

Deck Name: Ground and Pound

#	Card name	Req	V	T	S	Text
2	Body Hook	C,G	1	2	2	
2	Elbow	C,G	1	3	3	
2	Flurry of Punches	S,G	2	3	3	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.
2	Hammer Punch	S,G	1	3	5	If the fight is Grounded, this is +2 Toughness and +3 Stamina Damage
2	Haymaker	S,G	2	4	2	Your opponent puts one card from his hand on top of his Stamina deck.
2	Left Hook	S,G	1	3	2	
2	Left Jab	S,G	1	2	3	
1	Reckless Abandon *	-	0	2	0	For the rest of this Round, Strikes you play are +2 Toughness damage and your opponent's Strikes are +1 Toughness damage.
2	Right Hook	S,G	1	2	3	
2	Right Jab	S,G	1	3	2	
2	Uppercut	S	2	3	5	
2	Block	-	0	0	0	Counter any Strike maneuver.
2	Break the Hold	-	0	0	0	Counter any Submission maneuver.
2	Shove	-	0	0	0	Counter any Clinch maneuver.
1	Catch Kick	-	1	0	2	Counter any card with the word "kick" in the title. You may Ground the Fight.
1	Caught off Balance	-	0	0	0	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.
2	Grab the Shorts	-	-2	0	0	Counter any Clinch. Stand up the Fight
1	Made of Steel *	-	0	0	0	Counter any Submission. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.
1	Wild Swing *	-	0	0	0	Counter any Strike. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.
1	Superior Ground Control	G	0	0	0	When played from your hand, counter any maneuver and end your opponent's turn. You discard two cards.
2	Bulldog Choke	C,G	2	6	8	You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight.
1	Guillotine Choke	G	2	8	12	If successful overturn 2 cards.
1	Rear Naked Choke	G	3	7	10	
1	The Ref Checks for Injury	-	0	0	0	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.
2	Double Underhook Clinch	S,C	0	0	0	Clinch the fight. Discard up to 2 cards: Put 2 cards from your Corner pile into your hand.
1	Press Against the Cage *	S	0	0	0	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 card into your hand.
1	Take the Back	C,G	1	0	0	Choose 1: Draw two cards (or) Your opponent discards two cards (or) If the next card you play is "Suplex" or "Rear Naked Choke" it can't be countered.
2	Hip Toss	C	2	1	1	Your opponent may discard 2 cards, if he doesn't, Ground the Fight and your next Strike this turn is +3 Toughness damage
2	Shoot Double Leg Takedown	S,C	2	1	2	Ground the fight.
2	Shoot Single Leg Takedown	S,C	1	1	2	Ground the fight.
1	Suplex	C	2	3	4	Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.

50 Total Cards in Deck

Total Victory 39
 Total Toughness 94
 Total Stamina 114