## Deck Name: Ground and Pound

2 Bloby Blook C.G. 1 2 2 2 2 Fillow C.G. 1 3 3 3 2 Filtry of Punches S.G. 2 3 3 3 Can't be countered when played after Filtry of Punches. This card is +2 Toughness damage for every other Piltry 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 3 1 Reckless Abandon * - 0 2 0 For the rest of this Round, Strikes you play are +2 Toughness damage and your opponents Strikes are +1 Toughness damage. 2 Right Hook S.G. 1 2 3 3 2 Right Hook S.G. 1 3 2 2 2 Right Hook S.G. 1 3 3 2 2 Uppercut S 2 3 5 2 Block - 0 0 0 Counter any Strike maneuver. 2 Break file Hold - 0 0 0 Counter any Strike maneuver. 2 Break file Hold - 0 0 0 Counter any Strike maneuver. 4 Caught off Balance - 0 0 0 Counter any Clinch maneuer. 4 Caught off Balance - 0 0 0 Counter any Clinch maneuer. 5 Caught off Balance - 0 0 Counter any Clinch naneuer. 6 Caught off Balance - 0 0 Counter any Clinch Stand up the Fight Toughness, and shuffle 1 card from your Corner into your many Ground the Fight. 6 Caught off Counter any Clinch Stand up the Fight Toughness, and shuffle 1 card from your Corner into your Stamina Deck. 6 Superior Ground Control G O When played from your hand, counter any maneuver and end your opponent's turn. You discard to cards. 7 Percent of Counter any Strike Esthaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Corner into your Stamina Deck. 7 Percent part into your hand. 8 Percent part into your hand. 9 Percent part into your hand. 9 Percent part into your hand. 1 Press Against the Cage * S O O Counter any Clinch the fight. If his card is in your Corner into your Corner into your hand. 1 Press Against the Cage * S O O Counter any Clinch the fight. If his card is no your Corner into your Corner into your hand. 1 Press Against the Cage * S O O Counter any Clinch the fight. If his card into your hand. 1 Press Against the Cage * S O	#	Card name					Toyt
2 Flurry of Punches S.G 2 3 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 Vour opponent puts one card from his hand on top of his Stamina deck.  2 Left Hook S.G 1 3 2 2 3 For the rest of this Round, Strikes you play are +2 Toughness damage, and your opponent's Strikes are +1 Toughness damage and your opponent's Strikes are +1 Toughness damage, and your opponent's Strikes are +1 Toughness damage.  2 Right Hook S.G 1 2 3 5 Fourther and Strikes you play are +2 Toughness damage.  2 Right Hook S.G 1 2 3 5 Fourther and Strikes you play are +2 Toughness damage.  2 Right Hook S.G 1 2 3 5 Fourther and Strikes you play are +2 Toughness damage.  2 Right Hook S.G 1 2 3 5 Fourther and Strikes are +1 Toughness and your opponent's Strikes are +1 Toughness and your opponent will not your strikes are +1 Toughness and your damage.  2 Shoote 0 0 0 Counter any Strike maneuver.  1 Caught off Balance 0 0 0 Counter any Card with the word "kick" in the title. You may Ground the Fight.  1 Caught off Balance 0 0 0 Counter any Strike strikes ard, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.  1 Superior Ground Control G 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 Counter any Strike. Exhaust this card, gain 1 Toughness, and		Card name	Req	V	T	S	Text
Flurry of Punches				1			
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 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 and your opponent strikes are +1 Toughness damage and your opponent strikes are +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 Counter any Strike Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Stamina Deck.  2 Bulldog Choke G 2 8 12 If successful oventure 2 cards.  1 The Ref Chocks for Injury O 0 0 Counter any Strike Exhaust this card, gain 1 Toughness, and shuffle 1 card from your Corner into your Opponent sage area. Shuffle up to 3 cards from your Corner into your Stamina deck.  2 Double Underhook Clinch S.C 0 0 Counter any to one card for each Negative							
Punches in your cage.	2	Flurry of Punches	S,G	2	3	3	
Hammer Punch							
Damage							Punches in your cage.
