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Attack Patterns
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Attack Patterns
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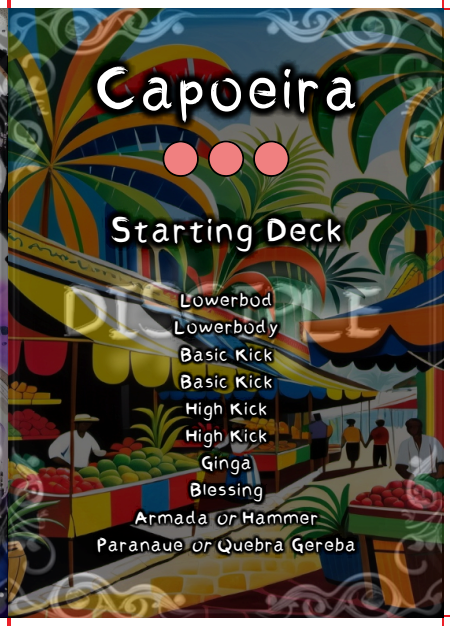
Attack Patterns
Attack Patterns
Attack Patterns
Attack Patterns
Attack Patterns
Attack Patterns

Boxing
Starting Deck:
Upperbody
Upperbody
Basic Punch
Basic Punch
Jab (1)
Cross(2)
Wild Punch
Hands Up
Fancy Footwork or Bob and Weave
Like A Bee or Like A Butterfly

Vagabond
Starting Deck:
CHOOSE STYLE: SNAKE, LEOPARD, CRANE
Generic
Generic
Basic Punch
Basic Kick
Basic Elbow
Basic Knee
Chosen Style
Chosen Counter
Chosen Attack
Chosen Attack


Capoeira
Starting Deck
Lowerbod
Lowerbody
Basic Kick
Basic Kick
High Kick
High Kick
Ginga
Blessing
Armada or Hammer
Paranaue or Quebra Gereba

BJJ
Starting Deck
Grapple
Grapple
Headlock
Headlock
Judo Throw
Judo Throw
Armbar
Close Guard
Just One More Roll
Crank or Get Your Hooks In

Power-
When Power X is applied, it adds X damage to the next damage dealt this turn. This bonus is not a separate attack.
Guard-
When Guard X is applied, it reduces incoming damage by X. Guard fades at the start of your next turn.
Clinch-
When Clinch is applied:
Upperbody: apply Rocked on hit.
Lowerbody: apply Submit equal to half damage dealt.
Grapple: Lower Vitality by full Submit amount, and reapply Clinch.
No type: Apply Weakened.
Feint-
Next damage dealt ignores Opponent's Guard.
Combo-
Cards listed cost 1 less if played next.
Flow-
If following a Combo, resolves the effects listed.
Lock It In-
Card becomes a State. It remains active until either:
The opponent deals X damage
The condition is no longer met.
Focus-
Resolves when played and again at the Start of Turn while active.
Evolve-
Lowers Cost by 1 if listed card is Active. Discard listed Card.
Exposed-
Opponent's Guard resets.
Rocked-
Opponent discards any active Stance.
Rocked(in one turn) > 2,3,4 = Win.
Submit-
Opponent's Vitality reduced by Submit/2.
Submit(at one time) > Vitality = Win.
Weakened-
Opponent discards a card at random from their hand.
or Pull 2 patterns, choose which to use.
Stun-
Opponent taps 1 energy card.
or First attack in pattern doesn't happen.

