

MMA: Combat Card Game *Tap Out Artist deck*

**Block**  
Counter - Strike



Counter any Strike maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Block**  
Counter - Strike



Counter any Strike maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Break the Hold**  
Counter - Submission



Counter any Submission maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Break the Hold**  
Counter - Submission




Counter any Submission maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Shove**  
Counter - Clinch



Counter any Clinch maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Shove**  
Counter - Clinch



Counter any Clinch maneuver and end your opponent's turn.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Well-Timed Counterpunch**  
Counter - Special



Counter any Strike maneuver of 3 Toughness damage or less and end your opponent's turn. He may discard a card to prevent this card's damage.

Victory	Toughness	Stamina
1	3	0
Points	Damage	Damage

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**Well-Timed Counterpunch**  
Counter - Special



Counter any Strike maneuver of 3 Toughness damage or less and end your opponent's turn. He may discard a card to prevent this card's damage.

Victory	Toughness	Stamina
1	3	0
Points	Damage	Damage

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**Catch Kick**  
Counter - Kick



Counter any card with "Kick" in the title. You may Ground the Fight.

Victory	Toughness	Stamina
1	0	2
Points	Damage	Damage

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**Catch Kick**  
Counter - Kick



Counter any card with "Kick" in the title. You may Ground the Fight.

Victory	Toughness	Stamina
1	0	2
Points	Damage	Damage

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**Caught off Balance**  
Counter - Haymaker or Shoot



Counter any card with "Haymaker" or "shoot" in the title. Your opponent may discard one card, if he or she does not, you may Ground the Fight.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**The Ref Didn't See It**  
Counter - Referee



Counter any Referee card. Choose 1: Discard 2 cards (or) Overturn 2 cards

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Wild Swing**  
Unique Counter - Strike



Counter any Strike. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner Pile into your Stamina Deck.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Unstoppable**  
Unique Counter - Clinch



Counter any Clinch. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner Pile into your Stamina Deck.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Is That All You Got?**  
Unique Counter - Maneuver



Play after any maneuver. That card's Toughness is dealt as Stamina damage instead and can't be countered. End the turn and draw 2 cards.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Pick the Ankle**  
Maneuver - Clinch Standing



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.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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**Tap, Tap, Tap!**  
Referee



Can only be played after a Submission maneuver and if your opponent has taken a total of 15 or more Toughness Damage this turn. You win the fight.

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**The Ref Checks for Injury**  
Referee



Draw up to one card for each Negative Victory point in your opponent's cage area. Shuffle up to 3 cards from your Corner into your Stamina Deck.

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**Superman Punch**  
Maneuver - Strike Standing



Victory **3** Points  
Toughness **5** Damage  
Stamina **8** Damage

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**Superman Punch**  
Maneuver - Strike Standing



Victory **3** Points  
Toughness **5** Damage  
Stamina **8** Damage

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**Haymaker** Standing  
Maneuver - Strike Grounded



Your opponent puts one card from his hand on top of his Stamina deck.

Victory **2** Points  
Toughness **4** Damage  
Stamina **2** Damage

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**Haymaker** Standing  
Maneuver - Strike Grounded



Your opponent puts one card from his hand on top of his Stamina deck.

Victory **2** Points  
Toughness **4** Damage  
Stamina **2** Damage

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**Flying Knee**  
Maneuver - Strike Standing



If unsuccessful, your opponent may Clinch or Ground the fight.

Victory **3** Points  
Toughness **7** Damage  
Stamina **6** Damage

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**Spinning Backfist**  
Maneuver - Strike Standing



If unsuccessful, the first card played on your opponent's next turn can't be countered.