Damage	2	Hammer Punch	S,G	1	3	5	If the fight is Grounded, this is +2 Toughness and +3 Stamina
2 Left Hook S,G 1 2 3 1 Reckless Abandon * S,G 1 2 3 1 Reckless Abandon * S,G 1 2 3 2 Right Hook S,G 1 2 3 2 Right Hook S,G 1 2 3 2 Right Hook S,G 1 3 2 2 Right Hook S,G 1 3 2 2 Uppercut S 2 3 5 2 Block - 0 0 0 0 Counter any Strike maneuver. 2 Break the Hold - 0 0 0 Counter any Strike maneuver. 2 Broak the Hold - 0 0 0 Counter any Strike maneuver. 2 Shove - 0 0 0 Counter any Strike maneuver. 1 Catch Kick - 1 1 0 2 Counter any Clinch maneuer. 1 Catch Kick - 1 1 0 2 Counter any Clinch stand up the Fight. 1 Caught off Balance - 0 0 0 Counter any Clinch. Stand up the Fight. 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 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 opponents 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. If Rear Naked Choke G 3 7 7 10 1 Rear Naked Choke G 3 7 7 10 1 Rear Naked Choke G 3 7 7 10 1 Press Against the Cage * S 0 0 0 Counter any 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 Hip Toss C 2 1 1 Your opponent in your opponent discard to your opponent discard to your opponent discard to your opponent discard to your opponent deck. 2 Shoot Double Leg Takedown S,C 2 1 1 2 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.							_
2 Left Hook S,G 1 2 3 1 Reckless Abandon * S,G 1 2 3 1 Reckless Abandon * S,G 1 2 3 2 Right Hook S,G 1 2 3 2 Right Hook S,G 1 2 3 2 Right Hook S,G 1 3 2 2 Right Hook S,G 1 3 2 2 Uppercut S 2 3 5 2 Block - 0 0 0 0 Counter any Strike maneuver. 2 Break the Hold - 0 0 0 Counter any Strike maneuver. 2 Broak the Hold - 0 0 0 Counter any Strike maneuver. 2 Shove - 0 0 0 Counter any Strike maneuver. 1 Catch Kick - 1 1 0 2 Counter any Clinch maneuer. 1 Catch Kick - 1 1 0 2 Counter any Clinch stand up the Fight. 1 Caught off Balance - 0 0 0 Counter any Clinch. Stand up the Fight. 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 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 opponents 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. If Rear Naked Choke G 3 7 7 10 1 Rear Naked Choke G 3 7 7 10 1 Rear Naked Choke G 3 7 7 10 1 Press Against the Cage * S 0 0 0 Counter any 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 Hip Toss C 2 1 1 Your opponent in your opponent discard to your opponent discard to your opponent discard to your opponent discard to your opponent deck. 2 Shoot Double Leg Takedown S,C 2 1 1 2 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.	2	Havmaker	S.G	2	4	2	Your opponent puts one card from his hand on top of his
2 Left Hook S,G 1 3 2 2 2 Left Jab S,G 1 2 3 3 1 Reckless Abandon *		,	~,~	_		_	
2   Left Jab   S.G   1   2   3     1   Reckless Abandon *	2	Left Hook	SG	1	3	2	Statima dock.
Reckless Abandon *					_		
damage and your opponent's Strikes are +1 Toughness damage.  2 Right Hook S,G 1 2 3 3 5 2 2 1 Uppercut S 2 3 3 5 5 2 3 5 5 2 3 5 5 2 3 5 5 2 5 3 5 5 2 5 3 5 5 5 5			3,0				P 4 ( C4' P 1 C4' 1 1 (2 T 1
2 Right Hook S.G 1 2 3 3 5	1	Reckiess Adandon *	-	U		U	
2 Right Hook S.G I 2 3 3 2 Right Jab S.G I 3 3 2 2 Uppercut S 2 3 5 2 Block - 0 0 0 0 Counter any Strike maneuver. 2 Break the Hold - 0 0 0 Counter any Strike maneuver. 2 Shove - 0 0 0 0 Counter any Clinch maneuver. 1 Catch Kick - I 0 2 Counter any Clinch maneuver. 1 Catch Kick - I 0 0 Counter any Clinch maneuver. 2 Grab the Shorts - 2 0 0 Counter any Clinch maneuver. 2 Grab the Shorts - 2 0 0 Counter any Clinch. Stand up the Fight. 1 Made of Steel * - 0 0 0 Counter any Clinch. Stand up the Fight Counter any Clinch. Stand up the Fight Counter any Strike maneuver. 2 Grab the Shorts - 2 0 0 Counter any Clinch. Stand up the Fight Counter any Clinch. Stand up the Fight Counter any Strike maneuver. 2 Grab the Shorts - 2 0 0 Counter any Strike maneuver. 2 Grab the Shorts - 2 0 0 Counter any Clinch. Stand up the Fight Counter any Strike in the title. You may Ground the Fight. 3 Wild Swing * - 0 0 Counter any Strike. Exhaust this card, gain I Toughness, and shuffle I card from your Corner into your Stamina Deck. 4 Superior Ground Control G 0 0 Counter any Strike. Exhaust this card, gain I Toughness, and shuffle I card from your Corner into your Stamina Deck. 4 Superior Ground Control G 0 Counter any Strike. Exhaust this card, gain I Toughness, and shuffle I card from your Corner into your Stamina Deck. 5 Bulldog Choke C,G 2 6 8 You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful your Corner into your Stamina deck. 5 C 0 0 C Clinch the Fight. If this card is in your Corner, during your turn you may Exhaust 2 other cards in your Corner into your Stamina deck. 6 C 2 I 1 Your opponent may discard to cards. Pour Para Vou Cards (or) If the next card you play is "Suplex" or "Rear Naked Choke" it card the countered. 7 Corner to put this card into your phonent discards two cards (or) If the next card you play is "Suplex" or "Rear Naked Choke" it							
