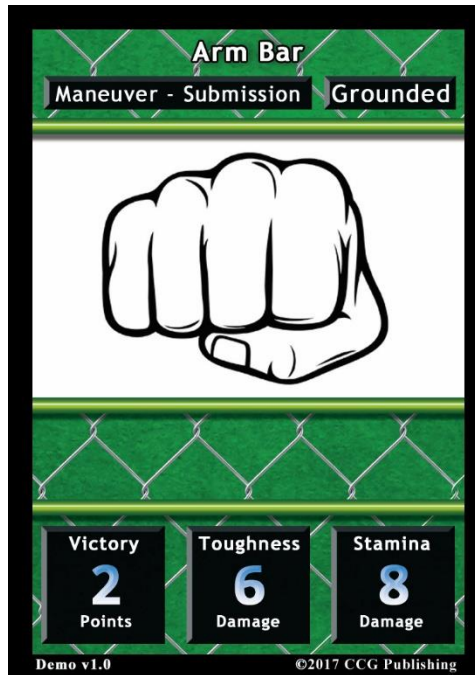


MMA: Combat Card Game *Tap Out Artist deck*



MMA: Combat Card Game *Tap Out Artist deck*

**Catch Kick**  
Counter - Kick



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

Victory <b>1</b> Points	Toughness <b>0</b> Damage	Stamina <b>2</b> 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 <b>1</b> Points	Toughness <b>0</b> Damage	Stamina <b>2</b> 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 <b>0</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> Damage
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**Double Leg Takedown**  
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 Clinch** Standing  
Maneuver - Clinch Clinched



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

Victory <b>0</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> 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 <b>0</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> 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 <b>1</b> Points	Toughness <b>1</b> Damage	Stamina <b>1</b> Damage
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**Flying Knee**  
Maneuver - Strike Standing



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

Victory <b>3</b> Points	Toughness <b>7</b> Damage	Stamina <b>6</b> Damage
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MMA: Combat Card Game *Tap Out Artist deck*

**Grab the Shorts**  
Counter - Clinch



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

Victory <b>-2</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> Damage
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**Guillotine Choke**  
Maneuver - Submission Grounded



If successful overturn 2 cards.

Victory <b>2</b> Points	Toughness <b>8</b> Damage	Stamina <b>12</b> Damage
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**Heel Hook**  
Maneuver - Submission Grounded



If your opponent counters this from his or her hand, Stand up the Fight.

Victory <b>4</b> Points	Toughness <b>4</b> Damage	Stamina <b>4</b> Damage
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**Heel Hook**  
Maneuver - Submission Grounded



If your opponent counters this from his or her hand, Stand up the Fight.

Victory <b>4</b> Points	Toughness <b>4</b> Damage	Stamina <b>4</b> Damage
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**Kimura**  
Maneuver - Submission Grounded



Victory <b>2</b> Points	Toughness <b>2</b> Damage	Stamina <b>4</b> Damage
-------------------------------	---------------------------------	-------------------------------

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**Kimura**  
Maneuver - Submission Grounded



Victory <b>2</b> Points	Toughness <b>2</b> Damage	Stamina <b>4</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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MMA: Combat Card Game *Tap Out Artist deck*

**Lock It In**  
Maneuver - Submission



Play after a successful Submission. Repeat that maneuver's text and damage. After damage, you may discard 2 cards to repeat this effect.

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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**North / South Choke**  
Maneuver - Submission Grounded



You may draw up to one card.

Victory 1 Points	Toughness 4 Damage	Stamina 4 Damage
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**North / South Choke**  
Maneuver - Submission Grounded



You may draw up to one card.

Victory 1 Points	Toughness 4 Damage	Stamina 4 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 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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**Rear Naked Choke**  
Maneuver - Submission Grounded



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

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**Right Where He Wants Him**  
Unique Maneuver - Clinch Standing



You may play any maneuver after this card, regardless of Fight position.

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

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**Shoot Double Leg Takedown**  
Maneuver - Takedown Clinched



Ground the Fight

Victory 2 Points	Toughness 1 Damage	Stamina 2 Damage
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MMA: Combat Card Game *Tap Out Artist deck*

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



Ground the Fight

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



Ground the Fight

<b>Victory</b> <b>1</b> Points	<b>Toughness</b> <b>1</b> Damage	<b>Stamina</b> <b>2</b> Damage
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**Shove**  
**Counter - Clinch**



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

<b>Victory</b> <b>0</b> Points	<b>Toughness</b> <b>0</b> Damage	<b>Stamina</b> <b>0</b> Damage
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**Shove**  
**Counter - Clinch**



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

<b>Victory</b> <b>0</b> Points	<b>Toughness</b> <b>0</b> Damage	<b>Stamina</b> <b>0</b> Damage
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**Single Leg Takedown**  
**Maneuver - Takedown** **Clinched**



Ground the Fight

<b>Victory</b> <b>1</b> Points	<b>Toughness</b> <b>1</b> Damage	<b>Stamina</b> <b>2</b> 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.

<b>Victory</b> <b>3</b> Points	<b>Toughness</b> <b>7</b> Damage	<b>Stamina</b> <b>4</b> Damage
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**Straight Punch**  
**Maneuver - Strike** **Standing**



<b>Victory</b> <b>2</b> Points	<b>Toughness</b> <b>3</b> Damage	<b>Stamina</b> <b>4</b> Damage
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**Straight Punch**  
**Maneuver - Strike** **Standing**



<b>Victory</b> <b>2</b> Points	<b>Toughness</b> <b>3</b> Damage	<b>Stamina</b> <b>4</b> 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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**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 Didn't See It**  
Counter - Referee



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

Victory 0 Points	Toughness 0 Damage	Stamina 0 Damage
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**Triangle Choke**  
Maneuver - Submission Grounded



Victory 3 Points	Toughness 7 Damage	Stamina 8 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 0 Points	Toughness 0 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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**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 <b>1</b> Points	Toughness <b>3</b> Damage	Stamina <b>0</b> 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 <b>0</b> Points	Toughness <b>0</b> Damage	Stamina <b>0</b> Damage
-------------------------------	---------------------------------	-------------------------------

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Round **1** Round **2** Round **3**  
Round Counter

**Standing**  
**Clinched**  
**Grounded**  
Fight Position

**Player Turn**

<b>1</b>	<b>1</b>
<b>2</b>	<b>2</b>
<b>3</b>	<b>3</b>
<b>4</b>	<b>4</b>
<b>5</b>	<b>5</b>

Player Turn Counter

**BJJ Gold Medalist**  
Unique Routine

When your opponent counters a Submission from his or her hand, choose one: Draw up to one card (or) Exhaust one card in your opponent's corner.

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**Pre-Fight Weigh-In**  
Unique Routine

Before the first turn of the game, you may discard one card to draw three cards.

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**Reach Advantage**  
Unique Routine

Your opponent's Strike maneuvers are -1 Toughness damage and -1 Stamina damage.

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**Defensive Instinct**  
Unique Routine

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

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