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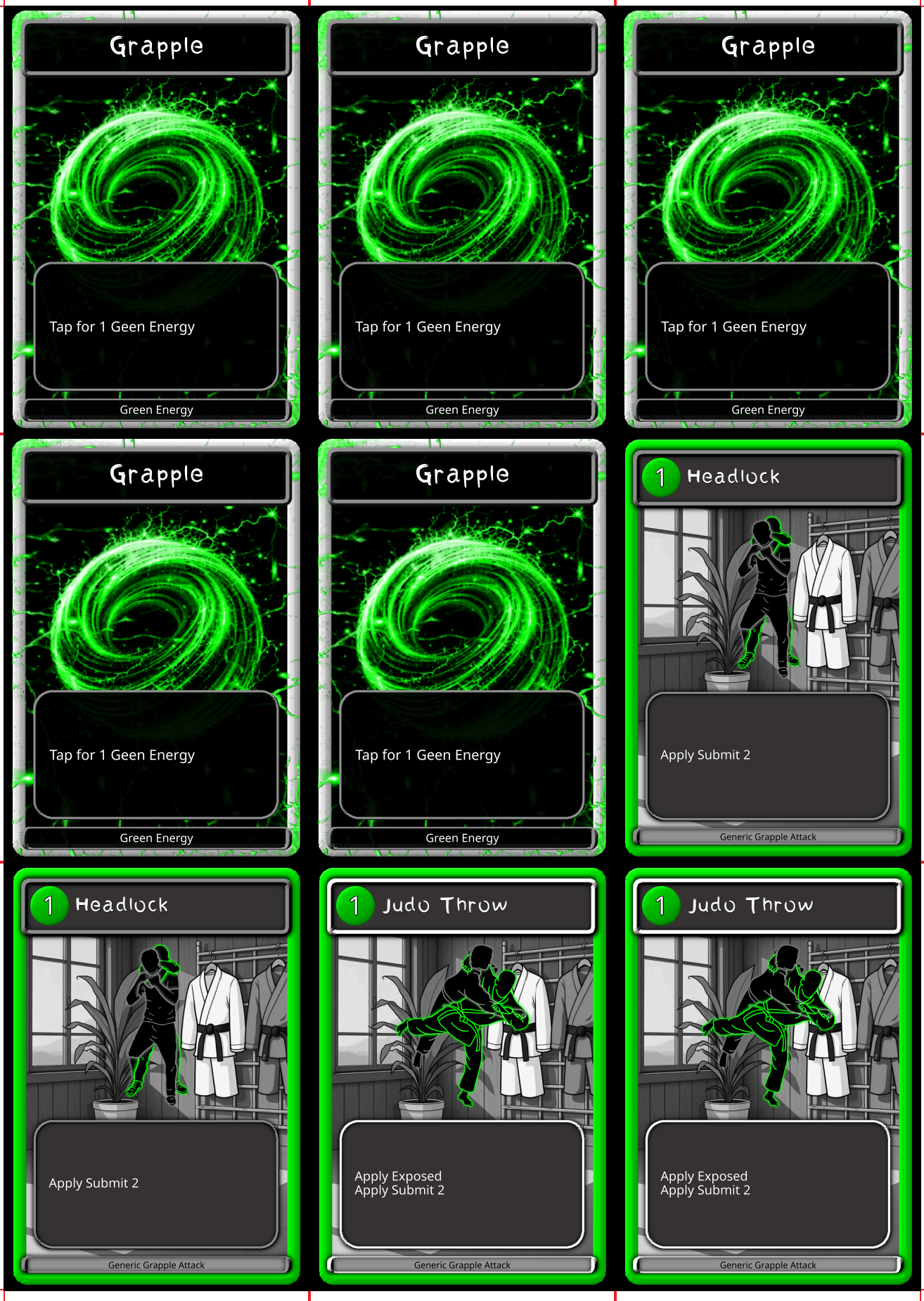
Grapple
Tap for 1 Geen Energy
Green Energy
Grapple
Tap for 1 Geen Energy
Green Energy
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Tap for 1 Geen Energy
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Tap for 1 Geen Energy
Green Energy
Grapple
Tap for 1 Geen Energy
Green Energy
1 Headlock
Apply Submit 2
Generic Grapple Attack
1 Headlock
Apply Submit 2
Generic Grapple Attack
1 Judo Throw
Apply Exposed
Apply Submit 2
Generic Grapple Attack
1 Judo Throw
Apply Exposed
Apply Submit 2
Generic Grapple Attack

