

MMA: Combat Card Game *Brawler 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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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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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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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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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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Flying Knee Standing
 Maneuver - Strike



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



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



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



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



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



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 2 Points	Toughness 4 Damage	Stamina 2 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 2 Points	Toughness 4 Damage	Stamina 2 Damage
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Head Kick **Standing**
Maneuver - Strike **Standing**



Victory 3 Points	Toughness 5 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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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 0 Points	Toughness 0 Damage	Stamina 0 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 0 Points	Toughness 0 Damage	Stamina 0 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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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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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 Maneuver - Strike Standing



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 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 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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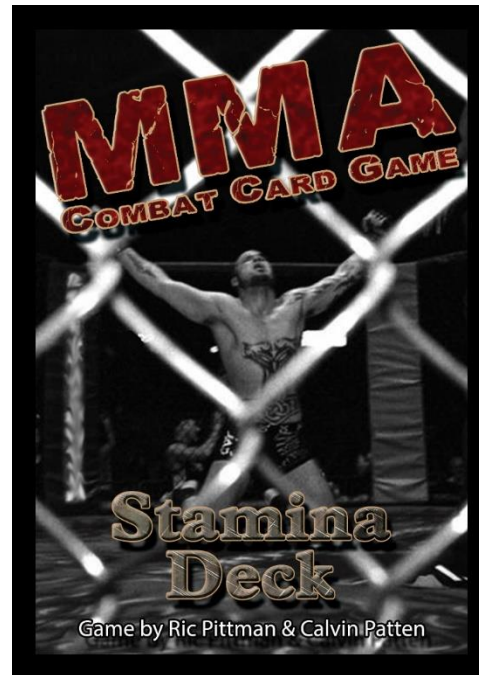
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Uppercut
 Maneuver - Strike Standing



Victory 2 Points	Toughness 3 Damage	Stamina 5 Damage
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Visit us online at www.MMAccg.com to check out the rulebook or download a hard copy. Don't forget to register while you're there and become an official playtester!