is -3F when the card titled *Mattitude Adjustment* is in your Ring area."

Rock's Spit Punch

-The 5 cards are overturned first, then 5D is applied.

-If a non-damage Reversal such as *Let's Wrestle Already* is overturned to the card effect, the card is reversed. If *Rapid* is made into a Multi, a second reversal is still required to complete reverse the card.

-If *Brass 'Nuks' Shot* is in the same Ring Area, the effect added will prevent the reversal of the overturn effect by such cards as *Let's Wrestle Already*.

Rolling Headlock Vise

MRP: Now includes the text: "Cannot be packed by Female Superstars."

Roll Out of the Ring

MRP: This card is considered an uncommon card, even if printed in a foil version.

-A player may choose to discard 0 cards.

-This card can be reversed by *He's as Crazy as a Pet Raccoon* regardless of the amount of cards intended for discarding.

Roll Up

-When calculating the total Fortitude for this effect, count the 2F this Maneuver gives.

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-This card will check for a victory condition before dealing its damage.

Rules Were Meant to be Broken

-The reversal effect will only reverse a Multi card once. This effect must be used twice to reverse a Multi card, discarding each time.

-This counts as reversing from the Ring Area.

Running Lariat

-If this card is reversed by an effect with no D value, +2D cannot be added to it. EXAMPLE: Goldberg's Superstar Ability, *Defensive Posture*.

-The +2D will not be added to a Reversal card with the RMS. EXAMPLE: *Backslide*, *Quick Reflexes*.

Run the Gauntlet

-This can cause a player to be Pinned during the Pre-match Phase.

-The overturning effect can be reversed by Reversals such as *You Fight Like a Woman*. If this happens, the entire overturning effect stops and the Pre-match Phase continues normally.

-Damage modifiers such as *Pick Your Spots* or the APA Superstar Ability will not affect this card, because it is an overturn effect; no actual damage takes place.

R-V-D

-The player may choose Hybrid cards when picking cards for this effect. Any three cards are legal choices, as long as one is a Maneuver, one an Action and one a Reversal. It does not matter if he chooses two of the same card.

Sable Bomb

-The opponent removing 3 cards from his hand counts as reversing 'from hand'.

Sable-licious

-A card moved by *Sable-licious* is not considered to enter the Ringside pile, so it is not prevented by *Hell in a Cell Match*, nor will it cause the removal of Heat cards.

-*Sable-licious* can only be used on the controller's turn, and has no interaction with cards overturned during an opponent's turn.

San Diego, California

-The discarding is done simultaneously - neither player may gain an advantage by first seeing what their opponent discards.

-If a player states they cannot fulfill the conditions of the card due to the contents of their Backlash deck, their opponent can request verification from a tournament judge. The 'fail to find' rule does not apply since the Backlash deck has specific construction requirements.

Saskatoon, Saskatchewan, Canada

-It is possible to create a negative number Superstar Value with this card. For all card effects, it will count this number as 0. However, if a card effect asks for a comparison of Superstar Values, the negative number(s) will be used.

Say Your Prayers & Eat Your Vitamins (original version)

-The Survivor Series 2 version of this card is misprinted; this card is Unique.

Scream If You Want It

-This card just acts as the first reversal if played to reverse a Multi card. None of the remainder of the text will take place since the Multi card is not actually reversed. If played as the second Reversal, this card will act normally.

Screw the Rules!

MRP: The card now includes the text: "Cannot be packed by the Two Man Power Trip."

Second Wind

-The opponent must choose to end his turn for this effect to trigger. If the card's player ends it for him by reversing a

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maneuver, it will not trigger *Second Wind*.

-This will work even if *Maintain Hold* is actively affecting the game.

-An opponent cannot attempt to play a card illegally. Only legal attempts will be counted.

See How it Feels (original version)

-The Trademark Finisher will do its damage before it is placed in the opponent's Ringside Pile.

-The player must obey any requirement for the Trademark Finisher; so it is possible he will not be able to play an opponent's Trademark Finisher. However, the card will still go to the Ringside pile. EXAMPLE: *GORE! GORE! GORE!*, *Sweet Chin Music*, and *Lita's Twist of Fate*.

-If a player plays his opponent's Trademark Finisher, it is considered by the game to be the player's card until it is placed in his opponent's Ringside pile. Card effects will behave as though this were the player's maneuver.

-If a *Figure Four Leg Lock* was taken from Ric Flair, it is no longer a Trademark Finisher.

-The Trademark Finisher will go to the opponent's Ringside Pile even if it tries to go somewhere else, such as the Arsenal or removed from the game.

-If the damage from this Maneuver goes through without a Reversal, the turn does not end. This player may also play cards after a successfully played Maneuver, such as High Risk Maneuvers.

-A player cannot play *Maintain Hold* after a Trademark Finisher that indicates this is normally possible, such as *Tazzmission*, since the Maneuver is in the opponent's Ringside Pile at the time the *Maintain* would be played.

Series of Back Breakers

-If *Maintain Hold* is played, this is still a Grapple maneuver. It can only be reversed by a Grapple reversal.

Series of Stipulations

-*Bra & Panties Match* or other similar effects played by your opponent will only affect one of the Stipulations. Your opponent may choose which one to blank with *Bra & Panties Match* at the end of the Pre-match Phase.

-The Stipulations portion of the Pre-match Phase does not end until this player has 2 Stipulations in play or he opts to pass after his opponent has passed. He must still play the cards one at a time.

-The player will still need open Pre-match slots in order to play both Stipulations.

Series of Suplexes

-Discarding a card to continue this effect will not trigger Benoit's ability, as the ACE of *Series of Suplexes* is not 'playing a maneuver.' This will not allow for the play of cards such as *Debilitating Injury: Concussion* or High Risk maneuvers.

-Even though subsequent *Suplexes* are not 'played', they may still be reversed.

-After the first *Suplex*, the player is considered to have the Fortitude of the card in the Ring Area. Each subsequent *Suplex* will be applied as if he had this new Fortitude value.

-If the original *Series of Suplexes* Maneuver is irreversible, the other *Suplexes* in the *Series* are not. They are treated as completely different Maneuvers.

-Modifiers adding and subtracting to the damage of a Grapple Maneuver (or any maneuver) will benefit the use of a *Suplex*, unless it uses the term 'card' or 'played'. EXAMPLE: *Amazing Display of Power* adds +3D to Grapple maneuvers, this would increase a *Suplex* use.

-Once played, if the turn is continued after a non-Arsenal reversal to a *Series* effect, the effect can still be repeated. EXAMPLE: If the effect of *Series* is reversed from Backlash deck, then *Rabid Wolverine* is used to continue the turn, *Series* can be used again.

Shane O' Mac or Stephanie?

-The ability to change Enforcers granted by this card can only be used by the Enforcers on this card; it cannot be used if the chosen Enforcer is on another card. EXAMPLE: If the current Enforcer is Stephanie, the 'draw 2' effect can be used to switch to Shane O' Mac; however, if the current Enforcer is APA, this effect cannot be used.

NOTE: This is a reversal of a previous ruling

-If the card effect is used to switch to Shane or Stephanie as the Enforcer, the opponent may draw 2 cards. If he chooses not to draw, the switch can still be made.

-If an Enforcer is no longer in effect, no benefits are gained from that Enforcer. EXAMPLE: discarding to reduce the Fortitude cost of your next maneuver with *Freakzilla* then switching to the Shane Enforcer will have no effect on the cost of the High Risk maneuver.

-If the Stephanie Enforcer is used with Edge as an opponent, the Enforcer's player receives no alteration to his

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handsize. Stephanie does not copy Starting Handsize information, and Edge's Superstar Ability relating to "#" only defines this as the amount as Starting Handsize.

-When using the Stephanie ability, 'play' restrictions on older Superstar such as Hulk Hogan or Spike Dudley do not apply. However, Big Show, Vince McMahon and Eugene have abilities that restrict what can be played - these will apply to the player using *Stephanie*.

-If the Stephanie Enforcer is chosen, the Superstar Ability is completely replaced by the opponent's Superstar Ability. EXAMPLE: If Theodore Long chooses Stephanie as his Enforcer, he cannot use his printed Ability to search for a reversal.

-If the opponent is Doink and the Stephanie Enforcer is used, other Enforcer cards may be placed into the Ringside pile, whether revealed or hidden. However, a player could not remove Backstage area cards then switch to the Shane Enforcer, or the bonus would be lost.

She's Got Legs

-This card counts itself as a Raw card, since this effect does not occur until the card is successfully played and in the Ring area.

-The damage bonus is calculated when the card is played. It will not change unless the card leaves play and is played again.

Shoot Action

-This card cannot be reversed by *Lift a Boot* Throwback if that player has a higher Fortitude Rating.

-If this card is reversed by *Lift a Boot* Throwback, 3 cards are still discarded.

Shoot Counter

-*Shoot Counter* will only reverse cards based on what they have the potential to do when played or successfully played. EXAMPLE: *Shoot Counter* will not reverse *Cold-cocked*, because cards are only moved when *Cold-cocked* is unsuccessful.

Shoot Headlock

-The second ability, to return this card to your hand from your Ringside Pile, is not considered playing this card and it cannot be reversed.

-The card cannot be returned to your hand if *Hell in a Cell Match* or the Rattlesnake is in play.

Shoot Lock-up

-The condition of the effect of this card is determined when it is initially played and will not change during the resolution of the maneuver. EXAMPLE: If Ted DiBiase is ahead in Fortitude by 5 or more, and a *Shoot Lock-up* is played against him, reducing his Fortitude with DiBiase's ability will not alter the reversal restriction effect of *Lock-up*.

Shoot Punch (Throwback)

-If two cards are removed, they are both chosen at the time the card is resolved.

-If there is only one card in the Ringside pile to be removed, then only one card is chosen. EXAMPLE: *Managed by "The Mouth of the South" Jimmy Hart* is chosen as the only card in the Ringside pile, but that player uses the effect of *I'm Gonna Break You* to prevent its removal; *Shoot Punch* cannot choose *Jimmy* again.

Shoot Slam

-If removed from the Ring Area by an opponent, the player must obey the card text. He cannot choose to decline to look at his opponent's hand or make him discard a card.

Short Arm Rib Breaker

MRP: Now includes the text: "Cannot be packed by Female Superstars."

Shoulder Thrust

-The recovery effect does not trigger Heat's self-removal effect.

Showdown!

-This counts as a Reversal card, but the effect it generates is not a reversal effect.

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- Because *Showdown!* is played 'after a successfully played Action card,' it can be played against an Action that cannot be reversed, or can only be reversed from certain zones, as *Showdown!* does not reverse the Action affected.
- Cards like *Fortitude Surge* cannot be used in response, as it is not legal to play Reversals on a player's own turn. When the new turn starts, the plunging is already in effect, so *Surge* cannot be played.
- If this card is removed by the targeted Action card, the effect ends and the turn will continue. EXAMPLE: *Simply the Best* or *I'll Make You Tap!*

Sidewalk Slam (Throwback)

- This card cannot be played as a reversal to a card which has only a reversal restriction. EXAMPLE: *Atomic Bear Hug* cannot be reversed from the opponent's hand - *Sidewalk Slam* will not reverse *ABH* unless that card has another effect which independently makes it fully irreversible.
- Conditions which separately remove the ability to reverse, but do not wholly make the card irreversible, will not allow for reversal with *Sidewalk Slam*. EXAMPLE: Activating *The Title's on the Line!* and playing *Wheelbarrow Slam* cannot be reversed with *Sidewalk Slam*.

Signed Contract with Linda McMahon

- The ACE will work if *V.K.M.'s Patented Big Gulp* is in the same Ring Area. It does not matter how it got there.
- A player cannot use this effect before the Draw Segment.
- The opponent discards a number of cards that would have the number of cards left in his hand equal to the number of cards in the player's hand. EXAMPLE: The *Contract* player has 1 card in hand, his opponent has 5; when *Contract* is activated, the opponent discards 4 cards so the handsizes will be equal.
- The ACE has no effect if the player has more cards in hand than his opponent.

Singapore Cane

- The opponent's next two Maneuver cards attempted to be played are blanked, no matter when they are played.
- This does not affect the Fortitude increase from a successfully played 'blanked' Maneuver.
- If *Singapore Cane* is removed from the Ring Area, this effect will immediately end.
- Singapore* will not affect cards that have the Restricted Modification Symbol. A Maneuver card with the RMS will still count as one of the two cards.

Simply the Best

- A player must meet the Fortitude requirements of this card, even if his opponent has *J.R. Style Slobber-knocker* in play.

Single Leg Takedown

- This card will reverse any card with 'punch' in the title, even if it is part of a larger word such as 'punches.'

Sit Out Powerbomb (Throwback)

- No other copies of *Sit Out* may be kept in hand (if the -7F effect is used), as every card but the actual card being played is put at the bottom of the Arsenal.

Sit Right Here and Bide My Time (original version)

- If this card is moved from the Ring Area, all cards underneath *Sit Right Here* are moved to the Ringside pile.
- If an 'end the turn' effect is cancelled any number of times (*Rabid Wolverine*, *Unbreakable Chain*), only 1 card can be put under *Sit Right Here*.

Skirt the Issue

MRP: This card no longer has the Active trait.

- Skirt* reverses a card with the Unique trait. Unique cards played by Test are still considered to have this trait.
- Some Superstars or cards will remove the Unique trait entirely from certain cards, making them immune to *Skirt the Issue*.

Slandered Online

- This card will only discard one copy of *Fans Love An Underdog*.

Sledgehammer Shot

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MRP: Now includes the text: "When the card titled *Game Over? You're Damn Right I'm Over!* is in your Ring area, this card is -10F. When it is not, this card can only be played after a successfully played 5D or greater maneuver."

SmackDown! #1 Announcer Funaki (Throwback)

-All 3 cards may be placed either on top of the Arsenal or on the bottom, but all cards must go to the same location.

Small Package (both versions)

-An Arsenal may contain 3 copies of the non-Set-up (original) in addition to the amount of Set-up cards (Throwback).

Snap DDT

-The cards discarded cannot be moved from the Ringside pile if *Hell In a Cell Match* or The Rattlesnake's ability prevents it. This will also prevent cards from being drawn via *Snap DDT*'s text.
-Moving the discarded cards to the bottom of the Arsenal will cause the removal of Heat cards in the Ringside pile.
-If played by E&C, they may reveal 2 cards and draw 2 cards instead of discarding. However, since no cards are placed at the bottom of the Arsenal, they will not draw additional cards from the text of *Snap DDT* regardless of the cards revealed. (They may, of course, discard cards with "DDT" in the title and use the card normally.)

Snap Slam

-The player does not have to have a card in his Ringside Pile in order to play this card.
-Team Angle's Superstar Ability allows them to move a card from the Ringside Pile before an opponent can choose it to be removed.
-If a card is removed from the player's Ringside pile via *Snap*'s effect, any Heat cards in the Ringside pile will be removed from the game.

Snot Rocket

-The first effect means this card can be played during the Venue, Feud, Stipulation or Manager phases, as well as the regular Events phase.
-This replaces any card a player might play in any given Phase. EXAMPLE: If *Snot Rocket* is played during the Feud Phase, that player may not play a Feud.
-If an opponent has played a Venue, this card can still be played during the Venue phase, as it is not a Venue card. Likewise, an opponent could still play a Venue card if this card was played first.
-It is possible to play a Stipulation and then play this card in a later phase. In this case, nothing would happen to the Stipulation you played.

Solarplex Knife Chop

-The blanking effect will happen before "when successfully played" effects listed on the card occur.

Sparks of Glory

-This effect is cumulative with other cards increasing the amount of Heat cards played in a turn, such as *Feel the Fire* or *Too Hot to Handle*.

Spear

-This card was originally printed as a Rare card. The special version made for the Goldberg starter deck will not alter the rarity.

Spider Web Moonsault

-The player will not discard 1 card if the choice made is drawing 2 cards.

Spine Buster (Throwback)

ERRATA: As a maneuver, this card is -4F.

Spinnerooni

MRP: As a reversal, this card includes the text: "...blank the text until the end of the turn, "

-This card reverses the Maneuver it is played against.

-If this completely reverses a Maneuver with RMS, the RMS text will not take place and the Maneuver will not

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trigger effects that require a successfully played Maneuver. If this card completely reverses *Throttled Within an Inch of Your Life*, no cards are overturned.

-If this card is the first reversal to a Multi maneuver, the text is resolved normally, but the effect stating "The maneuver goes in your opponent's Ring area" is ignored, since this card did not completely reverse the Multi.

-If *Spinnerooni* is played against a Maneuver with RMS, the text cannot be blanked, and the player may still reverse the RMS Maneuver while overturning cards for *Over Sell Maneuver*. The RMS will not ignore Reversals.

S-P-I-R-I-T-S-Q-U-A-D ... SPIRIT SQUAD!

-This copy will blank opponent's cards wherever they are, including an opponent's copy of *S-P-I-R-I-T-S-Q-U-A-D ... SPIRIT SQUAD!* while it is still in the Backlash deck, and Backstage cards such as *Super Masks* and *Super Capes* and *Feathered Boa*.

-As Enforcer cards are an extension of Superstar Abilities, these cannot be blanked by this card.

-If this card is not in the Ring area, it will not blank any cards.

-The effect of this card may not be used during an opponent's turn.

-Multiple copies of this card will not allow for multiple uses of the ACE; once the Draw Segment has been skipped, it has passed and cannot be skipped again.

Spit At Opponent

MRP: Now includes the text: "Can only be played when you have 2 or more cards in your hand."

Spot Adjustment

-This reversal has no effect if overturned.

Springboard (both versions)

-The maneuver after this card is no longer considered a Strike while played. When resolved, it returns to being a Strike Maneuver. This means Big Show may use *Springboard* to play a Strike that is temporarily a High Risk Maneuver.

-The Maneuver after this card can be reversed by anything that would reverse a High Risk Maneuver.

-If the maneuver following *Springboard* is a Non-RMS Multi, only the Strike trait is converted to a Multi. If it is a Strike/Strike, it is now a High Risk/High Risk.

Standing Drop Kick (both versions)

-This card may be searched for by Lita's ability.

Stare Down Opponent

-Either player may choose any card in their hands.

-*Stare* does not allow a player to play a card he couldn't normally play as the first card on his turn. A player may not play High Risk or Reversal cards with this.

-This card will disregard the Fortitude Rating requirement of the maneuver card, and that card can be played as normal, regardless of Fortitude Rating, modifications, or RMS.

-Only the printed Fortitude cost of the card is used. Abilities such as Tazz or Lita, or cards like *I'm Always On Top* have no affect.

Steel Chain Shot (original version)

-A maneuver without text is considered to be one with a blank text box. It does not count flavor text or traits.

Steel Chain Shot (Throwback)

-Multiple copies of this card can be put from the Ringside pile into hand when the player plays a Unique card.

Stone Cold Stunner

MRP: Now reads "This card is -6F when played after a card with the word "kick" in the title."

Strangle Hold (both versions)

-This card will reverse the card titled *Clutch onto Opponent* and *Apply Illegal Leverage* played after the *Clutch*.

Struck by an Unknown Foreign Object

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-An opponent may choose any Enforcer their opponent has revealed; it does not have to be on the same card as the previous Enforcer.

Study for Your GED

-The cards that are not chosen to go into hand are never considered to have left the Arsenal, so effects such as *Pass the Buck* will not do anything to prevent the reshuffle effect.

STUNNER!

- Stun Value is a function of a played maneuver only; if an applicable action reversal is overturned before taking the entire damage, no card may be drawn for Stun Value. However, it will count towards the amount of Stun Value in the Ring area for cards like *Backslide*, *You're Not In My League*, and *Inside Cradle*.

-This card does not interact with *You'll Really Be Stunned* or *Stun the Crowd*.

-This card will disregard the Fortitude Rating requirement of the *Stone Cold Stunner*, and that card can be played as normal, regardless of Fortitude Rating or modifications.

Stun the Crowd

-This card adds +1 Stun Value to cards that are granted a temporary Stun Value by other cards such as *From the Top Rope*.

-Stun Value granted by this card is temporary and will not exist after the Maneuver has completed its damage.

-This effect is cumulative with other cards that add Stun Value, including other copies of *Stun the Crowd*.

Submit!

MRP: Now includes the Chris Benoit logo.

-While this card is a Set-up, it is also Unique and follows the rule of Arsenal Construction: only one per Arsenal.

Sucker Punch (original version)

-The player discards the Backlash deck card(s) when attempting to play this card, before reversals are played.

-Since the requirement is not a 'must', if there are no cards in a Backlash deck, the requirement is met.

-If played by Edge & Christian, once the cards to be discarded are revealed, they are instead replaced, and E&C draw the same number of cards.

Suicide Plancha (Throwback)

- The 'Can only be reversed from Arsenal' effect only applies if the *Irish Whip* clause is met.

Suicide Strike

-In English, this card reads:

"If this card is reversed from your opponent's hand or Backlash deck, you both overturn 5 cards.

When successfully played, remove the top 10 cards of your Arsenal from the game."

-The Japanese version of this card is tournament legal, as are all foreign language cards as long as a version exists in English.

-It is possible for this card to cause a double Pin. In a tournament this would result in a double loss for both players similar to a double Count Out (0 points each.)

-If both players have an effect that is capable of replacing the Pin with another event (*Pay-Per-View Main Event*, *Wrestlemania*), the player whose turn it is will trigger his effect first, and then the opponent will trigger his own. The turn would then end twice (only relevant for effects like *Rabid Wolverine*) and it would become the other player's turn.

-The remove-from-game effect will not cause the player to lose via Pinfall, as he is not forced to overturn cards, but instead must remove a card from the game. However, this can lead to a Count Out at the end of the turn.

-If *Suicide Strike* will remove 10 cards from an Arsenal from the game, and a player activates *I'm Gonna Break You*, a player cannot choose specifically which card is not removed. The top 9 cards are removed instead of 10.

-If *Suicide Strike* is completely reversed by *Backslide*, the overturn effect will happen first before the text of *Backslide* takes effect. This may cause one or more Pinfalls, negating the result of *Backslide*.

