

# Deck Name: Tap Out Artist

#	Card name	Req	V	T	S	Text
1	Flying Knee	S	3	7	6	If unsuccessful, your opponent may Clinch or Ground the fight.
1	Spinning Back Fist	S	3	7	4	If unsuccessful, the first card played on your opponent's next turn can't be countered.
2	Straight Punch	S	2	3	4	
2	Block	-	0	0	0	Counter any Strike maneuver.
2	Break the Hold	-	0	0	0	Counter any Submission maneuver.
2	Shove	-	0	0	0	Counter any Clinch maneuver.
1	The Ref Didn't See It!	-	0	0	0	Counter any Referee card and choose one: Discard two cards (or) Overturn 2 cards.
2	Catch Kick	-	1	0	2	Counter any card with the word "kick" in the title. You may Ground the Fight.
1	Caught off Balance	-	0	0	0	Counter any card with the word "haymaker" or "shoot" in the title. Your opponent may discard a card, if not, you may Ground the Fight.
1	Grab the Shorts	-	-2	0	0	Counter any Clinch. Stand up the Fight
1	Unstoppable *	-	0	0	0	Counter any Clinch. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.
2	Well-Timed Counterpunch	-	1	3	0	Counter any Strike maneuver of 4 Toughness damage or less and end your opponent's turn. He may discard a card to prevent this card's damage.
1	Wild Swing *	-	0	0	0	Counter any Strike. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.
1	Superior Ground Control	G	0	0	0	When played from your hand, counter any maneuver and end your opponent's turn. You discard two cards.
1	Anaconda Choke	G	3	6	6	
1	Ankle Lock	G	2	5	5	
2	Arm Bar	G	2	6	8	
1	Guillotine Choke	G	2	8	12	If successful overturn 2 cards.
2	Heel Hook	G	4	4	4	If your opponent counters this from his or her hand, Stand up the Fight.
2	Kimura	G	2	2	4	
2	Knee Bar	G	1	3	3	
1	Lock It In	-	0	0	0	Play only after a successful Submission. Repeat that maneuver's text and Damage. After damage, you may discard 2 cards to repeat this effect.
2	North / South Choke	G	1	4	4	You may draw up to 1 card.
2	Rear Naked Choke	G	3	7	10	
1	Triangle Choke	G	3	7	8	
1	Tap! Tap! Tap!	-	0	0	0	Can only be played after a Submission maneuver and if your opponent has taken 15 or more Toughness damage this turn. You win the fight.
2	Double Underhook Clinch	S,C	0	0	0	Clinch the fight. Discard up to 2 cards: Put 2 cards from your Corner pile into your hand.
1	Pick the Ankle	S	0	0	0	You may ground the fight. If your next card this turn is a maneuver with "Heel" or "Ankle" in the title, it is +3 Toughness damage.
1	Right Where He Wants Him *	S	0	0	0	You may play any maneuver after this card, regardless of Fight position.
1	Take the Back	C,G	1	0	0	Choose 1: Draw two cards (or) Your opponent discards two cards (or) If the next card you play is "Suplex" or "Rear Naked Choke" it can't be countered.
1	Double Leg Takedown	C	2	1	2	Ground the fight.
1	Double Underhook Takedown	C	1	1	1	Ground the fight. Draw two cards. Cannot be countered when played after the card titled "Double Underhook Clinch."
1	Shoot Double Leg Takedown	S,C	2	1	2	Ground the fight.
2	Shoot Single Leg Takedown	S,C	1	1	2	Ground the fight.
1	Single Leg Takedown	C	1	1	2	Ground the fight.
1	Suplex	C	2	3	4	Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.

50 Total Cards in Deck

Total Victory 43  
 Total Toughness 113  
 Total Stamina 134

12/17/2017