

MMA: Combat Card Game *Ground and Pound deck*

Block
Counter - Strike



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Counter - Strike



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Break the Hold
Counter - Submission



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Break the Hold
Counter - Submission



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Body Hook Clinched
Maneuver - Strike Grounded



Victory 1 Points	Toughness 2 Damage	Stamina 2 Damage
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Body Hook Clinched
Maneuver - Strike Grounded



Victory 1 Points	Toughness 2 Damage	Stamina 2 Damage
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Bulldog Choke Clinched
Maneuver - Submission Grounded



You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight.

Victory 2 Points	Toughness 6 Damage	Stamina 5 Damage
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Bulldog Choke Clinched
Maneuver - Submission Grounded



You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight.

Victory 2 Points	Toughness 6 Damage	Stamina 5 Damage
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Catch Kick Counter - Kick



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

Victory 1 Points	Toughness 0 Damage	Stamina 2 Damage
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Caught off Balance Counter - Haymaker or Shoot



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.

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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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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Elbow Clinched
Maneuver - Strike Grounded



Victory 1 Points	Toughness 3 Damage	Stamina 3 Damage
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Elbow Clinched
Maneuver - Strike Grounded



Victory 1 Points	Toughness 3 Damage	Stamina 3 Damage
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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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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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Grab the Shorts
Counter - Clinch



Counter any Clinch 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 Shorts
Counter - Clinch



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

Victory -2 Points	Toughness 0 Damage	Stamina 0 Damage
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Guillotine Choke
Maneuver - Submission Grounded



If successful overturn 2 cards.

Victory 2 Points	Toughness 8 Damage	Stamina 12 Damage
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Hammer Punch Standing Grounded
Maneuver - Strike



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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Hammer Punch Standing Grounded
Maneuver - Strike



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 Grounded
Maneuver - Strike



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 Grounded
Maneuver - Strike



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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Hip Toss
Maneuver - Takedown Clinched



Your opponent may discard 2 cards. If he or she does not, Ground the Fight and your next strike this turn is +3 Toughness damage.

Victory 2 Points	Toughness 1 Damage	Stamina 1 Damage
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MMA: Combat Card Game *Ground and Pound* deck

Hip Toss Standing
Maneuver - Takedown Clinched



Your opponent may discard 2 cards. If he or she does not, Ground the Fight and your next strike this turn is +3 Toughness damage.

Victory 2 Points	Toughness 1 Damage	Stamina 1 Damage
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Left Hook Standing
Maneuver - Strike Grounded



Victory 1 Points	Toughness 3 Damage	Stamina 2 Damage
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Left Hook Standing
Maneuver - Strike Grounded



Victory 1 Points	Toughness 3 Damage	Stamina 2 Damage
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Left Jab Standing
Maneuver - Strike Grounded



Victory 1 Points	Toughness 2 Damage	Stamina 3 Damage
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Left Jab Standing
Maneuver - Strike Grounded



Victory 1 Points	Toughness 2 Damage	Stamina 3 Damage
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Made of Steel
Unique Counter - Submission



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Press Against the Cage
Unique Maneuver - Clinch Standing



You may Clinch the Fight. If this card is in your Corner, during your turn you may Exhaust 2 other cards in your Corner to put this into your hand.

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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Rear Naked Choke
Maneuver - Submission Grounded



Victory 3 Points	Toughness 7 Damage	Stamina 10 Damage
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MMA: Combat Card Game *Ground and Pound* deck

Reckless Abandon Standing
Unique Maneuver - Strike



For the rest of this Round, strikes you play are +2 Toughness damage and your opponent's strikes are +1 Toughness damage.

Victory 0 Points	Toughness 2 Damage	Stamina 0 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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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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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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MMA: Combat Card Game *Ground and Pound deck*

Shoot Single Leg Takedown Standing
Maneuver - Takedown Clinched



Ground the Fight

Victory 1 Points	Toughness 1 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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Superior Ground Control Counter - Maneuver Grounded



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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Suplex Maneuver - Takedown Clinched



Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.

Victory 2 Points	Toughness 3 Damage	Stamina 4 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 1 Points	Toughness 0 Damage	Stamina 0 Damage
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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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Uppercut Maneuver - Strike Standing



Victory 2 Points	Toughness 3 Damage	Stamina 5 Damage
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