Summer of Slam (both versions)

-The Superstar logo must be on the card in order to pack this card. Babe of the Year may pack this card since she can pack cards with the Trish Stratus logo.

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SummerSlam

- This does not allow a player to play a Stipulation with the Active trait if there is already have one in play.
- A player can only play this card if he has enough Pre-match slots to play it and the Stipulation that follows. The new Stipulation will require a Pre-match slot of its own.
- This effectively allows the play of two Pre-match cards without passing the opportunity to the opponent.

Superhero in Training

- The ACE can be used to play *Maintain Hold*, and the preceding Maneuver is *Maintained* similar to Trademark Finishers that can be *Maintained*. If there is no preceding Maneuver, *Maintain Hold* ends the turn and has no other effect.

Superior Acrobatics

- MRP:** Now reads: "Reverse any Strike, Grapple, or High Risk maneuver and end your opponent's turn. Search your Arsenal for 1 Maneuver card, reveal it to him, put it into your hand, and shuffle your Arsenal."

Superkick (original version)

- MRP:** The card now reads "When played after a successfully played 5D or greater maneuver, this card is +5D."

Super Masks and Super Capes

- If both players simultaneously reveal this card with their Superstar, those cards will blank each other simultaneously, then have no further effect on the game.
- As Enforcer cards are an extension of Superstar Abilities, these cannot be blanked by this card.

Suplex

- A player may choose any Enforcer their opponent has revealed; it does not have to be on the same card as the previous Enforcer.

Suplex into the Ring (both versions)

- A player may choose any Enforcer they have revealed. It does not have to be on the same card as the previous Enforcer.

Surprise Hit

- ERRATA:** This card is now considered to have the RMS.

Survivor Series (promo card)

- This card counts as an Event card.
- Survivor Series* looks for actual printed Survivor Series logos, or the absence of such logos. This card ignores the Most Recent Printing rule.
- Survivor Series 1, Survivor Series 2, and Survivor Series 3 all count as Survivor Series logos, as well as any subsequent Survivor Series reprints.

Sustained Damage

- A player may discard any amount of cards to this effect; this reduces the damage dealt by 2 for each card discarded, to a minimum of 0. Excess damage prevention does not 'carry over' to the next card, though a player may discard an excess amount of cards if desired
- Cards are discarded for this effect at the same time, and only once.
- If played in response to a Maneuver, *Sustained* may not be played in conjunction with another Reversal.
- If *Sustained Damage* is already in play, a player may play *Over Sell Maneuver*, then reduce the damage via *Sustained Damage*.
- If *Sustained Damage* is already in play, a player may discard to prevent damage from a Reversal or an Action card.
- This effect changes the D# value of a Maneuver. Reversals overturned while applying damage will trigger based on this new D# value. EXAMPLE: *Bulldog* (D:8) is reduced to 6D, then a player overturns *Elbow to the Face*, which stops the *Bulldog* because it is now a 6D Maneuver.
- This may also affect High Risk maneuvers that must follow a D# Maneuver.
- This card may be played and used against irreversible Maneuvers.

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-Cards may be discarded to Activate *Sustained* against a maneuver with the Restricted Modification Symbol, but it will not modify the damage dealt, even if used in conjunction with another card such as *Over Sell Maneuver* or *Raw & Ready*.

-This card triggers just before overturning cards for damage, and cannot be used to lower the number of cards in hand in order to play a reversal such as *Undermine the Competition* or *You're as Graceful as a Cow on Ice*.

- You cannot Activate *Sustained Damage* in response to cards that deal no damage, whether due to a modification, because they resolve to a zone other than the Ring, or because their text states that they deal no damage.

Swanton Bomb

MRP: This card now includes the text: "You may search for and play this card as if it were a High Risk maneuver."

-Swanton can be played with the effects of *From the Top Rope* or *That's Suicide!*

Sweet Chin Music

MRP: Now includes the text: "...discard this card and put 1 other Maneuver card from your Ringside pile into your hand."

Table! Table! Table! (both versions)

-Multiple copies of this card may be activated on the same trigger. Each one will generate its own effect for a large cumulative bonus.

Take Your Own Medicine

-Both a Pre-match Object and a Foreign Object will count as an 'object.'

-Backstage Foreign Object cards are not in the Ring Area.

Taking Care of Number One

-Multiple copies are cumulative for both effects.

Tap! Tap! Tap, You Sonofa...!

-The Maneuver being *Maintain*'ed is the Submission Maneuver that was played immediately before this card.

Taunt the Fans

-A player does not discard if he chooses not to use the effects of *Taunt the Fans*.

-*Ego Boost* will not trigger if discarded randomly, as it is the player's own effect, not his opponent's.

Teaser Mode

-If there are multiple copies of *Teaser Mode* in play, the reduction effect will still count all copies as Face cards towards the total number in play. However, this entire reduction effect is not cumulative and is only applied once.

EXAMPLE: With 3 copies of *Teaser Mode* and *Just Bring It!* as the only Face cards in play, the reduction is -4F, for 4 Face cards.

Technical Body Lock

-As an Action, this card resolves to the Arsenal. There is no other option for playing this card as an Action.

Technical Clothesline

-As an action, this card is counted as being discarded for the number of cards the opponent discards. EXAMPLE: *Technical Clothesline* and 2 'technical' cards are discarded, a total of 3 cards; the opponent discards 2 cards (X=3, 3-1).

Technical Drop Kick

ERRATA: The following text is added to the card: "When successfully played, you cannot play *Technical Drop Kick* as an Action for the rest of this turn."

Technical Power Bomb

-As an action, this card is shuffled into the Arsenal regardless of which choice is made.

Ten Gallon Hat

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- This card's recovery is prevented by *Hell in a Cell Match*, but not by The Rattlesnake's ability, since it is Unique.
- Use of this effect will still cause Heat cards to be removed from the game.

Testicular Fortitude

- If a Reversal card is not discarded, the search can still take place.

Test of Strength

- The damage from this card may not be reduced due to the RMS
- Players discard cards when the text resolves.
- Until the damage from this card is calculated, it is presumed to be D: 0 *Test* may not be reversed by *The King Interferes!*, since the Damage value of this Maneuver is 0 until it resolves, well after Reversals are played.
- Cards are discarded face down. The active player discards a number of cards, then his opponent. Cards are revealed simultaneously.
- If a player loses his own *Test of Strength*, the damage may not be stopped by overturning a Reversal.
- Test* may be played by Superstars with restrictions on the Maneuvers they can pack, such as Spike Dudley and Lita. The D: # is considered 0 during deck construction.
- This may be reversed by *He's Crazy as a Pet Raccoon!* if overturned.
- Test* cannot be reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, since *Test* deals damage.
- If *Raw & Ready* is played against the *Test*, the card searched for with *R&R* can be discarded to *Test*. If the *R&R* player loses the *Test*, he will overturn cards equal to the damage calculated by *Test*. If the *R&R* player wins the *Test*, he overturns no cards for *R&R*'s effect.

Test or Freakzilla?

MRP: This card no longer has a reduction of Pre-match cards playable by Stacy Keibler.

- The discard effect of the Test Enforcer will cause an opponent to reduce their handsize to 2 more cards than Test's handsize. **EXAMPLE:** An Enforcer deck choosing Test has 3 cards in hand, his opponent has 9 cards in hand; the opponent will reduce to 5 cards (Test Enforcer's 3+2), or in other words, discard 4 cards. If Test has no cards in hand, the opponent must discard to 2 cards.

That One Thing

- The player chooses the Maneuver type when attempting to play this card. That choice cannot change until it is played again.
- Blanking effects from cards such as *Brahma Bull* or *Waist Lock* will not affect the choice made.

That's Broken!

MRP: Now includes the text "When this card is moved from your Ring area, put the card under this card into your hand."

- The Most Recent Printing now allows the card underneath *Broken* to go to the controller's hand if the card is moved from the Ring for any reason, regardless of where it is moved to.
- A player may search for a Unique card but won't be able to play it from under *That's Broken*.
- A player may play Action/Reversal (or Action/Maneuver) Hybrids from under this card as long as he is not playing the card as an Action. For example: *Chained Heat* may put be under *That's Broken* and played as a Reversal.
- Broken* only allows a player to actually play the card underneath; it does not allow that card to be discarded or put into play. **EXAMPLE:** *Judo Takedown*.

That's Gonna Leave a Mark!

- The card put into the Ring Area is not being played and will not trigger external card effects or damage.
- A player may use this effect to get *Smart Mark* into their Ring Area without having *Here a Mark, There a Mark, Everywhere a Mark Mark...* in the Ring Area.
- Test* may use this card to put *Stacy Keibler, Marketing Manager* into play even if Stacy Keibler is his opponent.

That's Value!

- When this card is played, exactly 10 cards must be placed under *That's Value*, no more, no less. The titles of these cards placed underneath do not matter, but they can only be played if the card title is listed on *Value*.
- Cards placed underneath *That's Value* can only be played, not used for other effects. **EXAMPLE:** Jake the Snake cannot use cards with 'DDT' in the title under *Value* for his Superstar Ability.

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That Won't Make the Cut!

- This card looks for actual printed Survivor Series logos, or the absence of such logos. This card ignores the Most Recent Printing rule.
- Survivor Series 1, Survivor Series 2, and Survivor Series 3 all count as Survivor Series logos, as well as any subsequent Survivor Series reprints.

The Best Laid Plans...

- A player will only draw cards, and will only have the opportunity to reveal a Heel card for a bonus, if they have fewer cards than their printed Starting Hand Size.

The Best Thing Going Today

- It is not necessary to have four cards removed from the game to play this card, but the player must choose all of the removed-from-game cards if there are fewer than four.

The Big Bad Booty Daddy is your Hook Up

- The opponent only draws for each 4 cards shuffled in. EXAMPLE: If 7 cards are shuffled in, the opponent can only draw 1 card.

The Bionic Redneck

MRP: The text granting bonuses to *Patented Austin Kick to the Gut* is now located on that card.

The Brain

- This card is a Trademark Finisher + Action. It is not a hybrid, as there is no option to play the card as one type or the other.
- Both cards must be placed on the bottom of the Arsenal, or the effect of *The Brain* cannot be used.

The Brahma Bull

MRP: "When this card is in your Ring area, your opponent's maneuvers of 4F or less played from his hand are blanked text and 1D until the damage is resolved."

- Brahma* will affect all Maneuvers that cost 4 or less Fortitude to play, including a Maneuver that has had its Fortitude cost reduced to 4 or below by another effect.
- Damage bonuses from opponent's cards and effects are applied before the blanking effect. The blanking effect will change the damage to 1D. This will effectively increase the damage from a Maneuver if it was D:0.
- This is cumulative with cards such as *Defensive Cover*. Since both cards are effects controlled by the same player, he chooses the order of effects, normally reducing the 1D Maneuver to 0D.
- Fortitude is calculated by printed Damage Values in the Ring area, so *Brahma Bull* will not affect an opponent's Fortitude Rating.
- Brahma* only affects a Maneuver until it is resolved, then both the blanking and damage reduction effects will end. Fortitude from the Maneuver is counted normally, and the text is unblanked, important for cards like *Brass "Nuks" Shot* and *Garbage Can Lid*.
- This does not allow cards to be played illegally. Cards like *Apply Illegal Leverage* and High Risk maneuvers must still follow an applicable Maneuver as stated.
- If *Maintain Hold* is played after a Submission Maneuver that was blanked by *Brahma Bull*, on subsequent turns, the Maneuver will not be affected by *Brahma Bull* and will deal damage normally.
- This does not affect cards played from the Backlash deck or Ringside pile.
- This will not cause a legally played card to become illegal. EXAMPLE: *Precision Clothesline*'s effect is used to play it for F: 0, then the text is blanked, but the card was already determined to be a legal play, so resolution of *Clothesline* continues.

The Breakdown

MRP: This card no longer grants has a discard effect to *Jerichoholics*.

The Chain Gang: Hustle, Loyalty, & Respect

- This card is a Strike + Action. It is not a hybrid, as there is no option to play the card as one type or the other.

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The Coach Says, "Today's the Day!"

-The 'remove from game' effect does not require the player to have any Fortitude to return a Mid-match card to the Backlash deck.

The Dirtiest Player in the Game (original version)

-This does not allow a player to pack Face and Heel cards in the same Arsenal. If the Arsenal is Face, the card *Apply Illegal Leverage* cannot be packed..

-This card can be played in a Face deck. It can be used to search for *Apply Illegal Leverage* if a player just wants to look through their Arsenal and shuffle.

The 8th Wonder of the World (original version)

-When this card is successfully played, Andre may remove up to 8 cards from his opponent's Ring, but these cards cannot be F: 0 maneuvers.

The Ego Cutter

-There are three separate possible conditions listed in this card, only one of them needs to be met to gain the reversal restriction.

The End is Near

-This allows play of *From the Top Rope* as the next card. It does not alter *From the Top Rope*'s ability to affect the Maneuver played after it.

The Flair Flop (original version)

ERRATA: This card includes the text: "Blank that maneuver's text until the end of turn, "

-Because *Flair Flop* is played 'after a successfully played card,' it can be played against a maneuver that cannot be reversed, or can only be reversed from certain zones, as *Flair Flop* does not reverse the maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen.

EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-This card has no effect if overturned while taking damage.

-The player still needs to meet Fortitude costs to play this card.

-The blanking effect only lasts until the resolution of *Flair Flop* and the end of turn.

-This effect will not blank a Maneuver with the Restricted Modification Symbol on it. It will still end the opponent's turn and allow the player to obtain *Over Sell Maneuver* cards after the RMS Maneuver has resolved.

The Game's Sleeper

MRP: Now includes the text: "Cannot be packed by the Two Man Power Trip."

The Gory Bomb

-Reversals applicable to cards that move cards from the Ringside pile will only reverse *Gory Bomb* if it is played after a High Risk maneuver.

The Great American Bash

-This card is not considered to have 'BASH' in the title for cards referencing that trait by name; the restriction for cards with 'BASH' in the title does not apply to this card.

-Any Heat cards are removed from the game before the ACE can remove cards, and those Heat cards do not count toward the number of cards *Great American Bash* is removing from the game.

The Hurri-Friends Armory

-The 3 cards do not have to be shown to the opponent, as they can easily proven to be '3 cards.'

-Cards that are not Superstar-specific cannot be played if they are in the *Armory*.

The Hog Log

-This card is not a Multi when played as an Action, the Multi trait only applies as a Maneuver, as indicated in the card description.

-The Big Show may pack this card despite his Superstar Ability restriction because it contains his logo.

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The King Interferes!

-King cannot reverse *Test of Strength*, since the *Test* will be D: 0 at the time reversals are played.

The King of Kings

-This card will count itself when counting 'every copy of this card in your Ring area.'

-The opponent overturns 5 times the number of *King of Kings* to prevent the shuffle; however, regardless of the number of copies, only 5 cards can be shuffled back.

The Kurt Angle Invitational

-This card can be played as a normal Stipulation card, or it can be put into play when another Stipulation card is played.

-The cost of the ACE is allowing the opponent to shuffle 1 card and draw 1 card; they are not required to perform this action, but the effect can be used regardless of the opponent's choice.

-When the ACE on this card is used, the cost is paid first; if the opponent draws a reversal such as *Don't Try This at Home*, he may then reverse the ACE.

-The opponent has the option to shuffle 1 card and the option to draw 1 card, or do none of these; if one cannot be done, the other effect may still be used. NOTE: This is a reversal of a previous ruling

The Legend Lives On

ERRATA: Now includes the text "...your Maneuver cards in your Ringside pile and played from your Ringside pile are Heat cards..."

-The Maneuvers in the discard pile only gain the Heat trait during Shawn Michaels' turn; they cannot be used as Reversals. On an opponent's turn, they do not count toward the 6-card minimum for playing Heat cards from the discard pile and will not be removed from the game if cards are moved from the Ringside pile, unless they have the printed Heat trait.

-RMS Maneuvers cannot be modified by *Legend*.

-Hybrid Maneuver/Action cards in the Ringside Pile cannot be played as Heat Actions.

-When a Maneuver made 'Heat' by *Legend* is successfully played to the Ring area, it is still 'Heat' until the card is resolved, and the text of the Maneuver is a 'Heat effect'. EXAMPLE: If *360-Degree Clothesline* is played from the Ringside pile, recovering cards with card text will not cause the removal of Heat cards from the Ringside pile.

-Cards modified by *Legend* can be reversed from Arsenal by *Chained Heat*, as they carry the trait until they are resolved.

-A Blindsides maneuver affected by *Legend* in the Ringside pile cannot be played if the limit of 'one Heat card per turn' has already been played.

-If *Cold-cocked* is reversed and goes to the Ringside pile, it will be considered a Heat maneuver when its effect triggers, and it will not cause the removal of Heat cards.

The Luck of the Draw

-The phrase '1 Dynamic maneuver' refers to 'a maneuver with 'Dynamic' in the title'.

-If a Dynamic maneuver is placed at the bottom of the Arsenal to activate the effect, it must first be revealed to the opponent.

The Matt Hardy Movement

-This card is a Multi High Risk + Action. It is not a hybrid, as there is no option to play the card as one type or the other.

-The opponent will discard a card (if possible) when this card is played, as it in the Ring area when the effect is triggered.

The Million Dollar Dream

-This card cannot be packed by Stone Cold Steve Austin or Two-Man Power Trip.

The Million Dollar Title Belt

-The 'Foil card' must be printed foil as manufactured by Comic Images. Proxies are not legal for tournament play, and Most Recent Printing does not apply.

The Name of the Game is Wrestling

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-The Action card the opponent plays will still resolve normally. The turn ends after all of the effects of the Action played.

-If the opponent plays *Rabid Wolverine*, he can use the effects of *Rabid Wolverine* to prevent the end of his turn. This is because the pending end-the-turn effect waits until all other effects are done.

The Older the Berry...

-A player can choose to do any one or two of the options if desired. He does not have to do all three.

The Old Switcheroo

-This card will resolve the text copied from another card.

-This card can be played if Pre-match cards have already been played, and will have no effect on those cards already in play.

-If *Switcheroo* copies a card with a self-removal effect, and *Switcheroo* is removed, the affected card regains its text.

-If the card affected by *Switcheroo* leaves play, *Switcheroo* will no longer have the extra text.

-If this card copies the text from *Summerslam*, it will attempt to be play a Stipulation card, but will be prevented by its own text from playing Pre-match cards.

The Peep's Champ

-There are two separate comparisons for the effect of this card, no addition of the numbers is required. EXAMPLE: If The Rock plays *Peep's Champ*, he will have to have both a higher Fortitude Rating, as well as a higher Superstar Value, to prevent his opponent from playing Superstar-specific cards.

The People's Champ, The Big Freak'n Machine, or The Game?

MRP: The Big Freak'n Machine ability now begins with "Your first non-Pre-match non-Reversal cards played..."

The People's DDT

-It is able to search for a card with "people" in the title, even if it is part of a larger word such as "People's."

The People's Kip-up

MRP: This card no longer grants -5F to *Patented Rock Footstomp*.

The Rated R Superstar (original version)

-The title of the card must start with the letter "R" as the first word for *Rated R* to reverse it (unless it is an Action). The same applies to the card that is searched for. EXAMPLE: Edge could not search for The *Rated R Superstar*, as the card title does not begin with the letter "R".

-All Revolution cards start with the letter "R".

The Raw Deal Revolution

-The card checks for four lines of printed card text only; text 'added' by other cards does not apply, nor does Most Recent Printing, errata, etc. Only the physical lines of text on the card are relevant.

-Playing a hybrid card will not alter *Revolution's* ability to reverse, as it checks for the printed lines of text.

-Flavor text, traits, card titles, and card type descriptions do not count towards the total number of lines, only the card text box is counted.

There are Two Things you Can Do: Nothing, and Like it.

-When determining cards drawn from this effect, do not include modifiers. The printed Fortitude cost is the physical number in the top corner of the card and cannot be changed. This includes text referring to a Fortitude cost 'when played as an Action.'

-The player whose card is being reversed must first choose the number of cards to draw, then draw all of the cards at once.

-If played against Christian, no cards are drawn due to his Superstar Ability.

The Ref Got in the Way!

-This can reverse a card that has the ability to remove that player's cards, regardless of the game state. EXAMPLE: *Money Talks*, *BS Walks* can be reversed even if there are no Action cards in play.

-This can reverse a card with an option that can potentially remove cards, even if that option is not desired by the

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player.

-This will not reverse a removal effect such as Evolution's Superstar Ability or using the ACE of *Managed by Paul Heyman*.

-This has no effect against cards with a self-removal ability, such as *Trash Can* or *Beating The Odds*.

-If *Comeback!* is played by an opponent while this card is in the Ring area, the opponent discards for every card removed with this effect, to the best of his ability.

The Ref Takes Control

-To clarify, this will reverse any Maneuver played after *Roll Out of the Ring* OR any Foreign Object card. The Foreign Object card does not have to be played after *Roll Out of the Ring*.

-If this is used as the first reversal to a Multi Foreign Object card, the Maneuver will not be removed from the game.

There Is No Escape

-Hybrid non-unique maneuver cards can still be played as actions.

There's No Holding Me Back

-If a Reversal is overturned to stop damage, this card can still be activated.

-*There's Holding Me Back* can be resolved if another 'end the turn' effect has been generated, such as *Over Sell Maneuver*.

The Road to Victory

ERRATA: This card includes the text: "Blank that card's text and damage until the end of turn, "

-Because *Road to Victory* is played 'after a successfully played card,' it can be played against a Mid-match card that cannot be reversed, or can only be reversed from certain zones, as *Road* does not reverse the card affected.

-This can be played against cards affected by *TLC Match*.

-The blanking effect only lasts until the resolution of *Road to Victory* and the end of turn.

-*Victory* will not blank a card with the Restricted Modification Symbol on it. It will still end the opponent's turn and possibly trigger *Road's* discard effect after the RMS Action has resolved.