2 Right Jab							damage.
2   Uppercut	2		S,G	1	2	3	
2 Block	2	<u> </u>	S,G	1	3	2	
2   Break the Hold	2	Uppercut	S	2	3	5	
2       Shove       -       0       0       0       Counter any Clinch maneuer.         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       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       Counter any Clinch. Stand up the Fight         1       Made of Steel *       -       0       0       Counter any Submission. Exhaust this card, gain 1         1       Wild Swing *       -       0       0       Counter any Strike. Exhaust this card, gain 1         1       Wild Swing *       -       0       0       Counter any Strike. Exhaust this card, gain 1         1       Superior Ground Control       G       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       Giuillotine Choke       G       2       8       12       If successful overturn 2 c	2	Block	-	0	0	0	Counter any Strike maneuver.
2       Shove       -       0       0       0       Counter any Clinch maneuer.         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       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       Counter any Clinch. Stand up the Fight         1       Made of Steel *       -       0       0       Counter any Submission. Exhaust this card, gain 1         1       Wild Swing *       -       0       0       Counter any Strike. Exhaust this card, gain 1         1       Wild Swing *       -       0       0       Counter any Strike. Exhaust this card, gain 1         1       Superior Ground Control       G       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       Giuillotine Choke       G       2       8       12       If successful overturn 2 c	2	Break the Hold	-	0	0	0	Counter any Submission maneuver.
Catch Kick	2.	Shove	_	0	0	0	•
Caught off Balance	_		_			1	•
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title. Your opponent may discard a card, if not, you may Ground the Fight.    2 Grab the Shorts	1	Cought off Dolomos		0	0	0	-
Ground the Fight.  Ground the Fight.  Ground the Fight.  Made of Steel *  - 0 0 0 Counter any Clinch. Stand up the Fight    Doughness, and shuffle   card from your Corner into your Stamina Deck.  Wild Swing *  - 0 0 0 Counter any Strike. Exhaust this card, gain 1    Toughness, and shuffle   card from your Corner into your Stamina Deck.    1 Wild Swing *  - 0 0 0 Counter any Strike. Exhaust this card, gain 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	1	Caught off Balance	-	U	U	U	The state of the s
2 Grab the Shorts							
1 Wild Swing * - 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 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 3 7 10  1 Rear Naked Choke G 3 7 10  1 The Ref Checks for Injury - 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 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 O 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 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. Look at your opponent's hand and choose a card. They discard the chosen card.							_
Toughness, and shuffle 1 card from your Comer 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 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. If unsuccessful, your opponent may Stand up or Ground the Fight. If successful overturn 2 cards.  1 Rear Naked Choke G 3 7 10 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 Draw up to one card for each Negative Victory point in your opponent's cage area. Shuffle up to 3 cards from your Corner pile into your hand.  1 Press Against the Cage * S 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 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 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. Look at your opponent's hand and choose a card. They discard the chosen card.	2		-	-2	0	0	
Stamina Deck.    Wild Swing *	1	Made of Steel *	-	0	0	0	Counter any Submission. Exhaust this card, gain 1
Wild Swing *							Toughness, and shuffle 1 card from your Corner into your
shuffle 1 card from your Corner into your Stamina Deck.    Superior Ground Control							Stamina Deck.
