

Block
Counter - Strike



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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Counter - Strike



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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Break the Hold
Counter - Submission




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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Break the Hold
Counter - Submission




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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Shove
Counter - Clinch



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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Shove
Counter - Clinch



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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Sprawl
Counter - Takedown




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

Victory	Toughness	Stamina
0 Points	0 Damage	0 Damage

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Sprawl
Counter - Takedown



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

Victory	Toughness	Stamina
0 Points	0 Damage	0 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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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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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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Grab the Cage
Counter - Submission Grounded



Counter any Submission and end your opponent's turn. Stand up the Fight.

Victory	Toughness	Stamina
-2	0	0
Points	Damage	Damage

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Grab the Shorts
Counter - Submission



Counter any Clinch and end your opponent's turn. Stand up the Fight.

Victory	Toughness	Stamina
-2	0	0
Points	Damage	Damage

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Lift a Knee
Counter - Takedown Standing



Counter any Takedown and end your opponent's turn.

Victory	Toughness	Stamina
1	2	2
Points	Damage	Damage

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Let's Get It On!
Referee



Stand up the Fight. Each player may draw up to 3 cards.

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The Ref Stands 'Em Up
Referee



Stand up the fight. If your opponent did not play a card during his or her last turn you may draw 2 cards.

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MMA: Combat Card Game *Journeyman*


Body Hook | Clinched
Maneuver - Strike | Grounded



Victory **1** Points
Toughness **2** Damage
Stamina **2** Damage

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Elbow | Clinched
Maneuver - Strike | Grounded



Victory **1** Points
Toughness **3** Damage
Stamina **3** Damage

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Foot Stomp | Clinched
Maneuver - Strike | Clinched



Your opponent discards 2 cards.

Victory **1** Points
Toughness **3** Damage
Stamina **4** Damage

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Front Kick | Standing
Maneuver - Strike | Standing



Victory **2** Points
Toughness **4** Damage
Stamina **3** Damage

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Hammer Punch | Standing
Maneuver - Strike | Grounded




If the fight is Grounded, this card is +2 Toughness and +3 Stamina damage.

Victory **1** Points
Toughness **3** Damage
Stamina **5** Damage

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Head Kick | Standing
Maneuver - Strike | Standing



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

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Knee to the Leg | Clinched
Maneuver - Strike | Clinched



Your opponent discards 1 card.

Victory **1** Points
Toughness **2** Damage
Stamina **5** Damage

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Left Hook | Standing
Maneuver - Strike | Grounded




Victory **1** Points
Toughness **3** Damage
Stamina **2** Damage

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MMA: Combat Card Game *Journeyman*


Left Jab Standing
Maneuver - Strike Grounded



Victory **1** Points
Toughness **2** Damage
Stamina **3** Damage

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Right Hook Standing
Maneuver - Strike Grounded



Victory **1** Points
Toughness **2** Damage
Stamina **3** Damage

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Right Jab Standing
Maneuver - Strike Grounded



Victory **1** Points
Toughness **3** Damage
Stamina **2** Damage

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Snap Kick Standing
Maneuver - Strike Standing



Victory **1** Points
Toughness **2** Damage
Stamina **3** Damage

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Straight Punch Standing
Maneuver - Strike Standing



Victory **2** Points
Toughness **3** Damage
Stamina **4** Damage

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Superman Punch Standing
Maneuver - Strike Standing



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

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Uppercut Standing
Maneuver - Strike Standing



Victory **2** Points
Toughness **3** Damage
Stamina **5** Damage

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Arm Bar Grounded
Maneuver - Submission Grounded



Victory **2** Points
Toughness **6** Damage
Stamina **8** Damage

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Arm Bar
 Maneuver - Submission | Grounded



Victory **2** Points
 Toughness **6** Damage
 Stamina **8** Damage

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Kimura
 Maneuver - Submission | Grounded



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

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Rear Naked Choke
 Maneuver - Submission | Grounded



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

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Triangle Choke
 Maneuver - Submission | Grounded



Victory **3** Points
 Toughness **7** Damage
 Stamina **8** Damage

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Double Underhook Clinch | Standing
 Maneuver - Clinch | Clinched



Clinch the Fight. Discard up to 2 cards: Put that many cards from your corner into your hand.

Victory **0** Points
 Toughness **0** Damage
 Stamina **0** Damage

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Double Underhook Clinch | Standing
 Maneuver - Clinch | Clinched



Clinch the Fight. Discard up to 2 cards: Put that many cards from your corner into your hand.

Victory **0** Points
 Toughness **0** Damage
 Stamina **0** Damage

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Muay Thai Clinch | Standing
 Maneuver - Clinch | Clinched



Clinch the Fight. Your next Strike this turn is +3 Toughness Damage

Victory **0** Points
 Toughness **0** Damage
 Stamina **0** Damage

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Muay Thai Clinch | Standing
 Maneuver - Clinch | Clinched



Clinch the Fight. Your next Strike this turn is +3 Toughness Damage

Victory **0** Points
 Toughness **0** Damage
 Stamina **0** Damage

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Over / Underhook Clinch
 Maneuver - Clinch Standing



Clinch the Fight. You may look at your opponent's hand.

Victory 0 Points	Toughness 0 Damage	Stamina 2 Damage
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Single Collar Tie
 Maneuver - Clinch Standing



Clinch the Fight. Your opponent discards one card.

Victory 0 Points	Toughness 0 Damage	Stamina 1 Damage
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Single Collar Tie
 Maneuver - Clinch Standing



Clinch the Fight. Your opponent discards one card.

Victory 0 Points	Toughness 0 Damage	Stamina 1 Damage
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Double Leg Takedown
 Maneuver - Takedown Clinched



Ground the Fight

Victory 2 Points	Toughness 1 Damage	Stamina 2 Damage
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Double Underhook Takedown
 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 1 Points	Toughness 1 Damage	Stamina 1 Damage
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Shoot Double Leg Takedown Standing
 Maneuver - Takedown Clinched



Ground the Fight

Victory 2 Points	Toughness 1 Damage	Stamina 2 Damage
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Shoot Double Leg Takedown Standing
 Maneuver - Takedown Clinched



Ground the Fight

Victory 2 Points	Toughness 1 Damage	Stamina 2 Damage
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Shoot Single Leg Takedown Standing
 Maneuver - Takedown Clinched



Ground the Fight

Victory 1 Points	Toughness 1 Damage	Stamina 2 Damage
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