-If played against Edge and Christian as a reversal, E&C will reveal the amount of cards that would have been discarded, then draw that number instead.

-A player discarding an *Ego Boost* will still have to discard to 5 cards in hand. However, if the *Ego Boost* is discarded, leaving 5 cards remaining, the requirement has been met, and no further discard is necessary once cards drawn from *Ego's* effect.

The Show Must Go On

-If an *Eye Rake* (or other *Rake*) is used as a Reversal on the previous turn, and a Maneuver is played, this card can be activated to receive another Maneuver that cannot be reversed from the effect of the same *Rake*. However, this will not work with cards played on the same turn such as *Turn the Tide*.

-This effect will NOT enable the effect of *Pump Kick* or Big Freak'n Machine's Ability.

-This effect will not allow for multiple use of *Whatcha Gonna Do, Brother?*

The Squared Circle is no Place for a Woman!

-This card will only affect a superstar with the Female trait. Team Superstars featuring a mix of males and females are not considered female.

The T & A Factor

-This card modifies the card *Puppies! Puppies!* to cost F: 7. This will be reduced to F: 4 by Trish Stratus's Superstar Ability.

The Three Amigos

-If *Three Amigos* is reversed by a reversal or effect that completely reverses a Multi, no further reversing is necessary.

The Title Is On the Line

-If the player using this card does not have a Title Belt Card, this card has no effect if the Maneuver is reversed.

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The Urn

- This card has two ACEs: skipping the Draw Segment to retrieve a card, and removing 4 or more cards from the game.
- If the ACE involving skipping the Draw Segment is reversed, the card on top of *The Urn* will remain on top.
- The second ACE can be used with 3 copies of a card and *According to the Contract Table*, if it has been given the name of the same card.
- A card moved onto *The Urn* is not considered to enter the Ringside pile, so it is not prevented by *Hell in a Cell Match*, nor will it cause the removal of Heat cards.
- A card that has been overturned to reverse a Maneuver can be moved to *The Urn* (if there is no card on *The Urn*) before it reaches the Ringside Pile.
- An overturned reversal can be moved to *The Urn* before that reversal's text removes it from the game. EXAMPLE: *A Revolution of the Mind*.

The World's Greatest Upset in the Making

- The effect of this card is 'locked in' when the card is played. A change in Superstar Values by either player will do nothing to change this card effect.

This Is Between You and Me

- If the Enforcer card hidden includes the current Enforcer, that Enforcer's ability and Superstar Value will no longer be added to the Superstar Ability and SSV.

This is Going Nowhere Fast

MRP: Now includes the text: "Can only be played when you have 2 or more non-hybrid Reversal cards in your hand."

- Edge and Christian's ability will allow them to draw instead of discarding, but the player must reveal the non-Hybrid Reversals from hand to prove they could be discarded.

This Is My Yard

- This affects all of the opponent's Reversals, including cards that do not reverse, such as *Over Sell Maneuver* and *Took That on the Chin*.
- Since the Reversals are affected by *Yard*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Backslide* still require +20F to play.

Thou Shalt Not ##### With the Dudleyz (both versions)

- This can reverse any card that could force the player to discard a card.
- This occurs even if the game state would suggest that they would not be discarding a card. EXAMPLE: An opponent plays *Flying Topé* with no other cards to discard.
- This card can reverse *Twisted Smile*.

Throttled Within an Inch of Your Life

MRP: Strike / Grapple

Cannot be reversed from your opponent's hand.

When successfully played, he overturns cards until 2 applicable Reversal cards are revealed or until he has only 1 card in his Arsenal.

F: 0 D: 0 Unique Multi RMS

- An 'applicable reversal' is a Reversal that would normally stop a D:0 Strike or Grapple, or Unique card, other otherwise reverse the card in question from the zone in which it currently resides, regardless of its Fortitude Requirement or the opponent's Fortitude Rating.
- If one copy *Let's Wrestle Already* or *You Fight Like a Woman* is overturned, it will reverse the entire overturn effect but will count as only one reversal to the Multi Maneuver; unless a second reversal was played or activated from another area, the damage will then be resolved (D:0), and since only one reversal has been applied, the turn continues.
- If the *Throttled* is not reversed, it will stop with only 1 card remaining in the Arsenal. If successfully played when there are no cards remaining the Arsenal, a Pinfall victory will occur.
- Card effects removing Maneuvers to lower Fortitude ratings cannot remove this card. EXAMPLE: *Undermine the Competition* and *Comeback!*

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Throw Into the Corner Turnbuckle (original version)

-If used to reverse *Throw Into the Corner Turnbuckle*, the first card a player plays on his turn is considered to be "played after *Throw Into the Corner Turnbuckle*", even if this effect is not desired. Strikes will do +6D and cards such as *Superplex* and *Big Show Splash* may be played, due to the text of *Throw Into the Corner Turnbuckle*. This card is also vulnerable to reversals for such cards. EXAMPLE: *Tornado DDT* or *Whisper in the Wind*.

-Since the Reversals to a Grapple Maneuver are affected by *Corner*, an RMS Maneuver is not being modified, and Reversals to a Grapple RMS Maneuver like *Gut Punch Body Slam* still require +12F to play.

Thrust Knee Lift

-The opponent must have at least 2 cards in his Ringside pile to use the effect of this card.

Tilt-a-Whirl Powerslam

-The Unique reversal must be able to reverse the maneuver.

-This card can be reversed by cards that reverse a maneuver played after *Irish Whip*, according to the text of *Atomic*; *Irish Whip* does not have to have been played previously. EXAMPLE: *Gut Wrench* is played before *Tilt-a-Whirl Powerslam*; *Overshot Your Mark* is still a legal reversal.

Title Belt Clubberin'

-This card cannot be played after a card such as *It Doesn't Stop* unless there is a Title Belt card in a Ring Area, as the requirement for the Title Belt is a separate requirement from the 'Can only be played after...' text.

TLC Match (original version)

ERRATA: Consider this card to end with the text "...but are not counted as such outside of your Backlash deck."

-Starting hands are drawn before a player searches for *Tables*, *Ladders* and *Chair Shots*.

-This lets any player add up to 6 extra cards to their Backlash deck. This may put the number of Mid-match cards over 10.

-*TLC* cards played from the Backlash deck count as being played from the Backlash deck for the purposes of reversals and other immediate effects. EXAMPLE: *Not Today*, *Pal* and *The Road to Victory*

-If reversed, a *TLC* card will go to the Ringside Pile as a card from Arsenal.

-If the *TLC Match* is removed or blanked, any player can still play the cards added to their Backlash deck with this effect.

Took That on the Chin

-This will not be affected by effects that plunge a single Maneuver being played, since this card has the RMS

-Edge and Christian may draw instead of discarding a card.

Tomakazi DDT

-The opponent must discard exactly 4 cards. He cannot discard less, even if he has less than 4 cards in his hand.

-This card may be reversed by cards such as *Don't Hate da Playa*, *Hate da Game!* and *Thou Shalt Not ##### With the Dudleyz!*

Too Hot to Handle

-This effect is cumulative with other cards increasing the amount of Heat cards played in a turn, such as *Feel the Fire* or *Sparks of Glory*.

Toothless Aggression

MRP: Now reads: "Can only be played after a successfully played maneuver. Blank that maneuver's text and damage until the end of turn and end your opponent's turn."

-Because *Toothless* is played 'after a successfully played maneuver,' it can be played against a Maneuver that cannot be reversed, or can only be reversed from certain zones, as *Toothless* does not reverse the Maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen.

EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-The blanking effect only lasts until the resolution of *Toothless* and the end of the turn.

-This will not blank a Maneuver with the Restricted Modification Symbol on it. It will still end the opponent's turn after the RMS Maneuver has resolved.

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-Once *Toothless* is resolved, the turn has been ended; no further effects played after a 'successfully played maneuver' such as *Over Sell Maneuver* or *Took That on the Chin* can be used, however, *There's No Holding Me Back* can be activated.

Top Rope Toss

-It doesn't matter where this card is placed in the Arsenal, since the player has to shuffle their Arsenal after searching. There is no way to avoid shuffling with this card effect.

Tormented Tomfoolery

-The card remains as only the chosen maneuver type until the card is resolved. EXAMPLE: The player chooses Grapple for *Tomfoolery*, it does not count as a Submission maneuver when played, but reverts to both types in the Ring area.

Tornado DDT (Throwback)

-This card cannot be packed by Superstars such as Junkyard Dog or Big Show, as it is considered a High Risk in the Arsenal.

Tornado Takedown of Doom

-The RMS will not allow the moving of cards from the Ringside pile if *Hell in a Cell Match* is in play.

Torrie Wilson, On It!

-This effect is a triggered effect. When the trigger resolves, the card's user may place one card under *Torrie*.
-If an effect causes the player to reveal his hand for an extended period of time, *Torrie* will still only trigger once.
-There is no limit to the amount of cards this card may hold.
-If this card is removed from the Ring Area, the cards underneath go back to the player's hand. His opponent does not get the chance to see what they were.
-This will trigger on any effect that makes the player reveal his hand, even one he controls. EXAMPLE: Billy Gunn's Superstar ability or *Check This Out!*.

Totally Bogus!

-This will reverse any card that shows a potential to draw the number of cards listed on *Bogus* as shown in the rules text of the card.
-Stun Value is not included when evaluating card drawing potential. Stun stars are a trait, and *Bogus* will only see the rules text.

Tossed Between the Ropes

-See rules regarding Activated Card Effects in the Glossary below.
-The next card is considered played after *Throw Opponent Out of the Ring*, even if this effect is not desired.
-A list of cards with Activated Card Effects is available on comicimages.com/rawdeal

Touch Turnbuckle (various)

-If discarded from play, they will go into your Backlash deck instead of the Ringside Pile. They will not be affected by *Hell in a Cell Match* or The Rattlesnake.
-If revealed by the effect of a *Lariat Takedown*, the player can choose to make them go to the Ringside Pile. If so, they will still return to the Backlash deck.

Trailer Park Trash

-This removes all instances of the word 'face' from *Kissing Up to the Stinkin' Fans*, not just the first one.
-This card applies its rules text to both player's cards.

Trailer Park Slap

-This does not work around the *Hell in a Cell Match* effect.
-This does work around the Rattlesnake's Superstar Ability, since it's a Unique card.

Trash Can

-If this card is in a player's Ring Area, it is an ACE. If an opponent is using the effect, it is not in their Ring Area, so

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it is not an ACE.

-*Trash Can* will go to the Ringside Pile if reversed from anywhere.

-Using the *Trash Can* does not count as playing a Maneuver, but it does count as a Strike Maneuver. Reversals will still work on the activation of a *Trash Can*.

-Modifiers adding and subtracting to the damage of a Strike Maneuver will benefit the use of a *Trash Can*, unless it uses the term 'card' or 'played'. EXAMPLE: *Turn the Match into a Pier Six Brawl* adds +2D to Strike maneuvers, this would increase a *Trash Can*'s use.

-A use of the *Trash Can* does not count as 'playing' a maneuver, so it will not allow for the play of cards such as *Debilitating Injury: Concussion* or *High Risk* maneuvers.

-If this card is given the Permanent trait, it will still go to the Ringside pile if reversed since it is removing itself per the card text.

Tree of Woe

ERRATA: This should have the Mankind, Cactus Jack and Dude Love logos. It does not matter which version is packed.

Trip

ERRATA: This card now includes the text: "If played from your hand and if you are an "inactive" player of your team; reverses any Strike, Grapple, or High Risk maneuver and end your opponent's turn."

Tuning Up the Band

-The next card played does not have to be the card searched for.

Turn the Tide

-Lets the player use their opponent's Fortitude instead of his own. He does not add the Fortitude of both players.

-If the player has an effect that gives a modifier to Fortitude costs, this is applied to the opponent's Fortitude for the purpose of playing this Maneuver. EXAMPLE: Tazz with no Fortitude may use an opponent's Fortitude of 6 combined with his own ability to play a *Fisherman's Suplex*.

-This effect modifies the player's current Fortitude, not the next Maneuver. This will allow the play of a Maneuver with the RMS. If this is done, the card will not be irreversible.

-If a card removes the opponent's Fortitude after *Turn the Tide* is played, such as *Comeback!*, the next Maneuver played would use the opponent's new Fortitude rating, but the Maneuver would still be irreversible.

Turn Up the Heat

MRP: Now reads: "You may discard 1 Reversal card. When you do, if your next card played this turn is a maneuver of 5D or less, it cannot be reversed and after damage has been applied, end your turn."

-The player may discard a hybrid Reversal card from hand.

-If a player cannot discard a Reversal card, he can play this card; however, he will not receive the reversal protection on his next maneuver

-If the Maneuver played after this card is resolved as 6D or greater, it will not be made irreversible.

Twelve Years of Terror

MRP: Now reads: "Look at your opponent's Backlash deck, choose 1 card, and he discards the chosen card."

Twisted Smile

-The opponent must discard exactly 4 cards. He cannot discard less, even if he has less than 4 cards in his hand.

-This card may be reversed by cards such as *Don't Hate da Playa*, *Hate da Game!* and *Faceplant*.

Two!

-This counts as reversing 'from Arsenal.'

-This is not considered to enter the Ringside pile, so it is not prevented by *Hell in a Cell Match* or *The Rattlesnake*.

-A player is not required to use the reversal effects of this card if it is overturned.

Ultimate Smackdown!

-A player can only return a card that was removed if it started the game in Arsenal. The card must come from their removed-from-the-game pile.

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-A player may use this effect in the Steel Cage tournament format to return a card from his Ringside Pile.

Unbreakable Chain

-To clarify, the cost of the ACE is removing the card from the Ring area, the effects created are the Chains cards moved and the continuation of the turn.

-If a Chain maneuver is played with a *Panic* maneuver, both maneuvers must be reversed to activate *Unbreakable*.

-If this card is used to continue the turn after the opponent reversed from Arsenal, the maneuver played is considered to be the damage amount calculated after damage reduction through *Sustained Damage* or other means. EXAMPLE: *Apply Legal Leverage* (8D) is reduced to 4D by the opponent's *Sustained Damage*, but the first card overturned reverses *Legal*; if *Unbreakable* is used to continue the turn, the last maneuver is still considered to be 4D, and a maneuver like *Knee Smash* could be played.

Uncle Eric's Karate Kick

-If this card is played by Eugene, the Enforcer effect does nothing.

Undermine the Competition

-If the Fortitude of the Maneuver being played is reduced to less than 0F, the game considers it to be 0F and *Undermine* cannot be played.

-The Maneuver being successfully played is added to the Fortitude total before determining if *Undermine* can be played due to a lower Fortitude Rating.

-Because *Undermine* is played 'after a successfully played maneuver,' it can be played against a Maneuver that cannot be reversed, or can only be reversed from certain zones, as *Undermine* does not reverse the Maneuver affected.

-This does not reverse the Maneuver it is played against, so events triggered from a reversal effect will not happen. EXAMPLE: *Running Lariat* or Team Angle's Superstar Ability

-A player cannot discard cards to *Sustained Damage* then play *Undermine* for the same Maneuver.

-If a Maneuver successfully grants a Victory condition, *Undermine the Competition* will not prevent this effect, as the card removal occurs after the card is successfully played. EXAMPLE: *Backslide* or *Roll Up*.

-This card cannot be removed before the removal effect ends if the maneuver includes a removal effect; *Undermine* will resolve first, then the maneuver's removal effect will trigger. EXAMPLE: *Drop Toe Hold* or *Gut Punch*.

-Cards that do not add to Fortitude (D: 0) may not be chosen for removal with this effect. EXAMPLE: Cards such as *Feign Strike*, *The Special Kiss*, and *Dude, Whatever*.

Undertaker Sits Up!

-Cards like *Fortitude Surge* cannot be used in response, as it is not legal to play Reversals on a player's own turn. When the new turn starts, the plunging is already in effect, so *Surge* cannot be played.

-Since the Reversals are affected by *Sits Up*, RMS Maneuvers are not being modified, and Reversals to an RMS card like *Backslide* still require +25F to play.

-If *Surge* was already in play before *Undertaker Sits Up!* is played, it can still be discarded to remove the plunging effect.

Unleashed Bomb

-If this card is blanked once it is determined to be a legal play (*Brahma Bull*, *Feathered Boa*), the card still resolves normally. EXAMPLE: Batista meets the conditions to play *Unleashed* as F: 0; *Brahma Bull* blanks *Unleashed*, but it continues to resolve as a D: 1 Grapple + Grapple Multi with blank text.

Unscripted

-If there is at least one card already in hand, a card may be discarded by Mr. PPV to play *Unscripted* he does not have less Pre-match cards in the Ring area than his opponent.

-Removing an opponent's Pre-match card will reduce the number of Pre-match cards in his Ring area, usually allowing the opponent to play another Pre-match card if he is able, even if he had already played his maximum amount of Pre-match cards.

Unscrupulous S.O.B

-This card can be used to reverse an ACE that comes from a Unique card.

-This card does not reverse cards played that have the ACE logo (unless it is a non-Unique Action card), only when

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the ACE is activated.

-*Unscrupulous* does not remove the ACE card from play, but if the card removed itself as a cost of the ACE, it still leaves the Ring Area. EXAMPLE: *The Title Is On the Line!* or *Managed by Dawn Marie*.

Up & At 'em!

-It is discarded as it would enter the Ring area. It may be reversed as normal, the 'discard' effect does not grant this card extra exemptions

-This card is still considered played, and will trigger any effects that would normally trigger on a played card.

-Multiple copies of this card are redundant, since one will just grant the bonus to the next one.

-There is no limit to the amount of copies a player can have in play.

USA! USA! USA!

-The multi effect will only apply if the Superstar has a "Tag Team Superstar Ability."

Use 'em or Lose 'em

-Cards that are reversed still count as 'attempted' to be played.

-An opponent cannot attempt to play a card illegally. Only legal attempts will be counted.

Van Daminator

MRP: Now includes the text: "As a maneuver, can only be played after a successfully played 4D or greater maneuver and if you discard the card titled *Chair Shot*."

-The player must discard *Chair Shot* to play this card. If he discards *Chair Shot* to lower the Fortitude cost of this card via Rob Van Dam's ability, he must discard another *Chair Shot*.

-If played after *From the Top Rope*, the player does not need to discard a *Chair Shot*. This also applies to Shane O'Mac's Superstar Ability, or the Shane Enforcer Ability.

Velocity

-If activated by Vince McMahon, the player must choose Raw or SmackDown!, not both.

Vengeance

-If a *Panic* maneuver is played but only one Reversal is used, *Vengeance* will not trigger, as *Panic* states both maneuvers are successfully played.

Version 1.0 (original version)

-This effect works in addition to Matt Hardy's Superstar Ability.

-If the player plays a Grapple/High Risk Multi, both this effect and the Superstar Ability will trigger.

-Unlike Matt's Superstar ability, this effect will not work if *Hell in a Cell Match* is in play.

-Since it is Unique, its effects will work against the Rattlesnake.

Version 1.0 (Throwback)

-A Multi with both the Grapple and High Risk maneuver types will only causes the effect to be triggered once.

EXAMPLE: *Side Effect* or *Tornado Takedown of Doom*.

Veteran Referee: Tim White

-The text of *Disqualification* added by *Tim White* still requires the Action, Maneuver, or Reversal card to be Heel.

Victory Roll

-Despite the RMS on this card, a player can still prevent the Pinfall with cards such as *Pay-Per-View Main Event* and *Wrestlemania*.

Vince McMahon, Guest Ringside Announcer

-The Stipulation blanking effect is immediate, and it can only affect cards in the opponent's Ring area when played.

Vince McMahon Interferes

-As stated on the card, this effect can be used during your opponent's turn.

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Vinny Mac Attack

ERRATA: This can now includes the text: "Vince McMahon can play this card despite his Superstar Ability."

-This card is a Multi Trademark Finisher/Action. It is not a hybrid, as there is no option to play the card as one type or the other.

-Action Reversal cards overturned will count as a Reversal if the Fortitude cost and reversal condition is met.

EXAMPLE: *All Talk, No Action* would count as a Reversal if overturned (provided the opponent had 3F or more), but *Takedown* would not since the *Attack* is Unique.

Vise Lock

-If the opponent blanks *Vise Lock* (*Oversell Maneuver*, etc.), the chosen cards remain in that player's hand with no further effect.

V.K.M.'s Patented Big Gulp

-This card may be used as a reversal even if there are no other cards in hand.

-If played as a Reversal, Edge & Christian may draw cards equal to the number of cards in their hand.

Volley Barrier

-This effect can cause a card to become "Volley: 0"; it could then be reversed by removing no cards from the Ringside pile.

Volley This!

-If a non-F: 0 Action is played, but *Hell In a Cell Match* or other Ringside Pile restriction prevents the removal of cards, *Volley This* cannot be used as a Reversal.

-The amount of cards removed is a function of the Fortitude cost of the Action played, not the printed Value.

-This card will not reverse Action damage from Arsenal, since the specific conditions for reversing cannot be met.

-*I'm Gonna Break You* can be used to remove one less card from the Ringside pile; the player has no choice in what card is not removed, it merely reduces the number by one. However, the player must be able to remove the card(s) in question before *Break You* can reduce the amount.

-If the removal of Heat cards will not leave enough cards to remove for *Volley This* to reverse an Action, it cannot be played. EXAMPLE: There are 10 cards in the Ringside pile, but 9 are Heat cards, and the opponent plays *Roll Out of the Ring* (F: 2); removing the Heat cards first (which do not count for *Volley This*) would leave only 1 card, the conditions of the reversal cannot be met, and *Volley This!* cannot be played.

Waist Lock (original version)

-This card may blank any card in your opponent's Ring Area, except a card with the RMS.

-If *Apply Illegal Leverage* is played after this card, the player may choose a different card to blank, but the card will become unblanked at the end of your turn.

-An 'applicable reversal' is a Reversal that would normally stop a D:1 non-Unique Submission maneuver, other otherwise reverse the card in question from the zone in which it currently resides, regardless of its Fortitude Requirement or the opponent's Fortitude Rating.