DISCIPLE
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DISCIPLE

1 Armbar
Lock It In(4) - Any Guard, Control, or Mount
Double the amout of Submit Applied, Focus
Apply Weakened, Submit 4
BJJ Grapple Joint Attack
1 Closed Guard
Focus
Apply Guard 3
If Closed Guard is replaced by another Stance, return it to your hand instead of the discard pile.
BJJ Guard Stance
2 Crank
Trigger any card that is Locked In
BJJ Action
2 Get your Hooks in
Doubles the Amount of Submit Applied this turn
BJJ Action
1 Just one more Roll
Draw a Card
BJJ Action

DISCIPLE
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DISCIPLE

## Back Alley Brawler

10

1. Haymaker
   Deal 4 Damage
2. Cheap Shot
   Deal 2 Damag, On Hit: Apply Weakened, Power 3

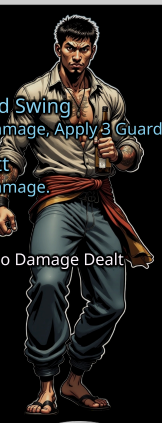
Special:
If Haymaker is used after Chaap Shot, Apply Stun

1

BJJ Minion

## Drunken Slugger

8



1. Sway and Swing
   Deal 2 Damage, Apply 3 Guard
2. Headbutt
   Deal 4 Damage.

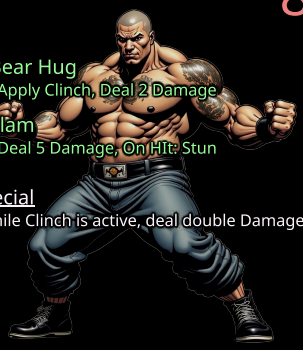
Special:
Add Guard to Damage Dealt

1

BJJ Minion

## Barroom Wrestler

8



1. Bear Hug
   Apply Clinch, Deal 2 Damage
2. Slam
   Deal 5 Damage, On Hit: Stun

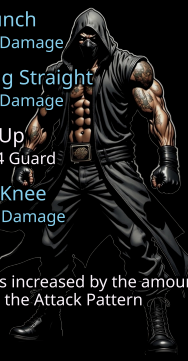
Special
While Clinch is active, deal double Damage

1

BJJ Minion

## The Enforcer

14



1. Gut Punch
   Deal 3 Damage
2. Leading Straight
   Deal 3 Damage
3. Cover Up
   Apply 4 Guard
4. Flying Knee
   Deal 6 Damage

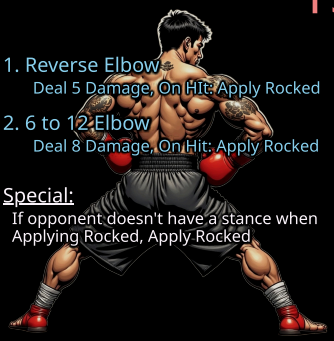
Special:
Damage is increased by the amount of Attacks in the Attack Pattern

1

BJJ Miniboss

## Elbow Priest

15



1. Reverse Elbow
   Deal 5 Damage, On Hit: Apply Rocked
2. 6 to 12 Elbow
   Deal 8 Damage, On Hit: Apply Rocked

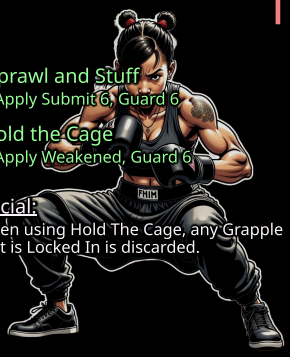
Special:
If opponent doesn't have a stance when Applying Rocked, Apply Rocked

2

BJJ Minion

## Cage Tech

15



1. Sprawl and Stuff
   Apply Submit 6, Guard 6
2. Hold the Cage
   Apply Weakened, Guard 6

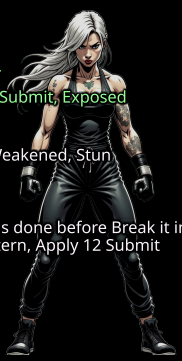
Special:
When using Hold The Cage, any Grapple that is Locked In is discarded.

