

Flurry of Punches **Standing**
Maneuver - Strike **Grounded**



Can't be countered when played after Flurry of Punches. This card is +2 Toughness damage for every other Flurry of Punches in your cage.

Victory 2 Points	Toughness 3 Damage	Stamina 3 Damage
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Flying Knee **Standing**
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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Flying Knee **Standing**
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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Front Kick **Standing**
Maneuver - Strike **Standing**



Victory 2 Points	Toughness 4 Damage	Stamina 3 Damage
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Front Kick **Standing**
Maneuver - Strike **Standing**



Victory 2 Points	Toughness 4 Damage	Stamina 3 Damage
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Grab the Cage **Grounded**
Counter - Submission **Grounded**



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

Victory -2 Points	Toughness 0 Damage	Stamina 0 Damage
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Grab the Cage **Grounded**
Counter - Submission **Grounded**



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

Victory -2 Points	Toughness 0 Damage	Stamina 0 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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Haymaker		Standing
Maneuver - Strike		Grounded



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

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

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Head Kick		Standing
Maneuver - Strike		Standing



Victory	Toughness	Stamina
3	5	5
Points	Damage	Damage

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Head Kick		Standing
Maneuver - Strike		Standing



Victory	Toughness	Stamina
3	5	5
Points	Damage	Damage

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Immovable Object		
Unique Counter - Takedown		



Counter any Takedown. 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 an opponent's successful maneuver. That card's Toughness is dealt as Stamina damage instead. End the turn and draw 2 cards.

Victory	Toughness	Stamina
0	0	0
Points	Damage	Damage

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Left Hook		Standing
Maneuver - Strike		Grounded



Victory	Toughness	Stamina
1	3	2
Points	Damage	Damage

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Left Jab		Standing
Maneuver - Strike		Grounded



Victory	Toughness	Stamina
1	2	3
Points	Damage	Damage

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Leg Kick
Maneuver - Strike Standing



Your opponent discards a card. If unsuccessful, you may draw a card.

Victory 1 Points	Toughness 2 Damage	Stamina 4 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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Let's Get It On!
Referee



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

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Lift a Knee
Counter - Takedown Standing



Counter any Takedown and end your opponent's turn.

Victory 1 Points	Toughness 2 Damage	Stamina 2 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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Right Hook 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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MMA: Combat Card Game *Brawler deck*

Right Jab **Standing**
Maneuver - Strike **Grounded**



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

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Right Jab **Standing**
Maneuver - Strike **Grounded**



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

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Shove
Counter - Clinch



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

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

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Shove
Counter - Clinch



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

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

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Snap Kick **Standing**
Maneuver - Strike



Choose one: You may put one Referee card from your Corner into your hand. (or) Put two cards from your Corner on the bottom of your Stamina deck.

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

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Spinning Backfist **Standing**
Maneuver - Strike



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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Sprawl
Counter - Takedown



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

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

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Sprawl
Counter - Takedown



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

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

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Superior Footwork
Counter - Maneuver Standing




When played from your hand, counter any maneuver card and end your opponent's turn. Discard two cards.

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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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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Technical Knock Out
Referee



Can only be played after a Strike 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 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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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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Uppercut
Maneuver - Strike Standing



Victory 2 Points	Toughness 3 Damage	Stamina 5 Damage
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Uppercut
Maneuver - Strike Standing



Victory 2 Points	Toughness 3 Damage	Stamina 5 Damage
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Well-Timed Counterpunch
Counter - Special




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.

Victory 1 Points	Toughness 3 Damage	Stamina 0 Damage
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Well-Timed Counterpunch
Counter - Special



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.

Victory 1 Points	Toughness 3 Damage	Stamina 0 Damage
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Round **1** Round **2** Round **3**
Round Counter

Standing
Clinched
Grounded

Fight Position

Player Turn

1	1
2	2
3	3
4	4
5	5

Player Turn Counter

Old School Brawler
Unique Routine

When your opponent counters a Strike, if the fight is Standing, you may draw a card.

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Counter Striker
Unique Routine

Ignore the words "of 4 Toughness damage or less" on your cards titled *Well-Timed Counterpunch*.

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Changing Stance
Unique Routine

When your opponent Regroups, you may discard a card then draw a card.

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Low Center of Gravity
Unique Routine

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

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