shuffle 1 card from your Corner into your Stamina Deck.    Superior Ground Control	1	Wild Swing *	-	0	0	0	Counter any Strike. Exhaust this card, gain 1 Toughness, and
1 Superior Ground Control  G  O  O  When played from your hand, counter any maneuver and end your opponent's turn. You discard two cards.  Pound the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight.  Guillotine Choke  G  S  S  S  S  S  S  S  S  S  S  S  S							
Sulldog Choke   C,G   2   6   8   You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If the Fight. If the Fight in the							
Sulldog Choke   C,G   2   6   8   You may Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If unsuccessful, your opponent may Stand up or Ground the Fight. If the Fight. If the Fight in the	1	Superior Ground Control	G	0	0	0	When played from your hand, counter any maneuver and end
2 Bulldog Choke	1	Superior Ground Control					
may Stand up or Ground the Fight.    Guillotine Choke		D114 Ch -1	CC	2		0	
Guillotine Choke	2	Buildog Choke	C,G		О	8	
Rear Naked Choke		~ ~	~				
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  1 1 2 Ground the fight.  Suplex  C 2 3 4 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.	-						
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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 Vou 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 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 1 1 2 Ground the fight.  2 Shoot Single Leg Takedown S,C 1 1 2 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.	1	The Ref Checks for Injury	-	0	0	0	
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Double Underhook Clinch  S,C  O  O  Clinch the fight. Discard up to 2 cards: Put 2 cards from your Corner pile into your hand.  Press Against the Cage *  S  O  O  O  Vou 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.  Take the Back  C,G  O  O  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.  Hip Toss  C  I  Vour opponent may discard 2 cards, if he doesn't, Ground the Fight and your next Strike this turn is +3 Toughness damage  Shoot Double Leg Takedown  S,C  D  Ground the fight.  Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.							into your Stamina deck.
Corner pile into your hand.  Press Against the Cage *  S  O  O  O  Vou 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.  Corner to put this ca	2	Double Underhook Clinch	S.C	0	0	0	
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.  Take the Back C,G 1 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.  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  Shoot Double Leg Takedown S,C 2 1 2 Ground the fight.  Suplex C 2 3 4 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.	-		,-				
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Corner to put this card into your hand.  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.  Your opponent may discard 2 cards, if he doesn't, Ground the Fight and your next Strike this turn is +3 Toughness damage  Shoot Double Leg Takedown  Society of the next card you play is "Suplex" or "Rear Naked Choke" it can't be countered.  Ground the Fight and your next Strike this turn is +3 Toughness damage  Corner to put this card into your hand.  Ground the Fight.  Ground the Fight.  Ground the Fight.  Corner to put this card into your hand.  Ground the Fight.  Ground the Fight.  Corner to put this card into your hand.  Ground the Fight.  Ground the Fight.  Corner to put this card into your hand.	1	1 1003 11guillot tile Cage		9			
Take the Back  C,G  Do 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.  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  Shoot Double Leg Takedown  S,C 2 1 2 Ground the fight.  Shoot Single Leg Takedown  S,C 1 1 2 Ground the fight.  Suplex  C 2 3 4 Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.							
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Naked Choke" it can't be countered.   Naked Choke it can't be countered.	1	Take the Back	C,G	1	U	U	
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.							
Fight and your next Strike this turn is +3 Toughness damage  Shoot Double Leg Takedown S,C Shoot Single Leg Takedown S,C Slow Single Leg Takedown C Solution Ground the fight. Ground the Fight. Look at your opponent's hand and choose a card. They discard the chosen card.							
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.	2	Hip Toss	С	2	1	1	Your opponent may discard 2 cards, if he doesn't, Ground the
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.							Fight and your next Strike this turn is +3 Toughness damage
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.							
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.	2	Shoot Double Leg Takedown	S.C	2	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.						1	
card. They discard the chosen card.						1	
	1	Bupiex			3	-	
AD THE ACT COMME OF TAKEN THE TRANSPORT OF THE TAKEN THE		T. IC. I. D. I		. 1 7 7		30	cara. They diseard the chosen cara.

50 Total Cards in Deck

Total Victory 39 Total Toughness 94 Total Stamina 114