Wake Up...

-This can be played if the player is taking the first turn of the game, or if the player ended his opponent's turn for him. EXAMPLE: *It's Showtime*.

-This card cannot be played if the opponent played a Maneuver, even if that Maneuver was unsuccessful.

-An opponent cannot attempt to play a card illegally. Only legal attempts will be counted.

Wanna Know What I'm Gonna Do?

-The opponent will see which 2 cards are chosen, but he will not see in which order they are put back onto the Arsenal.

Wazzzzuuup?!?!?

MRP: Now includes the text: "When successfully played after a card with the word "slam" in the title,"

Well Deserved Push

-This card may be packed regardless of Superstar Value, but it can only be played if the current Superstar Value is 2

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or less.

Wellllllllll!!!

MRP: Activating this card is no longer 'a Mid-match Action' and does not prevent a Follow-up.

What? (original version)

MRP: Now includes the text: "Cannot be packed by the Two Man Power Trip."

Whatcha Gonna Do, Brother? (original version)

MRP: The newest wording states the maneuvers "...cannot be reversed from your opponent's hand or Backlash deck." These Maneuvers can be affected by *Beating the Odds*.

-If the player plays a non-Maneuver card after using *Brother*, it can be reversed as normal. The protection granted by this card is lost.

-The player will end his turn after the resolution of the second card played.

-This card gains no benefit from activating *The Show Must Go On*.

Whatchoo Talkin' 'bout, Ese!

MRP: Now includes the text: "Can only be played when you have 1 or more cards in your hand."

What's Mine is Mine and What's Yours is Mine

-This effect is a triggered effect. When the trigger resolves, the card's user may place up to 3 cards under *Mine is Mine*.

-If an effect causes the player to reveal his hand for an extended period of time, *Mine is Mine* will still only trigger once.

-This will trigger on any effect that makes the player reveal his hand, even one he controls. EXAMPLE: Billy Gunn's Superstar ability or *Check This Out!*.

-Cards played from under *Mine is Mine* are played as though they were in hand. They cannot reverse *Dirty Low Blow*, for example, with a *Step Aside* hidden under *Mine*.

-Cards underneath *Mine is Mine* cannot be returned to hand, they must be played to make room for other cards.

-As long as there are less than 6 cards, a player may put cards under *Mine is Mine* when the effect is triggered. There is no limit to the amount of cards that can be placed under *Mine* during the course of the game, as long as there are no more than 6 at any one time.

-If this card is removed from the game, any cards underneath will also be removed from the game.

When Hell Freezes Over (original version)

-When a player removes this card from the game from his Ringside pile, he is not playing this card, but rather using the card's effect, much like *No One Wants to Watch Women Wrestle*. Therefore, a player cannot use this card from the Ringside Pile when *Hell in the Cell Match* is in play, or if any player is The Rattlesnake.

-The reversed card is removed from the game and does not go to the Ringside Pile at all.

Where Are Your Medals?

-*Medals* does not allow a player to break the rule that prohibits someone from playing a Reversal during their own turn.

-This may reverse a Reversal card if it is not the player's turn. EXAMPLE: *Ref KO'd!* or *Disqualification!*

...Where the Hell Are We?

MRP: This card is considered an uncommon card due to reprinting.

Whirling Elbow

-The cards chosen have to be discarded; a number cannot be chosen that is more than the number of cards in hand.

White Wedding

-If this card is in a player's Ring Area, it is an ACE. If an opponent is using the effect, it is not in their Ring Area, so it is not an ACE.

-Switching Superstar Abilities does not affect the ability to play cards. EXAMPLE: If a player were to gain Big Show's Superstar Ability, he could still play a High Risk card that was legally packed.

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- Vince McMahon's Superstar ability is the exception. A player with this ability is limited to playing with the restrictions listed on Vince's Superstar card.
- If Jerry Lawler's ability is switched due to *White Wedding*, the effect including '#' that defines his Superstar Value has no effect to his opponent, since *Wedding* doesn't copy Superstar Value information, only Superstar Abilities.
- If a Superstar Ability is blanked, *White Wedding* will switch the 'blank' ability with the opponent.
- If a Superstar-specific Feud card is overriding the Superstar Ability, once the switch has been made with *White Wedding*, the Feud will again override the 'new' Ability. EXAMPLE: *Do You Know What My Watch Says?* will change Stone Cold Steve Austin's Ability after a *White Wedding* switch.
- If this card is put into play against a Superstar with an Enforcer revealed and the effect is used, the Enforcer's ability is also swapped. If the player with the Enforcer revealed uses a card to change the Enforcer ability such as *You're Fired*, the new Enforcer ability is added to whatever the current Superstar Ability for that player is. EXAMPLE: Sable with A-Train puts *White Wedding* into play, then switches abilities with Big Poppa Pump, then plays *Suplex Into the Ring* to switch to APA; Sable's ability is now Big Poppa Pump + APA, while the BPP player now has Sable + A-Train.
- If *White Wedding* is used to swap Superstar Abilities with Gail Kim & Molly Holly who have *Bald is Beautiful!* in play, the opponent's ability is now whatever option was chosen for *Bald*. Should this card be used while GK&MH have a 'swapped' ability, the choice replaces the swapped ability. EXAMPLE: Triple H activates *White Wedding* while GK&MH have replaced with the 'Austin' ability (draw 1 card, etc.); at the start of the next turn, GK&MH choose the 'Hero' ability (Chain card). If they use *White Wedding*, GK&MH's player may take the 'Austin' ability back and give HHH the 'Hero' ability, or choose to revert to the printed Superstar Abilities.
- Should *White Wedding* leave the Ring Area, it does not affect the game, and any switching of Superstar Abilities no longer applies.
- 'Play' restrictions on older Superstars such as Hulk Hogan or Spike Dudley do not apply when abilities are switched, as these are now considered to read as 'pack'. However, Big Show, Vince McMahon and Eugene have abilities that restrict what can be played, and these will apply to the player receiving that ability.
- This card has no effect for or against an Extremist Ability.

Whoo!

MRP: The Armageddon printing of this card was titled *Woooooo!* instead of *Whoo!* They are considered to be the same card. This has no bearing on Ric Flair's Mid-match card, *Woooooo!*

Who's Cooler than Michelle McCool?

- This card will count itself when determining how many copies are in the Ring area.

Who's Under the Paint?

ERRATA: This card is missing the Unique trait due to a printing error; however, it is Unique.

Why the Hell Are We Back?

MRP: This is now a Rare card, and now reads: "Cannot be reversed when there is a card with the word "hell" in the title in your Ring area.

Put 1 Backlash deck card from your Ringside pile into your Backlash deck.

When this card is in your Ring area, your opponent cannot play any card with the word "why" in the title."

Widow's Peak

- This may be played if the player reversed a card to end his opponent's last turn, even if he overturned a Reversal. Reversing an ACE doesn't count.
- The player may remove his Backlash Deck from the game even if there are no cards in it. This means he can use this ability more than once per game.
- This card will remember if the retrieval effect was used already this turn.

World Heavyweight Title Belt

ERRATA: This is considered to have the Raw logo.

World Tour '05

- This card works during each turn, but will not trigger from a Unique card played during the Pre-match phase.

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World Wrestling Federation European Title Belt

MRP: This card is now a Pre-match Object, the card is no longer revealed with the Superstar card.

World Wrestling Federation Intercontinental Title Belt

MRP: This card is now a Pre-match Object, the card is no longer revealed with the Superstar card.

World Wrestling Federation Heavyweight Title Belt

MRP: This card is now a Pre-match Object, the card is no longer revealed with the Superstar card.

Would You Please... Shut the Hell Up!

-If Chris Jericho's ability is swapped with *White Wedding*, this card will affect the 'new' ability if it causes an opponent to discard cards from hand.

Wraparound Wrist Lock

-This does not count effects such as *Trash Can*.

Wrestlemania

-This card counts as an Event card.

-If this card is activated to prevent a Pinfall condition, it will not cause an opponent's Heat cards to be removed from the game, since the opponent has no option to choose the number of cards moved from his Ringside Pile. However, the player activating *Wrestlemania* will have any Heat cards in his Ringside Pile removed from the game, since it is an effect he controls.

Wrestling with a Broken Freakin' Neck (original version)

-This makes an opponent's cards with 'neck' in the title +2D, not just Maneuvers. For example: *Pencil-Necked Geek*.

X-Treme Measures

-If the initial maneuver is stopped by *Over Sell Maneuver* or a similar reversal, the player must discard his hand because he could not meet the requirements of the card.

X-Treme Sendoff

-This card will trigger its own effect when played, allowing the player to draw 2 cards or cause the opponent to discard 2 card (if there are cards in hand when played).

Y2J

-This card may be reversed based on its potential discard or draw effects if that is not the player's choice, since the choice is not made until the card is successfully played. It can be reversed by a card such as *Don't Hate da Playa*, *Hate da Game!* or *Totally Bogus*.

-The desired effect of this card does not need to be announced prior to the opponent's reversal of it.

Yo Ese, I Know You, Homes! (both versions)

-This card may be played against any opponent to get the first effect only. The second effect does not take place unless the opponent is listed on the card.

-If the opponent is listed on the card, the new Superstar Ability will override any switch made by *White Wedding*.

-If the Superstar Ability is blanked, this will include the new Ability granted by this card.

Yo! Kill da Beat!

-The text is 'locked in' when the card is played. A change in Superstar Values by either player will do nothing to change this card effect.

-This card has no effect if Cena and his opponent have the same Superstar Value.

You Bring the A%\$, I'll Bring the Whoopin'

-This will prevent RMS Reversals from reversing the player's Maneuvers from Arsenal.

You Feeling Lucky? (original version)

-This will not affect a Maneuver with the RMS symbol.

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You Feelin' Lucky? (Throwback)

- If a Multi maneuver with more than one maneuver type is played, the effect will not trigger unless the maneuver was not the chosen type. EXAMPLE: *Lariat Takedown*, a Strike and Grapple maneuver, would not trigger the effect of *Lucky* unless the opponent named 'Submission.'
- It is legal to play a maneuver that is not one of the types listed on the card, the effect is the same. EXAMPLE: Shane O' Mac plays *Lucky*, then plays a High Risk with his ability; if the opponent reverses from hand or Backlash deck, he may discard to trigger the effect of *Lucky*.
- The discarding is not optional if triggered. If the opponent reverses from hand or Backlash deck, *Lucky's* player discards 2 cards (if he has them to discard), and the opponent discards their hand.
- If *Lucky's* player does not have the cards in hand, the opponent still discards their hand. EXAMPLE: *Lucky* is played, leaving no cards in hand, followed by *Tormented Tomfoolery*; if the opponent reversed from hand or Backlash deck, they still discard their hand.

You Fight Like a Woman

- A player cannot reverse his own overturning effects, only those of an opponent.
- This will only reverse an ACE with an overturning effect if this card is overturned.
- Fight Like a Woman* will not reverse *Test of Strength*, since *Test* deals damage.
- If this reverses a card during the Pre-match Phase, it will stop the overturn effect. Since the Pre-match Phase is considered to be neither player's turn, the end of turn effect does not apply.
- This will only reverse a card effect, it has no effect on the abilities of Kane, Road Dogg, the Finkel Enforcer, or similar Superstar and Enforcer abilities.
- If a card effect has multiple effects including an overturn effect, they are resolved in the order listed on the card; if *You Fight Like a Woman* reverses an overturn effect, all remaining effects generated from the same event are also prevented. EXAMPLE: *How Many Times* has 5 effects beginning with 'Your opponent overturns 5 cards...' If *Woman* is overturned, the other 4 effects do not trigger.

You'll Really be Stunned

- A player may draw for Stun Value before activating this card to continue his turn.
- Stun Value is a function of a Maneuver when played, so *Stunned* will not trigger from a Reversal or Action on a hybrid card with Stun Value.
- If the overturn effect of this card is reversed by *Let's Wrestle Already* or *You Fight Like a Woman*, the end-of-turn effect is pending while the Maneuver triggering *You'll Really Be Stunned* is resolved, including damage resolution.

You Rang?

- If the player chooses his opponent's next card, he must follow the normal rules and restrictions listed under the FAQ entry for *Calling You Out*.
- If a player is forced to choose this card for *Calling You Out* and their opponent could not legally play it as the next card, the player ignores that part of the effect and may choose to play a different (legal) card. This can happen with cards like *Back to Basics*.

Your Brush with Greatness is Over (original version)

- A player cannot play this card unless he has a 5D or greater Maneuver in his Ring Area.

You're as Graceful as a Cow on Ice!

MRP: The text giving -6F for *Really*, *That's Enough* is now located on *Really's* card.

- It is not relevant who played the first or second card, only that they were played. EXAMPLE: *Sustained Damage* or *Fortitude Surge*.

You're Fired!

- If played as an Action, the player may choose any Enforcer they have revealed; it does not have to be on the same card as the previous Enforcer.

You're Gonna Pay! (both versions)

- The player and his opponent both choose cards from their own Backlash decks.
- The player doesn't get to see the remaining cards in his opponent's Backlash deck.

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You Should Cover Your Eyes

-The Hand Size modification takes place immediately.

You Sanctimonious Son of a B!tch

-If *I'm Gonna Break You* is used to prevent *Sanctimonious* from being removed from the game, *Sanctimonious* will remain where it was.

-The reversal effect will not reverse cards with specific reversal requirements, such as *Poke*, *Clutch onto Opponent*, *Atomic Lariat*, or *Atomic Back Body Drop*.

You Suck!...You Suck!

-The opponent may play a Heel card if he has no other cards to discard.

-Some Superstars, such as Rob Van Dam and Dudley Boyz, remove the Heel trait from specific cards. These cards will not trigger *You Suck!...You Suck!*

You Think I'm a Psycho?

-Only the second effect is an ACE (remove to cause an overturn), the 'hide a card underneath' effect has no cost, and is not an ACE.

You Think You Know Me?

MRP: The card now includes the text: "When played by Edge, do not discard any cards."

-Edge does not discard any cards when he plays this card. This includes the added text of *Raw or Smackdown - Pick a Brand!*

You Will Respect Me (both versions)

-An overturned *Let's Wrestle Already* will reverse the overturn effect, no further overturning takes place, and the *LWA* is not removed from the game.

You Will Witness History

-Non-Superstar-specific non-Chain non-Heat non-Volley maneuver cards can still be played as reversals and actions. The same applies to a hybrid maneuver with another copy already in the Ring area, played as a reversal or action. EXAMPLE: *Ap Chaki Kick* could be played as a reversal if there was already an *Ap Chaki* in the Ring area, and *Diving Takedown* could be played as an action.

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REVOLUTION CARDS

ALL REVOLUTION CARDS

-All cards with the Revolution logo have the word "Revolution" in their title, so that *Revolution Punch* is a different card title from *Punch*, and *Revolution Punch* is a card with two words in the title.

-Abilities, card effects, and other references to specific card titles will not use Revolution card titles. EXAMPLE: Randy Orton's ability does not work with *Revolution European Uppercut*, but Tajiri's ability would give *Revolution Kick* +1D.

Revolution A Legendary Hit List

-The cards retrieved must have a target, that target cannot already be represented in the player's Ring, and it cannot have the same target as another card retrieved with *Revolution Hit List*.

Revolution A New Breed Unleashed

-The "Requirement: Extremist" means that while any Superstar can pack this card, only one with an Extremist Ability (or considered to be an Extremist) can play it.

Revolution A WWE X-Treme Original

-The new Superstar Ability also gives any benefits and effects of an Extremist, however this does not create an Extremist Ability.

-This will allow Jeff to play *Revolution A New Breed Unleashed* if it was packed.

Revolution Before This Gets Out of Hand

-If an opponent has *Revolution Gone - Not Forgotten* in their Ring, it will put the reversed card at the bottom of the Arsenal before *Revolution Out of Hand* can move it to the player's hand.

Revolution Concentrated Attack

-This card has no effect on cards without a Target.

Revolution Death-Defying Maniac

ERRATA: After the Requirement text, this card now reads: "If this card reverses from Arsenal: put this card into your Ring and if you have 3 or more Superstar-specifics from "ECW Originals" Faction Members and/or cards with "ECW Originals" in the text in your Ring, you may discard 1 Reversal: put up to 1 Pre-match Event from his Ring into his Ringside and end his turn."

Revolution Double Your Value - Double Your Fun

-The choice between using the effect on this turn or the opponent's next turn is made when the card is successfully played.

-This effect causes the Fortitude Rating to be doubled, and this new value may be used to play cards with the RMS, since the cards themselves are not being modified.

Revolution Full Nelson Slam

ERRATA: The card text now reads: "During your turn, if this card is in your Ringside, you may overturn 4 cards: play this card from your Ringside."

Revolution Figure Four Leg Lock

-If a card is removed by *Revolution Figure Four* it will end an effect given by having that card in the Ring.

EXAMPLE: If *Revolution Figure Four* removes an opponent's *Revolution Haymaker* played on the previous turn, Antics can now be played.

Revolution From Cruiserweight to Heavyweight Champ

-Core maneuvers that are not printed F:0 affected by *Champ* are considered to be F:0, and will not interact with *Revolution Hardcore Hell* or *Revolution Run-Don't Hide*.

Revolution Gone - Not Forgotten

-If an opponent reverses with *Revolution Before This Gets Out Of Hand*, *Gone* will put the card at the bottom of the

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Arsenal before *Out of Hand* can move it to the player's hand.

Revolution I Can Do Anything I Want

-Fortitude is removed one card at a time, once the amount has been fulfilled, no more cards are removed.

EXAMPLE: Two *Revolution Slaps* are removed, then two *Revolution Only One Solution: Revolution*, then finally a *Revolution Superkick*; if the *Superkick* was removed first, none of the other cards would be removed.

Revolution I Won't Be Beat Tonight

-Fortitude is removed one card at a time, once the amount has been fulfilled, no more cards are removed.

EXAMPLE: A *Revolution Slap* is removed, then two *Revolution Only One Solution: Revolution*, then finally a *Revolution Superkick*; if the *Superkick* was removed first, none of the other cards would be removed.

Revolution John Cena Is In My Corner!

ERRATA: Fixing a printing error, this card is a Pre-match: Corner instead.

Revolution Judgment Day

-A blanked ability can be replaced by a new ability with a Storyline card.

Revolution Live Fast - Fight Hard

ERRATA: This card is now F: 5 and the first paragraph (after the Requirement text) now instead reads: "At least 5 Less Fortitude: -5F."

Your next card this turn is -15F."

Revolution Previously Unannounced Match

-This effect changes the maximum number of Mid-match cards the opponent may have in his Ring from 5 (or 3, in the Revolution format) to a new number, based on how many Pre-match cards are in Ring.

-This number can be modified by other effects. EXAMPLE: John Cena plays 2 Pre-match cards, including *Unannounced*, but his opponent plays *The Champ Is Here!*, so he can now have up to 4 Mid-match cards in his Ring area.

Revolution Shoulder Block

-The cards are placed in any order.

Revolution Superkick

-*Revolution Superkick*'s Momentum text is a continuously checking condition, and will apply whenever the *Superkick* player has 5 or more targets in his Ring, so that if *Superkick*'s target is the fifth different target, it will have Momentum and require an appropriate reversal from Arsenal.

Revolution Ten Time World Champion

-The ability given by *Ten Time* is used to reverse a maneuver that is already successful, and if the effect is used, the maneuver card remains in the Ring.

-The reversal ability counts as only one reversal to a Multi maneuver, and will only trigger once. EXAMPLE: If 10 cards have been overturned for damage from *The Finisher*, and no other reversals (or reversal effect) were played/used, up to 2 cards would be drawn and a single reversal effect would apply, then the remaining damage would be applied.

-This ability cannot be used if the maneuver has Momentum or cannot be reversed; this also applies a reversal restriction does not allow reversing from Backstage Area. EXAMPLE: *Atomic Knee Drop*.

-If this ability is used after 10D has been applied and reverses the maneuver, no further damage is taken.

Revolution WWE Championship Title Belt

-This effect takes place when the card is played.

Revolution WWE Heavyweight Title Belt

-The player of the Belt chooses which effect is used.

Revolution Your Chance In the Limelight

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-This card will replace the Superstar Value comparison that takes place at the beginning of the game. This effect can be overridden by other cards played later, such as *Revolution ECW Originals* or *Bagpipe Introductions*.

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VIRTUAL CARDS

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-If you are required to identify this card for an effect (i.e. *Cole Calls It Right!*, etc.), either "ellipses" or "dot dot dot" will suffice.

12 Rounds

-The F:12 is thematic, you do not need to have 12F to use this card's effect.

Accompanied by Beulah McGillicutty

-This effect cannot be used with a *Panic* card in any way.

-When the Foreign Object is successful (for effects like *ECW One Night Stand*), but since it resolves to the Ringside, the text has no effect (unless specified, as *Dreamer's Kendo Stick* does).

Act Like a Lady

-This card ignores "male" and "female" in the text of your "Lady" cards, but that text is still there. Ignoring "Female" does not remove "Lady" from the title, if that word is applied by Lacey's ability.

Again With This Crap?! (Throwback)

-This card will reverse a card that has been played more than once in the same turn, or a card whose title exactly matches a card played earlier in the turn.

-This card cannot ignore reversal restrictions from a card with the Restricted Modification Symbol, but it can ignore the restrictions imposed by the Chain trait.

A Poem From the Genius

-This card uses strict rules of rhyming. Words may not rhyme with themselves, even buried into compound words. "Kick" and "Superkick" do not rhyme, and neither do "lock" and "headlock", for example.

Backed by Melina

-You may use the reveal effect of this card even if it is hidden.

Backed by SmackDown! GM Vickie Guerrero

-Vickie's protection for SmackDown! maneuvers modifies the opponent, not the maneuvers, so it cannot be removed with *Restricted Use in This Area*.

Backhand Slap (Throwback)

-The Godfather may still play this card to reverse a card that cannot be reversed.

Bourne to Fly

-Evan Bourne may play this card during his turn even if all of his Pre-match Capacity is exhausted, even if his Ability is blanked and his Superstar-specific Pre-matches take up slots again, because Pre-match Capacity only matters during the Pre-match phase.