Victory **3** Points  
Toughness **7** Damage  
Stamina **4** Damage

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**Single Leg Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight

Victory <b>1</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Double Leg Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight

Victory <b>2</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Shoot Single Leg Takedown** Standing  
 Maneuver - Takedown Clinched




Ground the Fight

Victory <b>1</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Shoot Single Leg Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight

Victory <b>1</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Shoot Double Leg Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight

Victory <b>2</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Shoot Double Leg Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight

Victory <b>2</b> Points	Toughness <b>1</b> Damage	Stamina <b>2</b> Damage
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**Double Underhook Takedown** Standing  
 Maneuver - Takedown Clinched



Ground the Fight. Draw two cards.  
 This card can't be countered  
 when played after the card titled  
 "Double Underhook Clinch."

Victory <b>1</b> Points	Toughness <b>1</b> Damage	Stamina <b>1</b> Damage
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**Slam** Standing  
 Maneuver - Takedown Grounded



Ground the Fight. You discard 1 card  
 and your opponent discards 1 card.  
 If you cannot discard a card, your  
 opponent discards two cards instead.

Victory <b>3</b> Points	Toughness <b>1</b> Damage	Stamina <b>1</b> Damage
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**Suplex**  
 Maneuver - Takedown Clinched



Ground the Fight. You may look at your opponent's hand and choose a card. Your opponent discards the chosen card.

Victory <b>2</b> Points	Toughness <b>3</b> Damage	Stamina <b>4</b> Damage
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**Take the Back** Clinched  
 Maneuver - Clinch Grounded



Choose 1: Draw up to 2 cards. (or) Your opponent discards 2 cards. (or) If the next card you play is titled "Suplex" or "Rear Naked Choke" it can't be countered.

Victory <b>1</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> Damage
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**Arm Bar**  
 Maneuver - Submission Grounded



Victory <b>2</b> Points	Toughness <b>6</b> Damage	Stamina <b>8</b> Damage
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**Arm Bar**  
 Maneuver - Submission Grounded



Victory <b>2</b> Points	Toughness <b>6</b> Damage	Stamina <b>8</b> Damage
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**Triangle Choke**  
 Maneuver - Submission Grounded



Victory <b>3</b> Points	Toughness <b>7</b> Damage	Stamina <b>8</b> Damage
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**Triangle Choke**  
 Maneuver - Submission Grounded



Victory <b>3</b> Points	Toughness <b>7</b> Damage	Stamina <b>8</b> Damage
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**Knee Bar**  
 Maneuver - Submission Grounded



Victory <b>1</b> Points	Toughness <b>3</b> Damage	Stamina <b>3</b> Damage
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**Knee Bar**  
 Maneuver - Submission Grounded




Victory <b>1</b> Points	Toughness <b>3</b> Damage	Stamina <b>3</b> Damage
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**Ankle Lock**  
 Maneuver - Submission Grounded



Victory **2** Points  
 Toughness **5** Damage  
 Stamina **5** Damage

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**Ankle Lock**  
 Maneuver - Submission Grounded



Victory **2** Points  
 Toughness **5** Damage  
 Stamina **5** Damage

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**Rear Naked Choke**  
 Maneuver - Submission Grounded



Victory **3** Points  
 Toughness **7** Damage  
 Stamina **10** Damage

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**Rear Naked Choke**  
 Maneuver - Submission Grounded



Victory **3** Points  
 Toughness **7** Damage  
 Stamina **10** Damage

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**Guillotine Choke**  
 Maneuver - Submission Grounded




Your opponent discards 2 cards.

Victory **2** Points  
 Toughness **8** Damage  
 Stamina **12** Damage

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**Guillotine Choke**  
 Maneuver - Submission Grounded



Your opponent discards 2 cards.

Victory **2** Points  
 Toughness **8** Damage  
 Stamina **12** Damage

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**Heel Hook**  
 Maneuver - Submission Grounded



If your opponent counters this card, Stand up the Fight

Victory **4** Points  
 Toughness **4** Damage  
 Stamina **4** Damage

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**Heel Hook**  
 Maneuver - Submission Grounded



If your opponent counters this card, Stand up the Fight

Victory **4** Points  
 Toughness **4** Damage  
 Stamina **4** Damage

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