

# Deck Name: Muay Thai Specialist

#	Card name	Req	V	T	S	Text
2	Body Hook	C,G	1	2	2	
2	Elbow	C,G	1	3	3	
1	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	Foot Stomp	C	1	3	4	Your opponent discards 2 cards.
2	Front Kick	S	2	4	3	
2	Hammer Punch	S,G	1	3	5	If the fight is Grounded, this is +2 Toughness and +3 Stamina Damage
2	Knee to the Body	C	1	5	6	
2	Knee to the Head	C	2	8	8	Discard 2 cards unless played after the card titled "Muay Thai Clinch".
2	Knee to the Leg	C	1	2	5	Your opponent discards 1 card.
1	Leg Kick	S	1	2	4	Your opponent discards a card. If unsuccessful, you may draw a card.
1	Low Blow *	-	-4	6	2	If this card reduces your opponent to zero toughness, you lose the fight. Each player may draw 1 card. After damage is applied, end your turn and stand up the fight.
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	Block	-	0	0	0	Counter any Strike maneuver.
2	Break the Hold	-	0	0	0	Counter any Submission maneuver.
1	Shove	-	0	0	0	Counter any Clinch maneuver.
2	Sprawl	-	0	0	0	Counter any Takedown 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.
1	Grab the Cage	G	-2	0	0	Counter any Submission. Stand up the Fight.
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.
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	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 Upper Body Strength	C	0	0	0	When played from your hand, counter any maneuver and end your opponent's turn. You discard two cards.
2	Flying Armbar	C	4	7	9	Ground the Fight. If unsuccessful, overturn 2 cards and your opponent may Stand up or Ground the Fight.
1	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	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.
2	Muay Thai Clinch	S,C	0	0	2	Clinch the fight. Your next Strike this turn is +3 Toughness Damage.
1	Over / Underhook Clinch	S	0	0	2	Clinch the fight. You may look at your opponent's 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.
2	Single Collar Tie	S	0	0	1	Clinch the fight. Your opponent discards 1 card.
1	Slam	C,G	3	2	1	Ground the Fight. Each player discards one card. If you can't, your opponent discards two cards instead.

50 Total Cards in Deck

Total Victory 32  
 Total Toughness 113  
 Total Stamina 128

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