2

BJJ Minion

## Bone Collecter

17



1. Armbar
   Apply 6 Submit, Exposed
2. Break it
   Apply Weakened, Stun

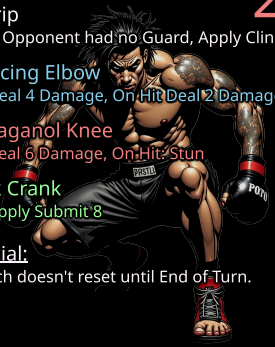
Special
If Armbar is done before Break it in the attack pattern, Apply 12 Submit

2

BJJ Minion

## Clinch Sniper

28



1. Grip
   If Opponent had no Guard, Apply Clinch
2. Slicing Elbow
   Deal 4 Damage, On Hit Deal 2 Damage
3. Diaganol Knee
   Deal 6 Damage, On Hit: Stun

Neck Crank
Apply Submit 8

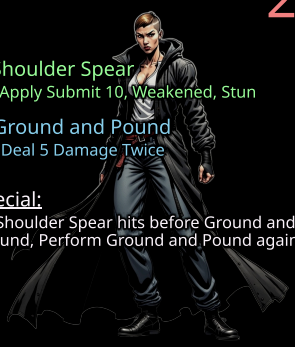
Special:
Clinch doesn't reset until End of Turn.

