

# Deck Name: The Brawler

#	Card name	Req	V	T	S	Text
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	Flying Knee	S	3	7	6	If unsuccessful, your opponent may Clinch or Ground the fight.
2	Front Kick	S	2	4	3	
1	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	Head Kick	S	3	5	5	
1	Left Hook	S,G	1	3	2	
1	Left Jab	S,G	1	2	3	
1	Leg Kick	S	1	2	4	Your opponent discards a card. If unsuccessful, you may draw a card.
2	Right Hook	S,G	1	2	3	
2	Right Jab	S,G	1	3	2	
1	Snap Kick	S	1	2	3	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.
1	Spinning Back Fist	S	3	7	4	If unsuccessful, the first card played on your opponent's next turn can't be countered.
2	Superman Punch	S	3	5	8	
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.
2	Sprawl	-	0	0	0	Counter any Takedown maneuver.
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 Cage	G	-2	0	0	Counter any Submission. Stand up the Fight.
1	Immovable Object *	-	0	0	0	Counter any Takedown. Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.
1	Is That All You Got? *	-	0	0	0	Play after an opponent's successful maneuver. That card's Toughness is dealt as Stamina damage instead. End the turn and draw 2 cards.
1	Lift a Knee	S	1	2	2	Counter any Takedown.
2	Well-Timed Counterpunch	-	1	3	0	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.
1	Superior Footwork	S	0	0	0	When played from your hand, counter any maneuver and end your opponent's turn. You discard two cards.
2	Rear Naked Choke	G	3	7	10	
2	Let's Get It On!	-	0	0	0	Stand up the Fight. Each player may draw up to 3 cards.
1	Technical Knock Out	-	0	0	0	Can only be played after a Strike maneuver and if your opponent has taken 15 or more Toughness Damage this turn. You win the fight.
2	The Ref Stands 'Em Up	-	0	0	0	Stand up the Fight. If your opponent did not play a card during his or her last turn, you may draw 2 cards.
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.

50 Total Cards in Deck

Total Victory 51  
 Total Toughness 113  
 Total Stamina 117

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