Breaking Ground

-Cannot be put into Ring in response to effects that cannot be responded to.

Carlito Says, "That's Not Cool!"

-This card is fully functional when overturned, thanks to its new wording. NOTE: This is a reversal of a previous ruling.

-This card can reverse a Chain card, but will not disregard the Chain trait, as it is not a card, but a trait.

-*Carlito* only ignores reversal restrictions from the card that it is reversing. Outside restrictions, like *The Title's On The Line!*, cannot be ignored.

-Maneuvers with conditional reversal restrictions (reversal restrictions that are only active if a certain condition is met) only count towards this card's effect if the condition has been met.

Chair

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- You may only "choose" these cards per their card text as you play a maneuver. Specifically, in step 3a.
- If your maneuver is successful, you may only use these cards' Activated Card Effects before damage is applied, as using ACEs is not allowed while damage is being resolved unless those ACEs specifically permit it. Specifically, these cards' ACEs are activated in step 7a.
- If these cards' Activated Card Effects are reversed, the turn does not end until the maneuver being played fully resolves.
- Packing these cards does not influence how many copies of *Chair Shot* may be packed.

Chaos and Pandemonium at Ringside!

- This card has no maneuver type. It will not count toward Beth Phoenix's Ability or *Simply the Best*.
- The opponent may draw less cards than he shuffled in; the damage bonus and Ringside-removal-if-successful will only accrue for cards that he actually draws from the effect.

Cheat to Win

- When this card's Activated Card Effect is used, the opponent does not get another opportunity to respond to the Cheater card, as he already responded.

Con-Chair-To (Throwback)

- Even though *Revolution Tomorrow's WWE Legends Today* can be packed by any Superstar, that does not allow all Superstars to pack *Con-Chair-To*; only Superstars with the Randy Orton, Edge, or Christian logos on their Superstar card, Superstars that stipulate that they can pack cards with the Randy Orton, Edge, or Christian logos (i.e. Leader of the Edge Army and Leader of the Peepulation), or Superstars packing a Corner that allows one of those logos may pack *Con-Chair-To*.

Corporate Kane

- The reveal effect only works with cards with a Kane logo, not cards that are just Superstar-specific (for example, *Respect the Authority* making *Backed by Stephanie McMahon* 'Superstar-specific').

Dallas, Texas

- "Half of the Arsenal" refers to half of whatever size the Arsenal is after cards are removed. EXAMPLE: Booker T removes 15 cards with Dallas' text; if his opponent finds more than 22 reversals in the remaining 45 cards, he can trigger Dallas' loss condition on Booker.
- Wrestlemania* and *Pay-Per-View Main Event* cannot prevent the Pinfall from this card. Don't even ask.

Dirty Low Blow

- This card's protection is set when played. If the opponent's Fortitude changes during this card's Timing Sequence, it will not affect whether *Low Blow* can only be reversed from Arsenal or not.

Diva Bikini Contest

- This card is intentionally blank. There is no text missing from this card.
- Stun Value is only drawn from maneuvers, so if this card somehow deals damage, an overturned reversal would not cause the player to draw cards.

Don't Be a Douchebag

- This card will not ignore the Chain trait, as it is not a card, but a trait.
- This card can reverse a Chain card, as it has a 'reversal restriction from an opponent'.

Don't Treat Me Like You Know Me

- If your opponent does not wager a card, either because he has no cards in his hand or he chooses not to, you will put every card under *Know Me* into your hand.
- A hybrid card that is part maneuver is a maneuver card, not a "non-maneuver" card.
- If a Multi maneuver is revealed as a wager, all the cards under *Know Me* will go into Chyna Doll's hand.

Double-Crossed the Boss!

- This effect does not stack with the Fortitude doubling of *Revolution Double Your Value - Double Your Fun*, due to the specific wordings of both cards.

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ECW on Sci-Fi

-*Restricted Use in This Area* will not allow the opponent to play *Elbow to the Face* if the ECW player chooses that option, since *ECW on Sci-Fi* modifies the opponent and not the maneuvers.

Elevated Double Chicken Wing

-The "When you have 20 or less cards in your Arsenal" effect allows you to replace the target of an Arsenal search with *Elevated Double Chicken Wing*, from the Arsenal.

Enough Shenanigans

-The Ability alterations from this card are continuously checked; any new Abilities assigned to JBL or Ken Kennedy will be blanked, and Roddy Piper's Ability will always revert to what is printed on *Shenanigans*.

Flawless Transition

-The card played with this card must be printed F:0 and printed Chain.

Flanked by Arena Security

-The protection that this card provides lasts through the entire Pre-match phase, so any effects that occur at the end of the Pre-match phase will still be limited by the protection granted by *Flanked*. Effects that occur after all Pre-match phases, like *Backstage Donnybrook* and *WWE Spinner Belt*, will not be affected by *Flanked*, as its protection has expired when those cards resolve.

Getting an Edge on the Competition

-This card deals no damage, as it is never played.
-If it is removed from the Ring, it cannot be shuffled into an Arsenal.

Green Bay, Wisconsin

-The +20F for this card's Activated Card Effect will apply toward playing *Green Bay Plunge*.

Halloween Havoc

-The fake Strike 'played' will not be restricted by *There Is No Escape*.

Hawk's Neck Breaker

-When you are the Road Warriors, this card reverses nothing. It's still a hybrid.

Hellraisers 'till the End

-This card's Activated Card Effect can be used if you put the card into your Backstage Area, since it does not include the words "When this card is in your Ring," and as the card is not in the Ring anymore, the effect will not qualify as an Activated Card Effect and cannot be reversed.

I Have 'Til FIVE!

-The F:5 is thematic, you do not need to have 5F to use this card's effect.

IRAN... Number One!

-Cards named for *IRAN* are Heat everywhere, and will satisfy the play restriction of *You Will Witness History*.

Irish Whip (Throwback)

-The ACE of this card only satisfies the conditions "Can only be played after *Irish Whip*" and "Can only be played after a Set-up card." It does not satisfy the condition "Can only be played after a successfully played card."

Ladder

-You may only "choose" these cards per their card text as you play a maneuver. Specifically, in step 3a.
-If your maneuver is successful, you may only use these cards' Activated Card Effects before damage is applied, as using ACEs is not allowed while damage is being resolved unless those ACEs specifically permit it. Specifically, these cards' ACEs are activated in step 7a.
-If these cards' Activated Card Effects are reversed, the turn does not end until the maneuver being played fully

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resolves.

-Packing these cards does not influence how many copies of *Ladder in the Ring* may be packed.

Lu-cha! Lu-cha! Lu-cha! Lu-cha!

-The blanking happens after the High Risk is a legal play.

Moonlight Drive

-# cannot be greater than 10, not the number of cards cannot be greater than 10; if 6 cards are removed from the game, *Drive* will only be -10F.

Old School Cage Match

-This will prevent cards with effects requiring movement of other cards from Ringside from paying the cost, such as *Thrust Knee Lift* or *Kidney Punch*. Since the cost cannot be met, the effect fails and nothing happens.

On Your Knees, Dog

-This card only interact with cards with a Triple H logo, not cards that are just Superstar-specific (for example, *Respect the Authority* making *Backed by Stephanie McMahon* 'Superstar-specific').

Open Your Eyes to the Truth

-This card will prevent the need to discard cards to prevent *Hassan's Modified Camel Clutch* from removing itself from the game if it is unsuccessful, as the card is considered played from Ringside until it is completely finished resolving.

Out of Nowhere

-Using the reversal effect does not give a reduction to playing the card as an Action, it is still F: 25.

Piper's Legendary Presence

-The additional cards packed in the Backlash do not count toward the limit of cards normally packed.

Playing Head Games

-Cards named in the text of this card are played during the end of the Pre-match phase as directed, triggering their text.

-The opponent cannot play reversals to these card, as reversals cannot be played during the Pre-match phase.

Punch (Throwback)

-Traits include Chain, Heat, Volley, Multi, Foreign Object, Set-up, Follow-up, and hybrid.

Pure & Wholesome

- This card will not prevent a player's hand from being revealed; it will only stop effects that specifically use the term "look at his hand." If cards would be chosen, they are still to be chosen randomly.

- Pure & Wholesome will double and randomize any attempt to choose a known number of cards, even if that effect would normally ask for cards of a specific type. *Explosion Raw Deal*, which discards 1 Reversal and 1 Action (if you discard a card) will instead cause your opponent to discard 4 random cards; *I'm Gonna Break You* would let you choose (2 x #) random cards, and then you would choose to have them discarded or shuffled into his Arsenal.

- If an effect asks you to choose "any number" of cards that meet a certain criterion, the effect will fizzle, because you cannot know what that number is without being able to look at his hand. *Cheaters Never Win* would normally cause a player to discard any number of chosen Heel and Cheater cards, but Molly cannot know what number of cards are valid targets, so nothing will happen.

Raw Roulette Wheel (Throwback)

-You must be able to play the Stipulation that goes atop the *Wheel*, since it is played and not put on top. *Skirt vs. Skirt Match* will only be playable if the opponent is a female Superstar.

-If there is no Stipulation on top of the *Wheel*, the ACE may still be used. "Any Stipulation" includes the state of having no Stips on top of the *Wheel* at all. A fresh Stipulation will be placed atop the *Wheel*.

Ref Takes a Bump

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-If another card tries to move the maneuver affected by *Ref Takes a Bump* (*Banned from Ringside*, *The Coach Says*, *"Today's the Day!"*), that effect will fail once *Ref Takes a Bump* redirects the card to the Ring. Effects that resolve before *Ref Takes a Bump* (*Piper's Pit* original, etc) will not fail, and the maneuver will be ineligible to be moved by *Bump*.

Reinforcements from the DX Army

-This card will allow The Game to draw when he uses his Ability, as triggered effects may fire before the Draw Segment, just not activated ones.

Respect the Authority

-*Backed by Stephanie* becomes Superstar-specific, but that does not equate to being specific for a Superstar, such as 'Kane-specific' or 'Triple H-specific' cards.

Rockin' Raw

-*She's Got Legs* cannot be reversed as long as this card is in the Ring.

Rude's Changing Alliances

-The Allegiance cards are not 'packed' so it is legal to put all Allegiance cards into this deck regardless of their respective pack restrictions.

-Cards on top of this card are considered to be 'in your Ring'; it will allow you to play cards with an Allegiance Requirement (such as *Team Spirit*) and its effects will affect your cards. This will not trigger the put effect on *Where the Big Boys Play*, as the card is not actually being put into the Ring, only considered to be in it.

Sandman's Singapore Stash

-When played, the face-down card is titled *Struck by a Kendo Stick* and it is a Strike and a Foreign Object. When in the Ring, as noted, the face-down card is titled *Struck by a Kendo Stick*, it is considered to be a Foreign Object, and it is considered to have ECW in the title, but has no additional properties. It is not a maneuver, a Strike, a Throwback, etc.

Saturday Night's Main Event

-The phrase 'of the same type' refers to whether the card is a Pre-match or Mid-match, in other words playing *Interviewed by Mean Gene Okerlund* would increase Pre-match Capacity by +1.

See How It Feels (Throwback)

-The card is a legal play when the search is performed after it is successful, so using a Trademark Finisher with 'Can only be played...' text is acceptable.

-The search is only performed when the card is successful, so it is a 0D maneuver (and action), and can be reversed by cards like *Elbow to the Face* or *Clumsy Opponent*.

Spinning Arm Lock, Spiral Bomb, Whirlwind Kick

-These cards are all legal in the Virtual Classic format, as they do not have the Revolution logo. The extra maneuver types will count for cards like *Beg For Mercy* and *Simply the Best*.

Standing Moonsault

-The opponent may reverse the *Standing Moonsault* with effects that do not involve playing Reversal cards, like putting *Stop Sign* into his Ring from his hand.

Stop Sign

-You may only "choose" these cards per their card text as you play a maneuver. Specifically, in step 3a.

-If your maneuver is successful, you may only use these cards' Activated Card Effects before damage is applied, as using ACEs is not allowed while damage is being resolved unless those ACEs specifically permit it. Specifically, these cards' ACEs are activated in step 7a.

-If these cards' Activated Card Effects are reversed, the turn does not end until the maneuver being played fully resolves.

Table

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- You may only "choose" these cards per their card text as you play a maneuver. Specifically, in step 3a.
- If your maneuver is successful, you may only use these cards' Activated Card Effects before damage is applied, as using ACEs is not allowed while damage is being resolved unless those ACEs specifically permit it. Specifically, these cards' ACEs are activated in step 7a.
- If these cards' Activated Card Effects are reversed, the turn does not end until the maneuver being played fully resolves.
- Packing these cards does not influence how many copies of *Table! Table! Table!* may be packed.

Tag Team Shenanigans

- This card will not grant any packing permissions, it only explains how Tag logo cards are resolved for non-Tag format play for the Superstars that can pack Tag logo cards (such as The Rockers and Demolition).

Taking One For the Team

- A Bella twin that is removed from the game with this card cannot be shuffled into the Arsenal or placed into the Ringside or hand, as neither Brie nor Nikki specifically permit placing Superstar cards in the Arsenal like Dude Love does.

Tear You Down Like a Minnesota Wrecking Crew

- Discarding cards that return themselves to your Backlash deck, like *Hardcore Style Throwback* or *Touch Turnbuckle #3*, will not give any Fortitude reduction, as these cards are never put into the Ringside.

The French Phenom

- Card effects that specifically reference the top card of the Arsenal can utilize the card under Phenom (primarily Maryse-specific effects). However, damage and non-damage effects that cause overturn will still affect the Arsenal as normal.

The Hitman

- The *Hitman* player may use the effect on this card any number of times during a turn. EXAMPLE: If Bret named *The Three Amigos*, he could discard 1 card to reverse that card three times, all in the same turn.
- As always, the *Hitman* player must name a real, existing Raw Deal card.
- The *Hitman* player does not have to specify any Throwback condition, and naming a card will allow him to reverse both the Throwback and non-Throwback version.

The House That Hardcore Built

- The ECW logo in the Backstage Area may come from a Superstar Card, such as an Extremist.

The King's Throne

- Revolution Triple H cannot pack this card.

The Paparazzi Princess

- While your Arsenal is being shuffled, the sequence of cards is in flux and thus, there is no "top card" to reveal. Once the shuffle is concluded, the top card of the newly shuffled Arsenal is revealed as normal.

There Is No "I" In Team

- "Your Faction's reversal card" describes the Reversal card with your Faction's card title in the Requirement.

The Straight Edge Superstar

- CM Punk's *Double Underhook Back Breaker* cards are the only thing that you ignore "completely" in reversals to from this card, it doesn't help any other Multi.
- If played by Revolution CM Punk, he will need to make the *Double Underhook Back Breaker* cards Multi by some other means (*JR Style Action*, etc.) for them to benefit from the first effect.

The Wildcat

- Remakes and alternate Enforcer names can be ignored for packing. Here is the list:
Big Freakin' Machine = Kane
Kevin Nash = Hall & Nash

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Syxx = X-Pac

The Game = Triple H

The People's Champ = The Rock

Your Freakin Hero = Kurt Angle

- Packing the ECW Enforcer card will allow the packing of card with the Dudley Boyz logo, but not D-Von Dudley or Buh-Buh Ray Dudley.

This Is Going To Be an Old School Brawl!

-Maneuvers count toward this card's effect as long as they have a reversal restriction from that player's cards. The restrictions do not need to necessarily come from the maneuvers themselves. EXAMPLE: Activating *The Title's On The Line!* will make the maneuver that *Title* affects count toward *Old School Brawl's* count.

-Maneuvers with conditional reversal restrictions (reversal restrictions that are only active if a certain condition is met) only count towards this card's effect if the condition has been met.

Throw Into the Corner Turnbuckle (Throwback)

- The ACE of this card only satisfies the conditions "Can only be played after *Throw Into the Corner Turnbuckle*" and "Can only be played after a Set-up card." It does not satisfy the condition "Can only be played after a successfully played card."

Through the Fire and Flames

-The +8F to reversals applies to Reversal cards that do not reverse. EXAMPLE: *Showdown!* or *The Road to Victory*.

-Revolution Kane cannot pack this card.

Tree of Woe Dropkick

- Since the first effect only works when the card is being played, it won't allow additional uses of *Accompanied by Beulah McGuillicutty* later in the turn.

Unstoppable Force

-The reversals are blanked once they are played, so they are still legal reversals and will still end the turn.

-Reversals are not blanked by Force until they are legal plays, so any Fortitude modifications printed on those Reversal cards will still apply. EXAMPLE: *The Rated R Superstar*.

We Got a Lot of Heat in the Back For This Gimmick

-This effect is considered a modification to a reversal; if the reversal is RMS, either in its own right or due to the effect of *Frankie Takes Hollywood*, this effect cannot be used.

Who Wants an Escort For the Night?

-Specifically, this card refers to *Sharmell: Sizzling Spouse*, *Maria: Ideal Interviewer*, *Christy: Curvy Cutie*, *Melina: Naughty Manager*, *Lilian: Amazing Announcer*, *Candace: Internet Icon*, *Ashley: Pretty Punk*, *Mickie: Fervent Fanatic*, *Krystal: Broadcast Beauty*, *Jillian: Foxy Fixer*, and *Lita to the X-Treme*.

World Champion Athleticism

-Cards named in the text of this card are played during the end of the Pre-match phase as directed, triggering their text.

-The opponent cannot play reversals or use reversal effects to these card, as reversals cannot be played or used during the Pre-match phase.

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GLOSSARY

"XX" Cards

- New wording in Virtual 11, to replace "a card/cards with "XX" in the title."
- This will have no impact on "cards with "XX" in the text" or "in the title and text"; cards looking for that character string in the text or both places will use the old wording template.
- "XX" is looking for a string of characters, not a complete word, and capitalization is not relevant, with a single exception. "Leg" cards would include *Apply Illegal Leverage*, *Apply Legal Leverage*, and *Leg Lock* equally.
- The one exception to the capitalization rule is "BASH" cards. The BASH mechanic was created after a card with "Bash" in the title already existed, and that card is not considered a BASH card, so "BASH" must be treated as separate from "Bash."

Action

- One of the main card types. It has a blue border. See also Set-Up and Mid-match Action.
- If an Action specifies resolving to another zone besides the Ring Area, it is not optional to play it to the Ring area. EXAMPLE: *Technical Body Lock* goes to the top of the Arsenal, there is no option to play it to the Ring area as an Action.

Activated Card Effects

- A card is considered to have an Activated Card Effect (ACE) if (a) it is in your Ring area AND (b) you have to do something (like discard a card) (c) to generate an effect. EXAMPLE: *Managed by Paul Heyman, J.R. Style Clubberin'*, and *Enter the Stratusphere*.
- A card has an ACE if it contains an optional ability that is separate from the effects that happen when it is successfully played, requiring an independent cost.
- All ACEs have a specific cost to use that effect, ranging from discarding a card, skipping a Draw Segment, or removing cards. If there is no cost for a card effect that occurs while it is in the Ring, it is not an ACE. EXAMPLE: There is no cost to put *The Next Big Thing* or *The 9th Wonder of the World* in your hand, or to take a card from under *We Lie, We Cheat, We Steal* - none of those cards have an ACE.
- More recently printed cards have an ACE logo to show the text of the card contains an ACE. However, the card is not considered an ACE when played and cannot be reversed as such as that time.
- Nothing that occurs when a card is considered successfully played is considered an ACE. EXAMPLE: discarding cards for *Gut Punch*.
- An ACE is always an optional effect. Cards effects such as *In This Very Ring* are not optional and are not considered ACEs.
- ACEs can only be reversed by reversal cards and effects that specifically refer to Activated Card Effects.
- If an ACE is reversed, any costs paid are still paid. EXAMPLE: removing *Managed by Paul Heyman* from the Ring Area.
- The cost of an ACE must be paid before the option to reverse it will take place; in some cases (*The Kurt Angle Invitational*), it is entirely possible for an opponent to draw the reversal card, and then they may use it to reverse the effect.
- The 'ACE' logo is for clarification only; if a card is blanked, it no longer contains an Activated Card Effect. EXAMPLE: *Managed by Dawn Marie* could not remove a blanked copy of *Unbreakable Chain*!
- If a player can pay the cost of an Activated Card Effect during the Pre-match, they may use that effect.
- Effects that would be ACEs in the Ring can be used from Backstage as a non-ACE effect, or from the Ring as an ACE, but not from any other zone. In order to use an effect from another zone, the card's text must specify that it can be used from that zone.

Activate/Activating

- A Virtual 'shorthand' term for "using an Activated Card Effect". It does not apply to effects that are not Activated Card Effects.

Active

- You cannot play a card if there is a card in the Ring area with the same title with the Active trait.
- Cards can be put into play using other effects if there is a card with the same title in the Ring area.

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Afterburn

- Afterburn is a limited constructed format based on "Smackdown" Constructed. It follows the same rules as All Axxess Constructed, with the exception that the only legal cards are those that appear in the Survivor Series 3, Lethal Library (Battle Bag) and Armageddon expansions onward.
- Cards with the same name as Afterburn-legal cards may be used. For example, you may use a Premiere Edition *Step Aside*, since it also appears in Survivor Series 3.
- Throwback cards are considered to have the same name as non-Throwback cards for the purposes of deck construction. For example, you may use Buh Buh Ray Dudley from Backlash, or *Suicide Plancha* from Fully Loaded. If used, those cards are not changed to the Throwback versions via the Most Recent Printing rule; they read as written, though any errata still applies.
- Superstars that do not fall in the specified sets cannot be played in the Afterburn format, even if their logo is on cards that are legal for Afterburn. EXAMPLE: Brock Lesnar, Deadman Inc., and Jerry Lawler are not allowed in the Afterburn format.
- All Revolution cards are also legal in the Afterburn format.
- This can be augmented with Virtual cards (Virtual Afterburn), or used solely with the printed Comic Images cards.

