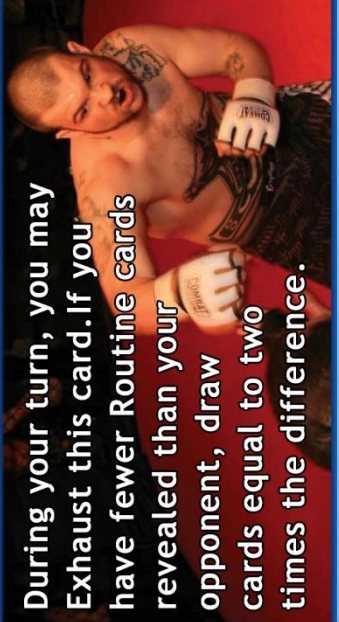


<p><b>Old School Brawler</b></p> <p>Unique Routine</p> <p>When your opponent counters a Strike, if the fight is Standing, you may draw a card.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>	<p><b>Muay Thai Training</b></p> <p>Unique Routine</p> <p>When your opponent counters a Strike, if the fight is Clinched, you may draw a card.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>
<p><b>Counter Striker</b></p> <p>Unique Routine</p> <p>Ignore the words “of 4 Toughness damage or less” on your cards titled <i>Well-Timed Counterpunch</i>.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>	<p><b>Knockout Artist</b></p> <p>Unique Routine</p> <p>During your turn, you may Exhaust this card, choose one card in your hand, and discard the rest. Your next Strike this turn is +4 Toughness damage for each card discarded.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>
<p><b>Low Center of Gravity</b></p> <p>Unique Routine</p> <p>During your opponent’s turn, you may Exhaust this card to counter a Takedown maneuver.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>	<p><b>Adaptive Defense</b></p> <p>Unique Routine</p> <p>During your opponent’s turn, you may discard 5 cards to counter any maneuver and end your opponent’s turn</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>
<p><b>Changing Stance</b></p> <p>Unique Routine</p> <p>When your opponent Regroups, you may discard a card then draw a card.</p> <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>	<p><b>Second Wind</b></p> <p>Unique Routine</p> <p>During your turn, you may Exhaust this card. If you have fewer Routine cards revealed than your opponent, draw cards equal to two times the difference.</p>  <p>DEMO v1.0</p> <p>©2013 Ric Pittman &amp; Calvin Patten</p>



Unique Routine

Ground and Pound

When the fight is Grounded, your Strikes are +2 Toughness Damage and +1 Stamina Damage.

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Unique Routine

National College Wrestling Champion

When your opponent counters a Takedown from his or her hand, choose one: Draw up to one card (or) Put up to one card from your Corner on the bottom of your Stamina deck.

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Unique Routine

Pre-Fight Weigh-In

Before the first turn of the game, you may discard one card to draw three cards.

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Unique Routine

Defensive Instinct

During your opponent's turn, you may Exhaust this card to counter any maneuver.

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Unique Routine

BJJ Gold Medalist

When your opponent counters a Submission from his or her hand, choose one: Draw up to one card (or) Exhaust one card in your opponent's corner.

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Unique Routine

Judo World Champion

When revealed, you may search your Stamina deck for one card titled *Hip Toss* and put it into your hand. You may play *Hip Toss* when the fight is Standing.

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Unique Routine

Reach Advantage

Your opponent's Strike maneuvers are -1 Toughness damage and -1 Stamina damage.

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Unique Routine

The Best Defense is a Good Offense

If you discard a Counter card while Regrouping, you may draw three cards instead of two.

DEMO v1.0

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Ground and Pound deck

Tap Out Artist Deck