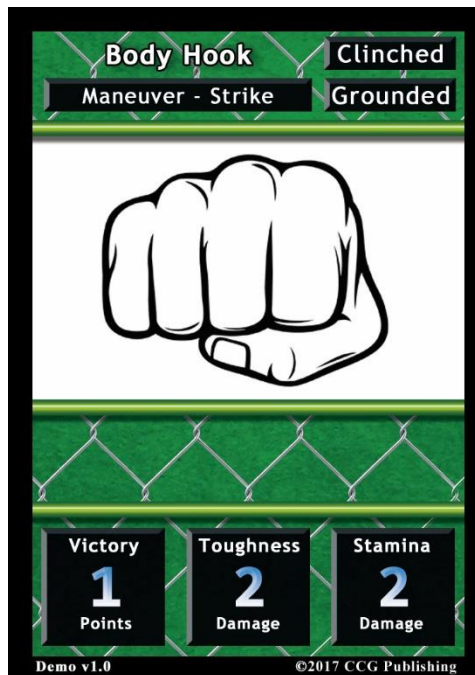


MMA: Combat Card Game *Muay Thai Specialist deck*



MMA: Combat Card Game *Muay Thai Specialist deck*

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	Toughness	Stamina
0	0	0
Points	Damage	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	Toughness	Stamina
0	0	0
Points	Damage	Damage


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Elbow

Clinched

Maneuver - Strike

Grounded



Victory	Toughness	Stamina
1	3	3
Points	Damage	Damage

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Elbow

Clinched

Maneuver - Strike

Grounded



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

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Flying Armbar

Maneuver - Submission

Clinched



Ground the Fight. If unsuccessful, overturn 2 cards and your opponent may Stand up or Ground the Fight.

Victory	Toughness	Stamina
3	7	9
Points	Damage	Damage

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Flying Armbar

Maneuver - Submission

Clinched



Ground the Fight. If unsuccessful, overturn 2 cards and your opponent may Stand up or Ground the Fight.

Victory	Toughness	Stamina
3	7	9
Points	Damage	Damage

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Flying Knee

Maneuver - Strike

Standing



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

Victory	Toughness	Stamina
3	7	6
Points	Damage	Damage

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MMA: Combat Card Game *Muay Thai Specialist deck*

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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Foot Stomp
Maneuver - Strike Clinched




Your opponent discards 2 cards.

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

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Foot Stomp
Maneuver - Strike Clinched



Your opponent discards 2 cards.

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

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Front Kick
Maneuver - Strike Standing



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

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Front Kick
Maneuver - Strike Standing



Victory 2 Points	Toughness 4 Damage	Stamina 3 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 -2 Points	Toughness 0 Damage	Stamina 0 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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MMA: Combat Card Game *Muay Thai Specialist deck*

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 0 Points	Toughness 0 Damage	Stamina 0 Damage
-------------------------------	---------------------------------	-------------------------------

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Knee to the Body
Maneuver - Strike Clinched



Victory 1 Points	Toughness 5 Damage	Stamina 6 Damage
-------------------------------	---------------------------------	-------------------------------

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Knee to the Body
Maneuver - Strike Clinched



Victory 1 Points	Toughness 5 Damage	Stamina 6 Damage
-------------------------------	---------------------------------	-------------------------------

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Knee to the Head
Maneuver - Strike Clinched



Discard 2 cards unless played after the card titled "Muay Thai Clinch."

Victory 2 Points	Toughness 8 Damage	Stamina 8 Damage
-------------------------------	---------------------------------	-------------------------------

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Knee to the Head
Maneuver - Strike Clinched



Discard 2 cards unless played after the card titled "Muay Thai Clinch."

Victory 2 Points	Toughness 8 Damage	Stamina 8 Damage
-------------------------------	---------------------------------	-------------------------------

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Knee to the Leg
Maneuver - Strike Clinched



Your opponent discards 1 card.

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

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Knee to the Leg
Maneuver - Strike Clinched



Your opponent discards 1 card.

Victory 1 Points	Toughness 2 Damage	Stamina 5 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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MMA: Combat Card Game *Muay Thai Specialist deck*

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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Low Blow
Unique Maneuver - Strike




If this card reduces your opponent to zero toughness, you lose the fight. Each player may draw 1 card. After damage is applied, end your turn and Stand up the fight.

Victory -4 Points	Toughness 6 Damage	Stamina 2 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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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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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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MMA: Combat Card Game *Muay Thai Specialist deck*

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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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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Slam Clinched
Maneuver - Takedown Grounded



Ground the Fight. Each player discards one card. If you can't, your opponent discards two cards instead.

Victory 3 Points	Toughness 1 Damage	Stamina 1 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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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 Upper Body Strength
Counter - Maneuver Clinched



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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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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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

Muay Thai Training

Unique Routine

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

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Knockout Artist

Unique Routine

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.

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Adaptive Defense

Unique Routine


During your opponent's turn, you may discard 5 cards to counter any maneuver and end your opponent's turn

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Second Wind

Unique Routine



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.

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