All Axxess

- A constructed format for Raw Deal. All cards legal for play in Raw Deal are legal in this format. (The promotional cards *Cardboard Currency* and *Hardcore Tournament 24/7* are not legal Raw Deal cards.) However, this format is no longer actively supported.
- This can be augmented with Virtual cards (Virtual All Axxess), or used solely with the printed Comic Images cards.

Antic

- Antic cards represent the shenanigans inside a wrestling ring and can only be played on that player's turn. As with all other cards, to play an Antic card, the Fortitude Value on the card must be less than or equal to your Fortitude. These cards are designated by a green background.
- These cards cannot be reversed by Action reversals, as they are not Actions, but can still be reversed by reversals that 'reverse any card', or target specific effects of that card. EXAMPLE: *Revolution Synch It In* could be reversed by *Hold the Phone*, and *Revolution Look Under the Ring* can be reversed by *Shoot Counter*.

Applicable Reversals

- A card is an "applicable reversal" if it is able to reverse the card in question from the zone in which it currently resides.
- A reversal is "applicable" regardless of its Fortitude requirement or your Fortitude Rating.

Arsenal

- Your Arsenal is your deck of 60 cards. An Arsenal may not contain more or less than 60 cards, unless permitted by a Superstar Ability or card effect.
- An Arsenal may contain no more than 3 of any one card. The exceptions to this are cards with the Set-up Trait (there is no limit) and cards with the Unique or Universally Unique Traits (limit 1 per Arsenal).
- In sealed deck (No Mercy) and draft tournament play, you may have more than 3 of any card that is not Unique or Universally Unique.
- Your Arsenal may not contain (or "pack") cards that your Superstar could not normally play. EXAMPLE: Big Show may not have *Inverted Body Block* (a High Risk maneuver) in his Arsenal.
- EXCEPTION: Your Arsenal may contain any card that has your Superstar logo on it. This does not allow you to ignore Face/Heel and Raw/Smackdown requirements, or the 60 card limit.

Backlash (Deck)

NOTE: Cards now refer to 'Backlash' instead of 'Backlash Deck' - the terms refer to the same thing and are interchangeable.

- Your Backlash deck is a side deck that acts as a companion to your Arsenal.
- Cards played from the Backlash Deck are considered played from the Backlash Deck, not from Hand.
- Backlash decks may only contain Mid-match cards or Pre-match cards. The current limit is 10 of each, or 12 in Virtual formats.

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- A Backlash deck should not contain more than 20 cards (24 in Virtual), although it may contain less. This can be modified by a Superstar's Ability.
- Backlash deck cards may enter the Ring Area or Ringside Pile.
- Backlash deck cards may not go into your Hand or Arsenal. Any effect that tries to do this will fail to move the card from its current zone or area.
- You may look through your Backlash deck at any time.
- Your Backlash deck must meet all of the same Arsenal construction requirements (Face/Heel, Raw/Smackdown etc.), and must correspond to your Arsenal.
- Your Backlash deck may contain any card that has your Superstar logo on it. This does not allow you to ignore Face/Heel and Raw/Smackdown requirements, or the maximum card limit.
- Any reference to a 'Backlash deck' means all cards in contained within, even if that number is 0. This is different from referencing a Backlash card or cards for effects.

Backstage (Area)

- The new zone of the game is called the Backstage Area, or just Backstage in newer Virtual card wording. Enforcer cards and Superstar cards are all revealed from the Backstage.
- The only cards legal to pack in the Backstage are those with specific wording that allows them to be packed, or cards specifically named by the Superstar.
- All Enforcer cards now have Most Recent Printing stating that they are revealed from the Backstage Area.
- Cards revealed from Backstage are not in the Ring.
- You do not have to reveal every card in your Backstage. Cards that remain hidden do not affect the game (unless specified as such). However, since the Backstage is a public area of the game, an opponent may see the hidden cards during the game.
- The Backstage Area follows the Face/Heel and Raw/Smackdown rules for deck construction, and must correspond to your Arsenal and Backlash deck.
- You cannot have more than one of each card in your Backstage Area, unless specified by an effect such as *World Tour '05* or Test's Ability.
- Unless otherwise stated, Backstage cards are revealed when revealing the Superstar card. This is done simultaneously, including choosing any Enforcers from revealed Enforcer cards. There is no option to wait until an opponent has revealed his Backstage cards or chosen an Enforcer to make these choices.
- Backstage card effects that do not specify the point at which the effect occurs cannot be one-time effects, as Backstage cards are never played. Unlabeled effects on Backstage cards affect the game immediately upon reveal. EXAMPLE: *We Face Each Other as God Intended* is a continuous reduction of the opponent's Hand Size as Pre-match cards are played.

BASH

- When you pack cards with "BASH" in the title, you cannot pack non-Superstar-specific cards that are Face, Heel, Raw, SmackDown!, Chain, Heat, or Volley.
- The Great American Bash* is not considered to have "BASH" in the title, and can be packed normally.
- Superstars that can pack Enforcer cards may not pack Raw or Smackdown Enforcer when packing cards with 'BASH' in the title, unless the ability removes the logos from those cards (Paul Heyman, Bobby Heenan).
- Superstars branded with the Raw or Smackdown logos (Eric Bischoff, Stephanie McMahon, Theodore Long) may pack BASH, as their Superstar card is specific (contains their logo).

Blanked

- If a card is blanked, the text on the card is treated as though it was not there. This will not affect Traits.
- The effect that blanked a card can also unblank the card. If this happens, the card is not treated as if it were played again (since it never left play).
- Blanking only affects the text box. Damage rating, Card Title, Stun Value, Card Types and Traits are all unaffected by Blanking.
- Blanking a Superstar card will not affect Arsenal construction rules and restrictions.
- Unless specified, if a card is made 'blank' by an effect, only the card text is blanked, while all traits, Fortitude, Damage, etc still apply.

Bookkeeping Rule

- The bookkeeping rule is a rule template that says that cards do not affect the game after they leave play, unless the

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effect is generated by the card leaving play (such as *Fortitude Surge*.)

Branding

- Refers to the Raw and Smackdown logos. Both cannot be contained in the same Arsenal, Backlash deck, or Backstage Area.
- Enforcer cards may be branded. You cannot have Raw Cards in a Smackdown branded Enforcer's Arsenal.

Capacity

- Pre-match Capacity refers to the number of Pre-match cards that a player may play. Likewise, Mid-match Capacity refers to the number of Mid-match cards that a player may play.
- As of Virtual 3, a player's base Pre-match and Mid-match Capacities are 6 each.

Card Effect

- A defined effect printed within the text block of a card.
- Card Effects explain, in detail, the mechanics of the card.
- Card Effects do not include traits (Face, Heel, Chain, Heat, Unique, Active, Permanent, etc), Superstar logos, or Fortitude/Damage/Stun values.
- Effects that would blank Card Effects only blank the information printed within the text block.
- A subtype of Card Effects are Activated Card Effects (see Activated Card Effects).
- All card effects, unless otherwise specified, take place when the card is successful. EXAMPLE: *Ap Chaki Kick* and *Technical* maneuvers will only trigger their effects if the card is not reversed (other than from Arsenal).
- Unless otherwise specified, card effects only take place when a card is in hand or Backlash deck. EXAMPLE: *Judo Takedown* and *My Name Is Matt Striker...and I Am Your Teacher* cannot be put into play from the Ringside pile or when removed from the game.
- Effects generated from a Superstar card are never considered to be a 'card effect'.

Card Text

- This is defined as the instructions on the card's use located below the picture.
- Flavor text (quotations) is not considered card text.

Chain (Trait)

- When you play a Chain card, your opponent may discard 2 cards. If he does, he can reverse it from his hand or Backlash deck. If he does not, it cannot be reversed from his hand or Backlash deck. When you successfully play a Chain card and damage has been applied, you may discard 2 cards and then search your Arsenal for 1 Chain card, reveal it to him, put it into your hand, and shuffle your Arsenal.
- For clarification, the Chain trait is an effect that forces a discard when a player attempts to play a reversal from Hand or Backlash deck. However, the Potentiality Rule will not see a forced discard or search effect as this does not appear in the card text. As such, cards like *Ax Kick* or *Faceplant* cannot reverse a Chain card just because it has the Chain trait.
- Chain is a sub-class Trait like Set-up. It will only affect part of a hybrid card, as indicated below the card's title.
- Beating the Odds* also does not affect the reversal restrictions generated by the Chain trait.
- You may search for another Chain card even if your Chain card was reversed while overturning, since this is considered to be the conclusion of the damage portion.
- You only need to discard 2 cards to be able to reverse a Chain Multi.
- Discarding to the Chain trait can include a reversal that can be played from the Ringside pile (which can then be played), or to meet the requirement for Heat cards in the Ringside pile.
- You can discard 2 cards without playing a reversal. EXAMPLE: A player could discard 2 *Ego Boosts* just to draw cards from the discard effect, and decide not to play any reversals.

Chairman

- A special classification of Superstar that counts as a Chairman Superstar for the purposes of deck construction and card effects.

Cheater

- A new trait, similar to Raw or Heel.
- You cannot pack Cheater and Fan Favorite cards in the same Arsenal, Backlash deck, or Backstage Area.

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-The Cheater trait has no conflict with Heel or Face cards.

Classic (format)

-The Classic format is a limited constructed format, where all printed Comic Images cards without a Revolution logo are legal. It is the primary format supported at this time for ongoing Virtual development.

-This can be augmented with Virtual cards (Virtual Classic), or used solely with the printed Comic Images cards.

Colossal

-A new trait describing printed damage amount. These are the largest Assaults, Holds, Throws, Trademarks, and Extremes, dealing 15 Damage or more. A card that reverses Colossals will do so regardless of what maneuver type the Colossal is (Assault, Hold, Throw, Trademark, or Extreme).

-"Colossal" is a printed trait, it does not describe previous maneuvers such as *The Finisher* or *Precision Suplex*.

-A Colossal maneuver remains a Colossal if the damage is lowered below 15D. Likewise, a Core or Mean does not become a Colossal if the maneuver's damage is increased to 15D or greater.

Continuously Checked vs. One-Time Effects

-Effects that are continuously checked will normally state that they occur "When X condition is met." "When this card is in your Ring," "When you have lower Fortitude," "when you have X cards in hand." Alternately they will state that something "is" or some things "are" considered something, without limitation. For example, Bret Hart's maneuvers "are considered to have Technical and Precision in the title." This is continuous, and persists while the card is in the Ring.

-Effects that occur one time will not have a condition listed, or will state a point in the Timing Breakdown when the effect occurs. "When played," "When successfully played," or simply "Do X." See Vince GRA, or Owen Hart's ability (which persists through the Timing Breakdown, then ends.)

-A specific limitation: Win Conditions, even if they otherwise require the wording of a continuous effect, are one-time effects UNLESS they include the phrase "When this card is in your Ring." This holds true for all Virtual cards; cards printed by Comic Images may not be so consistent.

-Backstage card effects that do not specify the point at which the effect occurs cannot be one-time effects, as Backstage cards are never played. Unlabeled effects on Backstage cards affect the game immediately upon reveal. EXAMPLE: *We Face Each Other as God Intended* is a continuous reduction of the opponent's Hand Size as Pre-match cards are played.

Core

-A new trait describing printed damage amount. These are the smallest Assaults, Holds, Throws, Trademarks, and Extremes, dealing 7 Damage or less.

-"Core" is a printed trait, it does not describe previous maneuvers such as *Kick* or *Wheelbarrow Slam*.

-A Core maneuver remains a Core if the damage is increased above 7D. Likewise, a Mean or Colossal does not become a Core if the maneuver's damage is reduced to 7D or less.

Counter

-This term replaces the phrase 'When you reversed a card to end your opponent's turn and this is the first card played on your turn...'

-Additional modifiers can be used, such as 'When played as a Counter (maneuver)', to indicate the reversed card had to be a maneuver. Another example is 'When played as a Counter (hand or Backlash),' meaning the opponent's card had to be reversed from hand or Backlash.

Count Out

-If a player ends any turn with 0 cards left in his Arsenal, he will lose by Count Out. His opponent may opt to win the match by Count Out or continue the match.

-If the match continues, a Count Out does not trigger until the next time a player ends any turn with zero cards remaining.

-If both players end any turn with 0 cards in their respective Arsenals, they will both lose by Count Out. There is no option for continuing the game available. This is known as a Double Count Out.

Damage

-Damage is the amount of cards overturned, indicated by the number printed in the box. This number may be

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modified by both players with appropriate cards and effects.

-Damage is only dealt by cards played to the Ring area. Cards that resolve to the Ringside pile, Arsenal, or are removed from the game deal no damage.

-Actions can deal damage; this is not the same as an effect that causes a player to overturn cards. Actions dealing damage can be reversed with overturned Action reversals, provided they meet the Fortitude rating and condition of card text, just like Maneuver reversals.

-On some Virtual cards, Plus and Minus signs have been included to replace 'or greater' / 'or less', such as 'Can only be played after a 5D+ maneuver' or 'any 3D- cards' (meaning '3D or less', in the latter example.)

-"No damage" is not the same thing as "D:0." No damage represents a null value, which cannot be increased or decreased; D:0 represents zero, an integer, which can be. Cards which can only be reversed by D:0 reversals cannot be reversed by reversals that deal no damage.

Discard

-Discarding is taking a card from an area (your Hand is the default, unless Backlash is specified) and placing it in the Ringside Pile.

-Discarding may be done randomly due to a specific card effect.

-There is no maximum hand size in Raw Deal. You do not have to discard due to having too many cards in your hand.

Diva

-A female Superstar that also has the Diva trait. They will have a "Diva Superstar Ability." All Diva Superstars are Female, but not all Female Superstars are Divas.

"Do What You Can" vs. "Do it All or Else"

-If a card requires a cost to be paid for an effect to occur, you must be able to both pay the cost and complete the effect to trigger the effect.

-If a card requires a cost to be paid, but it forces an effect on other players (eg. *Wrestlemania* forcing both you and your opponent to shuffle back cards) you are required to pay the cost and complete the effect, but your opponent may do as much as they can.

-If a card has text that occurs upon successfully playing that card, you do what you can.

Draw

-You draw one card every turn during the Draw Step. This can be modified by a card effect or Superstar Ability.

-You do not lose the game if you must draw a card and you are unable to do so.

-If an effect allows you to draw "up to" a number of cards, you must first choose the number of cards to draw and then draw all of the cards at once.

-When starting hands are drawn, all modifiers are calculated at that time. EXAMPLE: *Gregory Helms, Ace Reporter* will calculate his modifier when the starting handsize is determined.

ECW

-An ECW card is a card with the ECW logo in place of the WWE logo, or an ECW logo in the card title.

-Any color of ECW logo marks the card as an ECW card, cards with red, gold, or white ECW logos are all ECW cards.

Effect

-A defined effect generated from the text of a card or Superstar Ability.

-An effect can be a 'Card Effect' but is not limited to such.

-Effects can also include traits such as Chain and Heat.

-Card text or Superstar ability often explains, in detail, the mechanics of the effect. Others are Traits (see below for specific information).

-Effects that would blank Card Effects only blank the information printed within the text block.

-A subtype of Effects are Activated Card Effects (see Activated Card Effects).

-Reversing the effect of a card will also reverse the card. EXAMPLE: *Samoan Drop* forces the opponent to discard 1 card; if the opponent reverses the discard effect with *Faceplant*, the maneuver is reversed.

-If a card reverses an effect of a played card from Arsenal, the card is reversed. If it is a Multi and the card is not completely reversed, the damage from the card must still be resolved, though an applicable reversal can be

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overturned. EXAMPLE: *JR Style Action* makes *Rapid-Fire Punches* into a Multi maneuver which forces an opponent to overturn cards before taking 5D; if an overturned reversal is applied to *Punches*'s effect, *Rapid-Fire* is not yet completely reversed, and the 5D is still resolved.

-If a card effect has multiple effects including an overturn effect, they are resolved in the order listed on the card; if *Wrestle* reverses an overturn effect, all remaining effects generated from the same event are also prevented.

EXAMPLE: *How Many Times* has 5 effects beginning with 'Your opponent overturns 5 cards...' If *LWA* is overturned, the other 4 effects do not trigger.

-If you play a card, effects taking place when successfully played are an effect you control, even if it grants your opponent a choice. EXAMPLE: *Snap Slam*, *Dare To Take a Challenge*.

-If you choose to use an optional effect, whether it is in your Ring or your opponent's Ring, you control the effect. EXAMPLE: *I Don't Care About the Heat*, *Backstage Politics*.

-Optional effects that say 'You may' pay a cost 'and then' have an effect require you to pay the cost in full as well as perform that effect in full, such as *Thrust Knee Lift* and *Revolution Full Nelson Slam*; these abilities cannot be used unless there are applicable cards for their effect.

-If a card requires a cost to be paid for an effect to occur, you must be able to both pay the cost and complete the effect to trigger the effect.

-If a card requires a cost to be paid, but it forces an effect on other players (eg. *Wrestlemania* forcing both you and your opponent to shuffle back cards) you are required to pay the cost and complete the effect, but your opponent may do as much as they can.

-If a card has text that occurs upon successfully playing that card, you do what you can.

Enforcer

-Enforcer cards can only be packed by Superstars that can reveal Enforcers.

-Enforcer cards are revealed at the beginning of the game with the Superstar card from the Backstage Area

-Enforcers cannot be affected by anything unless a card or effect specifically says that it does (such as *You're Fired*.)

-You cannot pack two or more Enforcers with the same name. This only restricts your Enforcers, not those played by the opponent.

-Enforcers must follow the rules for branding (Raw/Smackdown) as part of the Backstage Area.

-In the event that two 'Enforcer' Superstars are facing each other, the Enforcer chosen must be done in secret and revealed simultaneously.

-Unless otherwise stated, Backstage Area cards are revealed when revealing the Superstar card. This is done simultaneously, including choosing any Enforcers from revealed Enforcer cards. There is no option to wait until an opponent has revealed his Backstage Area cards or chosen an Enforcer to make these choices.

-These cards are an extension of Superstar Abilities, and their cards will not be blanked except by effect that blank Superstar Abilities (which will also blank Enforcer Abilities added to the Superstar Ability).

Extreme

-One of the ten Maneuver types.

-The cards can be packed by any Superstar, and can be played by any Superstar unless they have "Requirement: Extremist." However, a Superstar must still meet any restrictions in their Ability. EXAMPLE: Trish Stratus may pack *Revolution Eye Rake*, but not *Revolution Toe Smash* due to her ability.

Extremist

-A special classification of Superstar for the purposes of deck construction and card effects, with an 'Extremist Ability' instead of a 'Superstar Ability.' All rules relating to Superstar cards also apply to an Extremist.

-As the character has no "Superstar Ability", cards like *Cerebral Assassin*, *White Wedding*, and *How Important Is It?* have no effect against them.

Face-down – see Flip Over

Fan Favorite

-A new trait, similar to Smackdown or Face.

-You cannot pack Cheater and Fan Favorite cards in the same Arsenal, Backlash deck, or Backstage Area.

-The Fan Favorite trait has no conflict with Heel or Face cards.

Flip Over

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- Cards that are flipped over do not affect the game, they lose all traits but retain their card title, and they become the card type 'Face-Down'.
- A Permanent, Active, or RMS card cannot become face-down.
- A face-down card cannot become Permanent, Active, or RMS.
- Face-Down cards are public knowledge, just like face up cards.
- Note that this has no bearing on cards placed face-down under other cards, such as *That's Broken* or *Back to Basics*. These do not interact with cards like *Turning Everything Upside Down*.
- If a card such as *That's Broken* is flipped over face-down, it will prevent the card under it from being played, as there is no text to allow it. If the face-down *Broken* leaves the Ring, the card underneath it will go to Ringside.
- Face-Down cards have no Fortitude or Damage values. Anything that relies on one of those values will fail when it attempts to interact with a Face-Down card.
- Once a face-down card leaves the Ring, it stops being face-down and returns to normal. Any effects on the formerly face-down card that reference it leaving play will not fire, since they will only return after the card has already left.
- Face-Down cards are non-unique, because Uniqueness is defined as having the Unique trait. The absence of that trait is non-Unique status.

Foil

- Foil is a trait of some cards issued by Comic Images, including all Ultra Rare cards, Starter Deck Superstar-specifics, and select reprinted cards in the Survivor Series sets. The Foil trait can only be set by Comic Images, and in physical play, only those cards that are physically printed Foil count as such for card effects; cards that are not Foil, but have a Foil version, do not count. (In online play, any card that has a Foil version may be treated as Foil.)
- Virtual cards are not Foil, even if physically printed with a foil coating.

Follow-up effects

- Follow-up refers to the progression of cards and effects during the game.
- A card uses a Follow-up if it refers to the last thing you did (such as 'can only be played after a 4D or greater maneuver', 'can only be played after the card titled *Roll out of the Ring*' etc.)
- Cards that refer to the next thing you do are a Follow-up (such as 'the next maneuver you play').
- A Follow-up only counts cards played on your own turn; it is not affected by Reversal cards played by your opponent. EXAMPLE: *Sustained Damage, Raw & Ready*.

Fortitude

- Fortitude is the total printed Damage value of all the cards in a player's Ring Area.
- Cards do not add to Fortitude until they have not been reversed (not including reversing from Arsenal) and are considered 'successfully played.'
- Bonuses to damage are temporary and do not add to Fortitude.
- Cards that are put into play by an effect do not require Fortitude, such as *12 Rounds*.

GM

- A special classification of Superstars that count as GM Superstars for the purposes of deck construction and card effects.

Hand/Hand Size

- One of the zones of the game.
- Hand Size always refers to the amount of cards currently in a player's hand.
- Cards can be added to your hand before starting hands are drawn. In this case you would still draw the number of cards you would normally draw for your starting hand.
- Any reference to a 'Hand' means all cards in contained within, even if that number is 0. This is different from referencing a card or cards for effects.
- When starting hands are drawn, all modifiers are calculated at that time. EXAMPLE: *Gregory Helms, Ace Reporter* and *We Face Each Other as God Intended* will calculate their modifiers when Starting Hand Size is determined and cards are drawn.

Heat

- If you have 6 or more Heat cards in your Ringside pile, once during each turn, you may play 1 Heat card from your

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Ringside pile. Whenever you move a card from your Ringside pile to any other location for any reason other than playing a Heat card or card effect from a Heat card, first remove all Heat cards in your Ringside pile from the game.

- Heat is a Trait, not a card effect. *Hell in a Cell Match* and The Rattlesnake's ability will not prevent Heat cards from being played from your Ringside pile, nor will they prevent Heat cards from being removed from the game if cards are moved from the ringside. EXAMPLE: Foil cards played by Triple H, Undertaker and others listed while a *Cell* is in play, or Unique cards played against The Rattlesnake will still trigger Heat removal if they move cards.
- Heat cards act in every way like other cards of their type. You can play a Heat card from Hand or Backlash deck if you wish, unless the card states it can only be played from the Ringside pile.
- If played from the Ringside Pile, Heat cards go to your Ring Area as normal (if applicable.)
- Heat cards can only be played from the Ringside pile if the 6-card minimum is met, as stated above.
- Heat cards will only remove themselves if one or more cards is actually moved, except from an effect from another Heat card. If zero cards are moved, by choice or by effect (such as *Hell in the Cell*), Heat cards will not remove themselves.
- Heat cards will only remove themselves if an effect you control moves cards from your Ringside pile OR if you are able to choose to shuffle in zero cards to an opponent's effect and you choose to shuffle in more than zero. EXAMPLE: Your opponent plays *Front Chancery*. If you choose to shuffle 1 card into your Arsenal, and you do, you will lose all Heat cards first. If your opponent uses the effects of *Wrestlemania*, you would not lose your Heat cards since you have no ability to choose to shuffle in zero cards.
- Card removal effects printed in the rules text of a Heat card will be prevented by *Hell in a Cell Match*/Rattlesnake.
- A Heat card cannot be moved from the Ringside Pile with a non-Heat effect because the Heat card being moved will remove itself from the game before it can be moved elsewhere.
- A Heat card can move cards from the Ringside pile without causing the removal from the game of other Heat cards in the Ringside pile.
- The Heat trait only works on a player's turn, and cannot be used during the Pre-match to play Heat Pre-match cards in the Ringside pile.

Hybrid

- Hybrid cards have a multicolored border that can be played as different card types. They can be any combination of Maneuver, Action, Antic and Reversal card. Backlash Hybrid cards can be Pre-match/Mid-match cards as well.
- When playing a Hybrid card, you choose the card type you wish to play the card as. All other card types are ignored. (Example: playing *Neck Breaker* as a Reversal card will not count as playing a Maneuver card.)
- Card text that refers to the card type not chosen is also ignored. EXAMPLE: playing *Too Many Rules and Too Many Refs* as an Action will ignore the text that refers to playing it as a Reversal.
- Some Hybrid cards have different effects when played as different card types. These effects will be listed in the text box. They will use statements like: "As a reversal..." If a Hybrid card does not specify in this way, the effects will happen no matter how it is played.
- When in your Hand, Arsenal, Ring Area, Backlash deck and Ringside Pile, hybrid cards will count as all of the card types they represent. (Example: a hybrid Maneuver / Reversal can be affected by cards such as *Fully Loaded*.)
- A Hybrid card is always considered a Hybrid card, even when it is being played. This simply means that cards that affect Hybrid cards (such as *Hold the Phone*) will work properly.
- If a Multi card is more than one type of card, but can only be played one way, it is NOT considered to be a Hybrid card. EXAMPLE: *Vinny Mac Attack*, *The Matt Hardy Movement*, and *The Brain*.

Legend

- A special classification of Superstars that count as Legend Superstars for the purposes of deck construction and card effects.

Maneuver

- A maneuver card has a yellow border. It always has at least one of the ten Maneuver subtypes: Strike, Grapple, Submission, High Risk, Trademark Finisher, Assault, Hold, Throw, Extreme, or Trademark.
- Maneuvers can be generated by card effects. EXAMPLE: *Trash Can*.
- Maneuver effects can always be reversed, unless the effect text states otherwise, or an outside effect has made the maneuver irreversible.
- Maneuvers may have Traits. (See Trait.)
- Maneuvers can have more than one Maneuver type. (See Multi)

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Mean

-A new trait describing printed damage amount. These are the medium Assaults, Holds, Throws, Trademarks, and Extremes, dealing 8-14 Damage. A card that reverses Means will do so regardless of what maneuver type the Mean is (Assault, Hold, Throw, Trademark, or Extreme).

-"Mean" is a printed trait, it does not describe previous maneuvers such as *Neck Breaker* or *Chair Shot*.

-A Mean maneuver remains a Mean if the damage is lowered below 8D or raised above 14D. Likewise, a Core or Mean does not become a Colossal if the maneuver's damage is modified to become between 8 and 14 Damage.

Mid-match Cards

-Mid-match cards are cards that come from the Backlash Deck. Your Backlash Deck may contain up to 10 Mid-match cards (12 in Virtual play).

-Sometimes an Arsenal card can be placed in the Backlash Deck to be played as a Mid-match card. These cards cease to be Mid-match cards as soon as they enter a zone other than the Backlash Deck (ie, Ring Area, Ringside Pile.)

Momentum

-Cards with Momentum, whether they have Momentum or been given Momentum from a card effect - can only be reversed by cards that specifically reverse Momentum cards.

-If a card has been given Momentum from another card such as *Shock the World*, *Restricted Use in this Area* can negate that effect.

-Other reversal restrictions can be applied and prevent a Momentum reversal. EXAMPLE: *Inertia* cannot be played from hand if *Precision Sleeper* (can only be reversed from Arsenal) is given Momentum.

-Since the effect of Momentum comes from a trait and not a card, *It's Great to be Back Here In...* will not reverse a card with Momentum. *Sidewalk Slam* (Throwback) and other cards that reverse cards that 'cannot be reversed' will also not reverse a card with Momentum.

Multi

-Cards with the Multi trait will often have more than one maneuver type.

-Female Superstars may not pack Multi Maneuvers as a rule, *however they may pack Multi Superstar-specific maneuvers when either their logo is on the card, or they are given pack permissions*. EXAMPLE: *Edge's Running Spear* cannot be packed, even if they are packing *Revolution Edge Is In My Corner!*, as it does not give Multi packing permission.

-Female Superstars that explicitly have permission to pack Multis, like Beth Phoenix and any version of Chyna that packs *Don't Treat Me Like a Woman*, may pack Multis normally (including Corners).

-Multi cards may be affected by more than one reversal.

-A Multi card may be reversed by any applicable reversal. EXAMPLE: a Strike/Grapple Multi card can be reversed by two Strike reversals.

-Stun value on Multi cards will trigger on the second reversal, if the second reversal is overturned while applying damage.

-The second reversal against a Multi card is considered to be the reversal that actually reverses the Multi card. The first reversal will fail to reverse the card and end the turn, but all other effects from the first reversal will take place.

-If a card has the Multi trait, the first reversal or reversal effect must still meet the conditions of reversing the card, even if this does not completely reverse the card. EXAMPLE: The People's Champ's maneuvers cannot be reversed from Backlash deck; the first reversal to a non-RMS Multi maneuver could not be played from the Backlash deck.

-Multi cards may end up being the same card type. (EXAMPLE: a Strike/High Risk Multi card might be altered to become a Strike/Strike card.) Multi cards may also be printed as both types being the same (such as Strike/Strike or Action/Action.)

-A Multi card may have three or more parts such as Strike/Grapple/Submission Cards with more than two types listed will still only need two reversals to reverse them.

-Effects from the first reversal played will still trigger and resolve immediately, with the exception of any effect attempting to move the card. EXAMPLE: *Manager Interferes* as the first reversal to a Multi maneuver will cause the player to draw 1 card and the opponent to resolve the 1D, while a *Rake* reversal will generate an irreversible maneuver on the player's next turn; however, cards such as *I Gotta Say*, *Out of Play* or *Crimson Goddess* will not move the card if they are the first reversal played.

-A reversal card or reversal effect that "completely reverses" a Mutli card will not require any further reversals to stop the Multi card; in effect, it reverses it as though the card was not a Multi. This is regardless of how many

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reversals are needed for cards like *Giant Heat Butt* and *The Three Amigos*.

-The final reversal to a Multi card determines where that card was reversed from. EXAMPLE: That's Broken is reversed first with *Volley This!* then with *Unscrupulous S.O.B.*, so the card is considered to have been reversed from the Backlash deck.

Must

-If a card uses the term 'must', you cannot play it unless you are able to meet all of the requirements of the card at the time the card is played. (Such as overturning a card or discarding a card from your hand.)

Negative Numbers

-Effects which reduce Superstar Value, Fortitude, Damage, and other values can generate a negative number. Any effect which checks for this value will return a value of 0. However, it can still be used for comparative purposes. EXAMPLE: Spike Dudley (0 SV) plays the *Omaha, Nebraska* Venue against Al Snow (0 SV); their Superstar Values are now -2 SV (Spike) and -3 SV, so Spike will go first when the game begins, since he has a higher Superstar Value; however, any card effect which checks for an amount (*Backed by Stephanie McMahon*, for example) will use the value of 0.

No Damage

-No Damage is not the same as D:0. Cards that are D:0 deal zero damage, a number which can be modified; cards that deal no damage have a null value for damage, which cannot be modified. This applies to effects like *Sustained Damage*, or to Batista's ability.

nWo

-An nWo card is a card with the nWo logo in place of the WWE logo, or in the card title.

-Any color of nWo logo marks the card as an nWo card, cards with red, gold, or white nWo logos are all nWo cards.

NXT (format)

-The NXT Format is a limited constructed format based on Virtual Classic constructed. It follows the similar rules but allowed for banned cards and revised cards specific to this format, as well as a non-playable card with the rules and affected card titles.

-Virtual cards are included in this format, Revolution cards are not.

-Only 8 Pre-match and 8 Mid-match cards can be packed, and only 4 of each kind can be played.

NXT Superstar

-A type of Superstar that gains perks from other cards, such as The NXT Breakout Star. There are no other special rules for a NXT Superstar.

-A printed NXT Superstar is noted by the NXT logo, also present on Rookie Superstars.

Outside Effects

-A defined effect generated by an action taken in the game that is not from the text of a card played.

-Outside effects are listed in the Timing Breakdown; a card's controller's outside effects fire at step 7a of the Timing Breakdown, and the opponent's at step 7b.

-Outside effects that have the same triggering event may be resolved in the order of their controller's choosing; however, an outside effect that is triggered by some portion of an outside effect must finish resolving before the effect that triggered it finishes. (*Mr. Wrestlemania* must finish resolving before *Wrestlemania*, and *Sane's Spyglass* will finish resolving before any outside effect that generates a "look at his hand" effect.)

Overturn

-When a card is Overturned, it is taken from the top of the Arsenal and placed in the Ringside Pile.

-A player is Pinned when he is required to Overturn a card and cannot (see Pinfall).

Pack

-To 'Pack' a card is to include it in your Arsenal, Backlash deck, or Backstage Area during deck construction.

-You can play any card you could legally Pack, unless specifically restricted. EXAMPLE: Vince McMahon or Eugene's Superstar Abilities.

-You can pack a Superstar-Specific card if it is legal to pack it, as long as it does not conflict with the other cards in

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your Arsenal. Normally, this will only apply to cards with the logo show on the Superstar card, but some Superstar Abilities allow for other cards to be packed such as Eugene and remake Superstars such as The Game and Big Freak'n Machine. These cards can be prevented by restrictive abilities such as Vince McMahon, but can be prevented by cards such as *I'd Rather Be in Chyna* or *The Peep's Champ*.

Pay-Per-View Event

- This is a type of Pre-Match Event. It is still considered to be an Event
- A player cannot play a Pay-Per-View Event card if he already has one in play. This does not restrict his opponent from playing one.
- This is not to be confused with the card titled *Pay-Per-View Main Event*, which is a Stipulation card, and has nothing to do with this type of card.

Permanent

- Permanent is a Trait. Traits cannot be modified by Blanking.
- If a card is Permanent, it can still remove itself. A card is considered to be removing itself if it leaves the Ring Area due to an effect in its own text (even if an opponent controls this effect.)

Pinfall (Pin, Pinned)

- If a player is required to overturn cards from his Arsenal and cannot, he loses by Pinfall.
- If an alternative victory condition is met and the victory type is not specified, it is considered a Pinfall.

Played

- If a player chooses a card in his hand or Backlash deck (or a zone that acts like the hand or Backlash deck), or the Ringside pile if specific text or trait permits this; he then announces the card, meets all costs required by the card with the intention of resolving the text and/or effects of the card, he is considered to be playing the card.
- Cards played do not have to go to the Ring Area. Cards played that will not end up in the Ring Area may still be reversed by appropriate reversals.
- Cards used from the Ring area or Ringside pile, or put into the Ring by card effects are not considered 'played'.

Plunging, Plunge

- Plunging is the common term given to increasing the cost of your opponent's reversals with a card effect.
- Plunging does not affect RMS reversals such as *Backslide* or *Quick Reflexes*. However, a maneuver with the RMS can be used in conjunction with a plunging effect such as *Fans Love an Underdog* or *Bait Opponent*, since only the reversals are being affected, not the maneuver..
- Plunging will not affect a reversal that does not have a Fortitude cost, such as Chyna's ability or cards such as *Defensive Cover*.
- Plunging will affect your reversal cards that do not actually reverse, such as *Over Sell Maneuver* and *Sustained Damage*.

Potentiality Rule

- The Potentiality Rule is a rules template that says that a card may be reversed based upon what that card will do 'when played' or when it becomes successfully played, but only according to the text of that card, the Fortitude Rating, and the Superstars in play.
- Effects of a card that take place after a card has completely resolved are not covered by the Potentiality rule, such as effects that state 'While this card is in the Ring area'
- If a card presents a choice, it may be reversed with cards worded to reverse that specific situation. If a card allows the player to draw or discard, the opponent can reverse with a card that reverses discarding or drawing, no matter which option was intended by the player.
- The card is only viable to reversing based on what the card itself will do, outside conditions do not apply.
EXAMPLE: *Iron Will* is attempted despite *Hell in a Cell Match* preventing cards from being moved from the Ringside pile, *Shoot Counter* can still be used to reverse *Iron Will*, because that card has the potential to move cards from a Ringside pile.
- A card with a 'when played' effect can be reversed even if that effect was not used, as long as it has the potential for that effect.

Pre-match Cards

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-These cards have a purple border. You can have up to 10 Pre-Match cards in your Backlash deck (12 in Virtual play).

Pre-match Phase

-The Pre-match Phase starts any game.

-Both players have the opportunity to, in turn, play the following Pre-match cards:

Allegiance (in Virtual)

Venue

Feud

Stipulation

Manager

After that, both players take turns playing Pre-Match Events, Objects, Corners, Factions, or Storylines until both players have the maximum number in play, or both players pass in succession.

-Cards that resolve 'at the end of the Pre-match phase' are still considered to be resolving during the Pre-match Phase.

-Reversals cannot be played or generated during the Pre-match Phase, unless a card specifically allows it.

-The Pre-match Phase is considered to be neither player's turn.

-If a Pre-match card is removed during the Pre-match phase, it will not count towards the total. EXAMPLE: *I'm Gonna Break You* is activated to lower the cards removed for *My Sacrifice*; *Break You* is not counted towards the maximum number of Pre-match cards that can be played.

-At the end of the Pre-match phase, the player who started the Pre-match phase resolves their cards first, then the player who did not. Superstar Values are not re-checked until determining who takes the first turn of the game.

PRO

-A new type of card packed in the Backstage Area that can only be packed by a Rookie Superstar.

-Only 1 PRO card can be packed.

Promo

-Promo: # is short for "Look at the top # cards of your Arsenal, put 1 of those cards in your hand, and the rest in your Ringside."

-If you do not have the number of cards in your Arsenal stipulated by the Promo effect, you look at as many cards as you have. The effect does not fail.

Rarity

-Cards printed by Comic Images have a rarity associated with them: Common, Uncommon, Rare, Premium Rare, Ultra Rare, Promo, and Starter Deck Foil. Cards that look for a rarity use the rarity at which that card was printed; if a card has multiple rarities (due to reprinting), the rarity of the physical copy of the card used will be considered the actual rarity of the card. (In online play, the rarity of the most recent printing should be used.)

-Rarity is generally identified by the color of the WWF/WWE logo on the card, but this is not the definitive answer for the rarity of a card, due to the use of white logos for Common, Promo, Ultra Rare Foil, and Starter Deck Foil, gold logos for both Rare and Premium Rare, and the misprint of certain Rare cards with a grey logo in Premiere. If there is a question, the set list for the appropriate set (available on TCO) should be used to determine rarity.

-Virtual cards do not have a rarity. JBL would not discard to play a Virtual card, as they are neither Common nor Uncommon.

Replacement Effect

- A replacement effect is any effect that changes the destination of a card, such as *Banned from Ringside* or *Rollins' Kip-up*. These effects trigger at step 8 of the reversal's Timing Breakdown.

- Replacement effects use the same language as outside effects triggering on the failure of a card, such as "when your card is unsuccessful" or "when your opponent reverses a card." Outside effects using this wording trigger at Step 7b, the difference being that outside effects do not change the destination of a card.

Requirement

-A restriction printed on a card; you must meet the Requirement of a card to pack it, play it, or to have it function when overturned from your Arsenal.

-"Requirement: Overturned" means the reversal will only work when overturning damage from Arsenal.

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- "Requirement: Extremist" means you must have an Extremist Ability (or considered to be an Extremist) to play this card, though any Superstar can pack it.

- Other Requirements affect a card's ability to be played; if the condition named on the card is not met, the card cannot be played. However, if that condition changes later, it will not affect the card. EXAMPLE: If *Revolution Climbing the Ladder* is played, its effects will still trigger even if that player later has a higher Superstar Value than his opponent.

Response, Respond

- A player responds to a card by playing a Reversal card, activating a card effect, even if the card is not in their Ring, or activating their Ability.

- Cards that a player may not respond to will still trigger effects from cards in the Ring or Abilities. EXAMPLE: Diamond Dallas Page will still discard for his opponent's copies of *Old School Psychology* when he plays *It's Me...It's Me...It's D-D-P*; Leader of the Edge Army will still draw and cause Raw Guest Host to discard when Raw Guest Host successfully plays *The Price is Raw*.

Restricted Modification Symbol (RMS)

- A card with the RMS cannot have any of its wording, traits, or numerical values altered, increased, removed or ignored. RMS cards cannot be affected by any effect or ability that specifically refers to a single card. RMS cards cannot have their reversibility modified by any card, effect, or ability.

- Cards with the RMS can be prevented from being played, by cards like *Censorship Match* or *Lillian: Amazing Announcer*, or by cards such as *It's Hard Being This Original* if there is already a card with that title in the Ring area. Reversal cards with the RMS can also be prevented from being played. EXAMPLE: If a maneuver cannot be reversed, *Anything and Hate It* cannot be used to reverse it.

- Traits cannot be added to a card with the RMS, such as Multi, Permanent, or Heat. Likewise, these traits cannot be removed or ignored.

- A card with the RMS can always modify itself.

- Plunging does not affect RMS reversals such as *Backslide* or *Quick Reflexes*. However, a maneuver with the RMS can be used in conjunction with a plunging effect such as *Fans Love an Underdog* or *Bait Opponent*, since only the reversals are being affected, not the maneuver..

- Other card effects must abide by the text of a card with the RMS, it can't be modified or ignored. EXAMPLE: *It's Great to be Back Here In...* cannot ignore the text of *Atomic Lariat*, and *From the Top Rope* cannot ignore the text of *Shoot Aerial 360-Degree Kick* (original version).

Reveal

- Cards in the Backstage may be revealed or hidden. Hidden cards do not affect the game, except those that provide packing permissions. If a hidden card enables you to pack a card you otherwise could not, you may pack those cards, but must display the hidden card to your opponent upon request to prove that you have the card granting that permission.

Reversal

- One of the main card types. Reversal cards have a red border.

- A Reversal can be a card or an effect generated by another card or ability.

- Some cards are reversals but they do not reverse. *Over Sell Maneuver*, *Sustained Damage* and *Fortitude Surge* are examples of this. These cards may be played against irreversible cards.

- Effects can alter the Fortitude cost of your Reversal cards. (See Plunging.)

- Reversal cards may only be played on your opponent's turn. This also applies to reversal effects.

- If a card has the Multi trait and requires two reversals or reversal effects to be used, the first reversal must still meet the conditions of reversing the card, even if this does not completely reverse the card.

- An Action with a Damage Value can be reversed by overturning an Action reversal, provided the Fortitude cost and any conditions of the Reversal are met. EXAMPLE: *All Talk, No Action* can reverse a *Singapore Cane* (3D) if the opponent has 3 or more Fortitude; *Takedown* could not reverse *Y2J* when overturned, since that card is Unique.

- All Reversals that reverse cards end the turn unless they specifically state otherwise.

Reversal Restriction

- A reversal restriction is any card, Ability, or effect that modifies the reversibility of a card. EXAMPLE: *Turn the Tide* adds a reversal restriction to the maneuver following it. *Diesel-Powered Sidewalk Slam* has a reversal

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restriction if it is played after a Superstar-specific card. The Chain trait is a reversal restriction.

-A card with Momentum has a reversal restriction.

-Cards that give extra modes of reversibility do not have reversal restrictions from those modes. EXAMPLE: *Classic Fireman's Carry* has no reversal restrictions in its text. The Volley trait is not a reversal restriction.

-Reversal restrictions are strictly a property of cards. Cards and effects that modify player permissions are never reversal restrictions. EXAMPLE: *Panic Grab*, *Backed by Smackdown GM Vickie Guerrero*, and the *Arm Drag* portion of *Enter the Dragon* are not reversal restrictions.

-Modifications to reversals are never reversal restrictions. EXAMPLE: *Get Crowd Support* does not grant a reversal restriction.

-A card that cannot be responded to does not have a reversal restriction; losing the ability to respond does not alter what cards will reverse a card, it only alters player permissions to play those cards.

-Cards with conditional printed reversal restrictions have those restrictions in all zones and at all times *except* when going through their Timing Breakdown. During that time, the Potentiality Rule comes into play, and if the reversal restriction's condition is not met, the restriction is suppressed, in much the same way a hybrid card's other types are suppressed.

Revolution Follow-up Cards

-These cards are noted with the Follow-up: X, which means it can only be played if you successfully played X type of card right before it during this turn.

-If a Follow-up card is not Unique, an Arsenal may contain any number of copies of that card, provided the Arsenal size of 60 cards (or other limit set by the Superstar Ability) is still met.

Revolution (format)

-Revolution format is an alternative limited-constructed format, following "Smackdown" construction rules (60 card Arsenals, limit of 3 non-Unique, etc.) However, the only cards that can be packed have the Revolution logo in the title (including Superstar-specific cards).

-There are special rules for the Revolution format:

1. The Backlash can only contain 6 Pre-match and 6 Mid-match cards, and the maximum number of Pre-match and Mid-match cards any player may have in the Ring is 3.
2. Starting hands are drawn after the Superstar is revealed, then the Pre-match phase begins.
3. If a player's turn ends without that player legally attempting to play a maneuver, he overturns 6 cards. (The "Aggression rule")

-It does not matter if the player ends his turn voluntarily or by having a non-maneuver card reversed, he will still overturn 6 cards if he did not attempt to play a maneuver. (Note: illegal attempts to play a card are not valid)

-This can be augmented with Virtual cards (Virtual Revolution), or used solely with the printed Comic Images cards.

RFG

- RFG is a new keyword in Virtual 11, replacing the terms "remove from the game," "removes from the game," "removed from the game," and "the removed from the game area." RFG is considered in all cases to be the older wording, for the purpose of resolving cards and effects.

RMS

-An "RMS card" is a card that bears the Restricted Modification Symbol, either printed or granted by another card (i.e. *Frankie Takes Ho-llywood*).

Rookie

-A Rookie Superstar may pack 1 PRO card in his Backstage Area.

-All Rookies are also NXT Superstars due to the logo on their Superstar Card.

Ring (Area)

NOTE: Cards now refer to 'Ring' instead of 'Ring Area' - the terms refer to the same thing and are interchangeable.

-One of the zones of the game

-Reversals can come from the Ring, such as *Managed by "The Mouth of The South" Jimmy Hart*.

-Players have their own Ring. Some cards can affect the Ring Areas of all players.

-Some cards have an effect which allows other cards to be placed underneath; these cards underneath are not considered to be in the Ring. Unless otherwise specified, if the card on top is moved from the Ring, all cards

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underneath go to the Ringside.

Ringside (Pile)

NOTE: Cards now refer to 'Ringside' instead of 'Ringside pile' - the terms refer to the same thing and are interchangeable.

- One of the zones of the game
- This area of the game is public knowledge; any other player may ask to review the contents of your Ringside. A card moved from the Ringside is open to view by any player.
- Some cards can have an effect that is used when in the Ringside, but only if they specifically state how they interact with the Ringside.
- Some cards can be played from the Ringside, and specifically state how they are played.

Search

- The effect of searching your Arsenal for a card or cards can be generated from card text or from an outside effect. However, effects that reverse 'search' will only apply if the word 'search' is used in a card effect that occurs when the card is successfully played.
- It is legal to search for a type of card and fail to find it, you are under no burden of proof, as the Arsenal is not public knowledge. However, the amount of cards in your Arsenal is public knowledge; if the search is non-specific (search for any card) you must fulfill the effect.

Set-Up

- A sub-class of card. There is no limit to the number of Set-Up cards you can have in your Arsenal as long as this does not break the maximum amount of cards in your Arsenal or Backlash deck. This overrides the normal limit to how many copies can be packed, unless a Superstar Ability specifically restricts some or all of this number. EXAMPLE: Spike Dudley and Trish Stratus restrict what Set-ups can be packed, while René Duprée and Test limit the amount which can be packed. (Note: Phenom does not restrict Set-up cards.)
- Superstar Abilities can add the Set-Up trait to specific cards. This does not change the type of card, only adding the sub-class to that specific card title.
- Unique Set-up cards are still restricted to 1.
- If a Superstar Ability allows a card to be played as a Set-up, blanking that ability will not prevent the player from playing more than 3 copies of that card.
- If one card title is a Set-up and another card is not due to Throwbacks, you may pack 3 copies of the non-Set-up in addition to the amount of Set-up cards.

Slot

- A Pre-match or Mid-match slot is one unit of Capacity. Cards that do not take up a Pre-match slot or Mid-match slot do not spend any Capacity when they are in your Ring.
- A player may play a Pre-match or Mid-match card that does not take up a slot even if all of his normal Pre-match or Mid-match slots are filled.
- Making a card not take up a slot is a modification to that card and will be blocked by the Restricted Modification Symbol. Note that, as with all other cards with the Restricted Modification Symbol, this does not apply if the change is being applied by the RMS card itself; an RMS card may always modify itself.

Stable

- A type of Superstar that gains perks from other cards, such as *The Numbers Game*. There are no other special rules for a Stable Superstar.

Storyline

- A new type of Pre-match card, played during the Events phase.
- Storyline cards will immediately replace the existing Superstar Ability. If the Storyline card is removed from the Ring area, it will no longer have an effect, and the printed Superstar Ability is now in effect. EXAMPLE: Revolution Triple H's *Ten Time World Champion* is removed, so that Superstar now reverts to his printed Ability.

Stun Value

- Stun Value appears as a number of stars above the Damage box of a Maneuver card.
- If a maneuver with Stun Value is reversed while overturning cards, the Stun Value will trigger. The controller of

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the maneuver may elect to draw a number of cards up to the total Stun Value on the card.

-Stun Value will not trigger if the maneuver is reversed on the very last card while overturning. EXAMPLE: Player plays *Chair Shot*, which is reversed on the 10th card overturned.

-Stun Value may be temporarily increased by other card effects. This will only last until the maneuver completely resolves.

-A card or effect that counts Stun Value in the ring area will only count the printed Stun Value that appears on the cards.

-Stun Value is a function of a maneuver card when played; it is not applicable to a card played as an Action or Reversal. Cards that add to Stun Value will have no effect on Actions and Reversals, only played Maneuvers.

Sub-class

-Sub-classes include Multi, Chain, Heat, Volley, Stun Value, Run-in and Set-up. These only apply to one half of a hybrid card; specifically, the half indicated in the card's type line. The sole exception to that notation is Stun Value; Stun Value is solely a function of maneuvers, by its own definition.

-Hybrid, Foreign Object, NXT, WCW, WWF Classic, and ECW are not sub-classes.

Superstar / Superstar Card

-Superstar cards are the representation of the WWE superstar your deck is based around. The game does not see this as a played card, it remains revealed in the Backstage Area. It cannot be removed from play or affected except by specific effects such as *Cerebral Assassin*.

-You are bound by the restrictions on your Superstar card. You may also break game rules or Arsenal construction rules if your Superstar card allows you to.

-Effects generated from a Superstar card are never considered to be a 'card effect'.

-Superstar Values can be reduced to negative numbers, and for comparative purposes or for raising/lowering, are treated as their actual value. A -1SSV wrestler would start the game before a -2SSV wrestler. For all other purposes, a negative SSV is treated as 0.

Tag Team

-A special classification of Superstars that count as Tag Team Superstars for the purposes of deck construction and card effects. Tag Team Superstars can pack all Title Belt cards, including the Tag Team Title Belts. While they can pack cards that can be packed by Tag Team Superstars, they cannot pack cards with the Tag Team Symbol unless their Superstar card specifically dictates otherwise, as those cards are for Tag-Team format matches.

-A 'Tag Team Superstar' specifically has a 'Tag Team Superstar Ability' described on their Superstar card, such as Heat Seekers or Mexicools. Older superstars that depict two superstars but do not have a 'Tag Team Superstar Ability' do not have the Tag Team trait (such as Hardy Boyz, Right to Censor), and gain no additional benefit from cards such as *USA! USA! USA!* or *Key Lock*.

-A Tag Team Superstar cannot pack cards such as *Little She Devil* and *Stackplex*, unless they are used in a Tag Team Format match, or they have the required specific text in their Ability (Dudley Boyz).

Target

-The area on your opponent's body where the player focuses his attack, listed above the Damage on Revolution Maneuvers.

-Older cards without a printed Target do not have a Target, even if there is a body part listed in the title or text of the maneuver.

-There are six legal Targets: Arm, Back, Chest, Head, Neck, and Leg.

-If a card allows a Target to be named, it may only be one of the six legal Targets.

Throwback

-It is legal for to pack copies of the Throwback version of a card and original copies of the same card, though Arsenal Construction rules still apply, including the Unique restriction (one copy only), or the 3-card limit for non-Unique cards. EXAMPLE: Your Arsenal could not contain a *Patented Rock Footstomp* Throwback and the original version, since the Throwback is Unique.

-The limit of 3 cards with the same title (unless modified by Superstar Ability) still applies, regardless of which versions of the card are packed. EXAMPLE: You cannot have more than 3 copies of *Struck By a Kendo Stick* in your Arsenal, but they can be either the original or Throwback version, or a combination thereof.

-The limit of 3 cards with the same title extends to both Arsenal and Backlash deck. EXAMPLE: You can have

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Suicide Plancha (Throwback) in your Backlash deck, and *Suicide Plancha* in your Arsenal, but this cannot total more than 3 copies.

-The Throwback version of a card counts as the same card as the original version for the Active trait. EXAMPLE: If you have the original *Great Technical Knowledge* (Active) in play, you cannot play a Throwback *Great Technical Knowledge*.

-The pack rule extended to the Backstage area, if applicable. EXAMPLE: If Paul Heyman packs *Inferno Match - Throwback* in his Backstage area, the Arsenal cannot contain *Inferno Match*.

Title Belt

-A 'title belt' is a Pre-match Object card designating a title belt, such as *WWE Championship Belt*. This includes *The Million Dollar Title Belt*.

-The first three Title Belt cards were printed before the Backlash deck was introduced, they were later updated with a Most Recent Printing to be Pre-match Objects.

-Title Belt cards not printed as Universally Unique are still considered to be Universally Unique.

Trademark

-One of the ten Maneuver types.

-A Trademark maneuver is a different type from a Trademark Finisher.

-A Trademark maneuver can be reversed if the card or effect reverses any 'non-Trademark-Finisher' card or maneuver.

Trademark Finisher

-One of the ten Maneuver types

-Trademark Finishers are often Unique, but they do not have to be.

-A card that reverses any Maneuver can reverse a Trademark Finisher.

-Some Superstars have more than one Trademark Finisher. You are not limited on how many different Trademark Finishers you can pack, provided there is only 1 of any Unique card and 3 of any non-unique card, as always.

-A Trademark maneuver is a different type from a Trademark Finisher.

Trait

-A Trait is a value, text or symbol that puts a card or effect into a sub-class of cards or effects. (Example: the Foreign Object trait.)

-Traits can include: Foreign Object, Active, Universally Active, Unique, Universally Unique, Face, Heel, Restricted Modification, Foil, Raw and Smackdown. (Not a complete list.)

-Sub-classes will only affect one part of a hybrid card, such as Multi, Chain, Heat, Volley, Stun Value, Run-in and Set-up.

-Traits cannot be blanked, as they do not appear in the text box. Some traits have reminder text in the text box. This is also not affected by blanking. (see Blanked.)

-Some Traits are exclusive to Superstar cards. These can include Male, Female, Legend, Diva and Tag Team.

-Traits are defined by what a thing is, not what a thing is not. A card with the Raw logo has the Raw trait; a card without does not have the "non-Raw" trait, because that does not exist.

-Non-unique, as used in the game, is not a trait; it is the absence of one. Any card that does not have the Unique (or Universally Unique) trait is non-unique, including face-down cards, as they have no traits.

Triggered Effects

-These are effects that happen without choice, based on another effect taking place. This can include causing cards to be drawn or discard, or moved from one area to another. EXAMPLE: When a Backlash card is played, an *Old School Psychology* in the opponent's Ring will trigger a discard effect.

-Effects like ACEs that require a cost to be paid are not triggered effects.

-Triggers must occur without the player's choice. EXAMPLE: *Old School Psychology*'s trigger is the opponent playing a Backlash card; *Judo Choke* Throwback's trigger is the opponent successfully playing a second action on his turn.

-Cards that a player may not respond to will still trigger effects from cards in the Ring or Abilities. EXAMPLE: Diamond Dallas Page will still discard for his opponent's copies of *Old School Psychology* when he plays *It's Me...It's Me...It's D-D-P*; Leader of the Edge Army will still draw and cause Raw Guest Host to discard when Raw Guest Host successfully plays *The Price is Raw*.

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Turn

- A turn is defined as one player's turn, either 'your turn' or 'your opponent's turn.'
- Action cards, Antic cards, and Maneuver cards can only be played on your turn, Reversal cards can only be played on your opponent's turn.
- It is possible to have a turn skipped due to card effects. If another turn is skipped, two consecutive turns are missed. This occurs even if both effects refer to your 'first turn.'
- Certain effects take place before the first turn of the game, after all Pre-match phases have been resolved. If both players have effects that occur at this time, the player starting the first turn of the game resolves his effects first, then his opponent. EXAMPLE: Edge has *Backstage Donnybrook* in his Ring area, his opponent The Phenom has *Armageddon Is Upon Us*; since Edge automatically begins the first turn, *Donnybrook* will resolve first, then *AIUU*.
- The first turn of the game is normally determined by Superstar Value, however certain effects can override this effect, such as Edge's Superstar Ability, *Bagpipe Introductions*, and *Revolution ECW Originals*. If there is more than one effect, each one takes the right for the first turn for that player (unless the two effects are Edge's Superstar Ability and an Edge Enforcer Ability, in which case the resolution is random). EXAMPLE: Edge is played and his ability claims the first turn of the game, but *Revolution ECW Originals* is played by his opponent, who will now start the match and get the first turn.

Universally Active

- When a card in any Ring Area has this trait, no other player may play a card that shares a sub-type with it. Currently this only applies to the type: Pre-match Venue. Other non-Venue cards can be played during a Venue phase if their text allows it.
- In Virtual, there are Venues that are not Universally Active. These Venues do not block the play of Universally Active Venues, but they cannot be played if a Universally Active Venue is in play, unless they have text specifically permitting their play.

Unique/Universally Unique

- Unique cards are restricted to one per Arsenal per card name.
- Unique Set-up cards are also restricted to one per Arsenal per card name.
- Universally Unique cards cannot be played if a card with the same title is already in play. Otherwise, they follow all rules applied to Unique cards.

Venue

- A new type of Pre-match card, before the Feud portion of Pre-match. When there is a Venue card in any Ring area, you cannot play a Venue card.

Virtual Cards

- These cards are legal for play when Virtual cards are allowed, provided other conditions are met. EXAMPLE: A "Virtual Classic " tournament would permit The Ultimate Warrior to be played, but not *Revolution Judo Takedown*.
- Cards with terms associated with Revolution ('Momentum', 'Assault') are still legal for Classic play if they do not have the Revolution logo.
- The Virtual cards may either be placed over another card (which has no bearing on play) or printed on cardstock equivalent to Comic Images product, but these MUST be indistinguishable during play.
- Sleeves MUST be used when using these cards.
- The early sets were renamed. "Revolution 4" is now "Virtual 1", "WCW Invasion" is now also "Virtual 2", "Revolution 5" is now "Virtual 3", and "Saturday Night's Main Event" is now also "Virtual 4".
- As of Virtual 3, for Virtual Classic / Virtual All Axxess formats, Backlash decks may now contain up to 12 Pre-match and 12 Mid-match cards, with a maximum of 6 of each in the Ring.

Volley

- Your opponent may reverse your Volley cards and end your turn by randomly removing # cards (where # is the printed Volley number) in his Ringside pile from the game. If your opponent plays a Reversal card to reverse your Volley card, during his next turn, the cards he plays can only be maneuvers from his hand or Set-up Action cards and if he doesn't play a maneuver, you may put 1 Volley card from your Ringside pile into your hand.
- The 'removed from game' reversal effect can be used if *Hell in a Cell Match* or other Ringside Pile restriction is in effect.

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- Using the 'removed from game' reversal effect will cause Heat cards to be removed from the game.
- Using the trait to reverse a Volley card by removing # cards is considered 'reversing from Ringside pile.'
- The removal effect serves only as a single reversal to a Multi. This effect may be used twice to completely reverse a Volley Multi. EXAMPLE: *Flurry of Strikes*.
- The removal effect cannot be plunged since it has no Fortitude cost.
- If a Volley card is removed from the game by a Reversal card such as *I Gotta Say*, *Out of Play* or other effect, the opponent is still limited on what can be played on the next turn, as this is a function of the Volley trait.
- Only one Volley card may be picked up using the trait, regardless if multiple Volley cards were reversed. EXAMPLE: Rey Mysterio, *Rabid Wolverine*.
- The second reversal to a Multi Volley determines how it was reversed for the Volley trait. EXAMPLE: *Flurry of Strikes* is reversed with *Step Aside*, then removing 5 cards for the Volley trait; the second 'reversal' is the one counted, so the opponent will not be limited on what he can play next turn due to the Volley trait.

WCW Superstar

- A type of Superstar that gains perks from other cards, such as *Halloween Havoc*. There are no other special rules for a WCW Superstar.
- A printed WCW Superstar is noted by the WCW logo, however Superstar-specific cards like *Raven's Rules* can allow a Superstar to become a WCW Superstar.

Win Condition

- You win the game when your opponent is required to overturn any number of cards and cannot. This is a Pinfall.
- You also win the game if your opponent has no cards in his Arsenal at the end of any turn. This is a Count Out.
- You can also win the game due to a card effect. This will be listed on the cards in question.
- If a win condition listed on a card does not specify Pinfall or Count Out, it is a Pinfall.
- Being disqualified from a tournament match by a judge is considered a Pinfall for you opponent.
- Receiving a tournament bye awards you a Pinfall.
- If a card effect would result in a Pinfall or Count Out, this occurs immediately upon the resolution of the card's text. However, if the Pin or Count Out is stopped by an outside effect, and other effects are pending at this time (such as, in the event of *Backslide* or *Small Package* played as a reversal, the resolution of the card being reversed), the turn cannot end until all other effects are resolved in full.

WWF Classic Superstar

- A type of Superstar that gains perks from other cards, such as *Saturday Night's Main Event*. There are no other special rules for a WWF Classic Superstar.
- A printed WWF Superstar is noted by the 'classic' WWF logo on a Superstar such as Sid or Yokozuna. (Note: This does not include the 'scratch' WWF logo found on a Superstar like Mankind.)

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TIMING BREAKDOWN

1 Play the card. Until the card is moved to another area, it is not in any area while resolving the Timing Breakdown.
1a Reveal the card to all players and choose a target or targets for the card (if any.)

2a Determine the Fortitude cost for the card, including modifiers, the effects of the card's player first, then his opponent's effects. (Multiplication/division first, then addition/subtraction.) You may not play a card if you cannot meet the Fortitude cost, unless a 'when played' effect can lower the Fortitude cost; this effect can only be as a function of playing the card.

2b Determine that you can meet all of the 'must' requirements listed on the card.

2c Check that a Follow-up condition is met (if required), including any 'ignore the text' effects.

2d If any of these steps can not be satisfied, the sequence ends immediately and the card remains where it started. (It does not count as having been played.)

2e Apply any 'when played' effects from the card's controller.

2f Apply any 'when played' effects from the opponent.

3a Apply damage modifiers from sources that you control. (Multiplication/division first, then addition/subtraction.)

3b Apply reversal modifiers of the card played.(self-plunging or maneuvers that bar reversals (*Panics*, *Atomic Lariat*, *Shoots*, etc.))

4 Apply damage modifiers from sources your targeted opponent controls. (Multiplication/division first, then addition/subtraction.)

5a Targeted opponent may play a reversal card or generate a reversal effect. (If he plays a reversal card, that card will follow its own Timing Breakdown sequence.)

5b If you played a card with Multi, targeted opponent may play or generate a second reversal after the first reversal has completed all effects and damage.

5c If the card is completely reversed, the Timing Breakdown ends.

6 The card is now 'Successfully Played' and enters the Ring Area. If this card is reversing the card in question (it is not the first reversal to a Multi, it is not *Over Sell Maneuver*), the affected maneuver is now considered reversed. (Any text on the card and any Traits on the card are considered to be in your Ring Area after this step is complete. This excludes text that would modify or trigger in any of the first six steps.)

6a Some cards are put into the Ringside Pile or other area instead of going to the Ring Area (*Iron Will* etc.) The Timing Breakdown still continues as normal, these cards never enter the Ring Area. They will resolve during the text resolution (Step 8) at that time, and will still resolve to its destination even if blanked.

7a Effects you control (other than this card's text taking place when played or when successful played) that trigger on a Successfully Played card take place. In the event of more than one effect, you choose which order they occur.

7b Effects your opponent controls that trigger on a Successfully Played card take place. Opponent chooses the order. (This is where cards such as *Over Sell Maneuver* and *Sustained Damage* are played.)

8 Apply effects listed on the card, unless these effects take place 'when played' or 'when this card is in' a specified area.

9a Chance for activated damage modification (*Sustained Damage*, *Los Guerreros*)

9b Damage is overturned one card at a time. Appropriate reversals may be overturned. (This is also the Step where cards are overturned for *Raw & Ready*, *Over Sell Maneuver*, and other cards that replace damage with overturning cards.)

9c Effects generated from resolving a maneuver's damage may be performed by the player of the original card (searching for a Chain card, for example)

9d Effects generated from resolving a maneuver's damage may be performed by the opponent (Jamie Noble's superstar ability, activating *There's No Holding Me Back*)

9e Any 'end the turn' effects are resolved, along with any effects triggered by ending the turn.