2

BJJ Miniboss

## Disciple Hunter

28

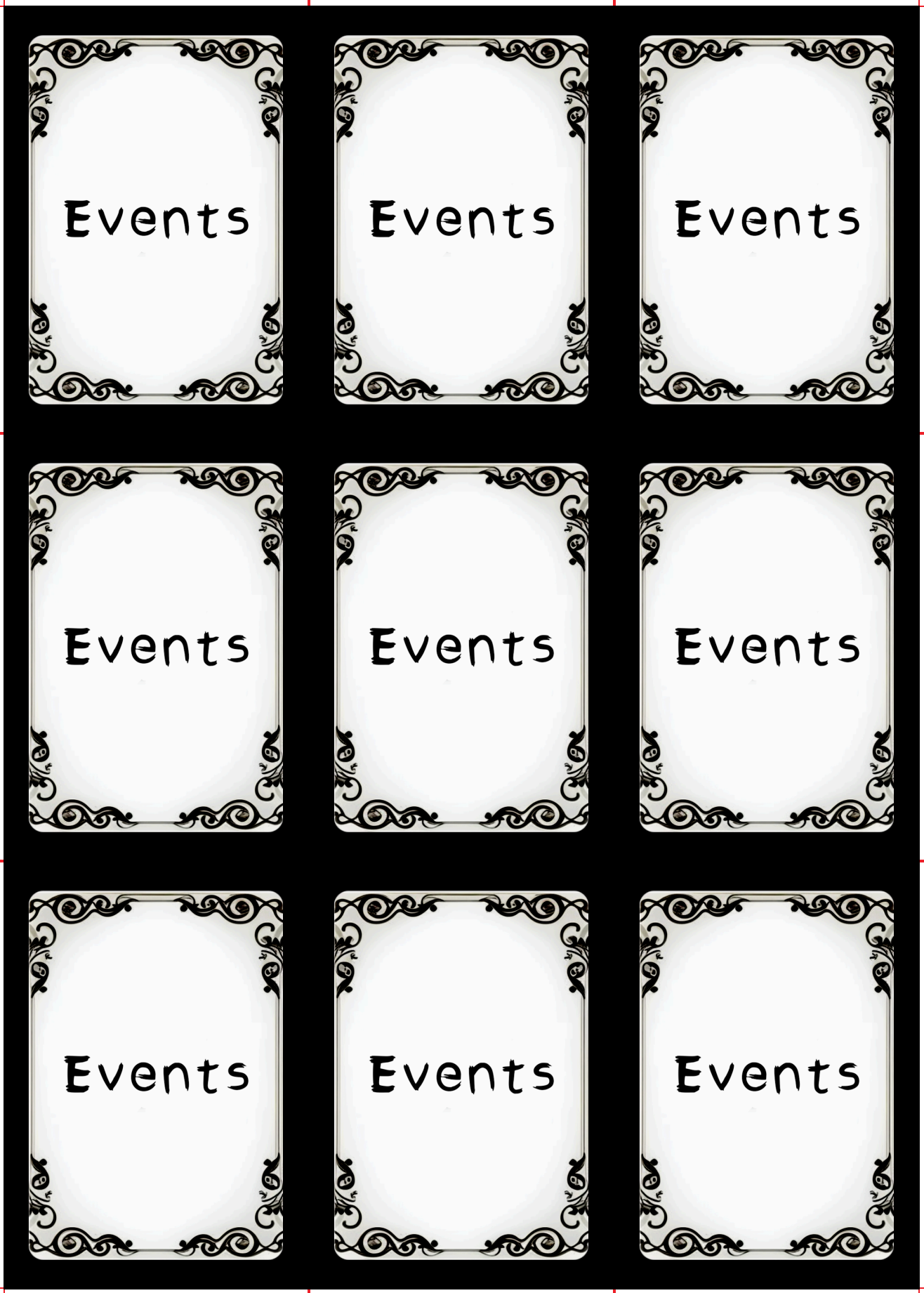


1. Shoulder Spear
   Apply Submit 10, Weakened, Stun
2. Ground and Pound
   Deal 5 Damage Twice

Special:
If Shoulder Spear hits before Ground and Pound, Perform Ground and Pound again.

3

BJJ Minion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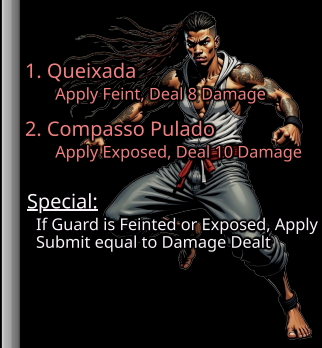
## Dark Roda

26



1. Queixada
   Apply Feint, Deal 8 Damage
2. Compasso Pulado
   Apply Exposed, Deal 10 Damage

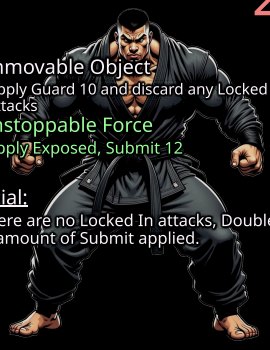
Special:
If Guard is Feinted or Exposed, Apply Submit equal to Damage Dealt

3

BJJ Minion

## Blackbelt Bully

24



1. Immovable Object
   Apply Guard 10 and discard any Locked In attacks
2. Unstoppable Force
   Apply Exposed, Submit 12

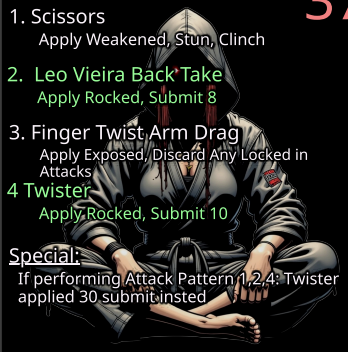
Special:
If there are no Locked In attacks, Double the amount of Submit applied.

3

BJJ Minion

## Fallen Professor

37



1. Scissors
   Apply Weakened, Stun, Clinch
2. Leo Vieira Back Take
   Apply Rocked, Submit 8
3. Finger Twist Arm Drag
   Apply Exposed, Discard Any Locked in Attacks
4. Twister
   Apply Rocked, Submit 10

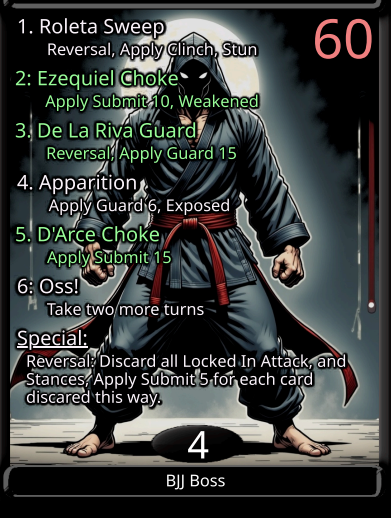
Special:
If performing Attack Pattern 1,2,4: Twister applied 30 submit insted

3

BJJ Miniboss

## Redbelt Phantom

60

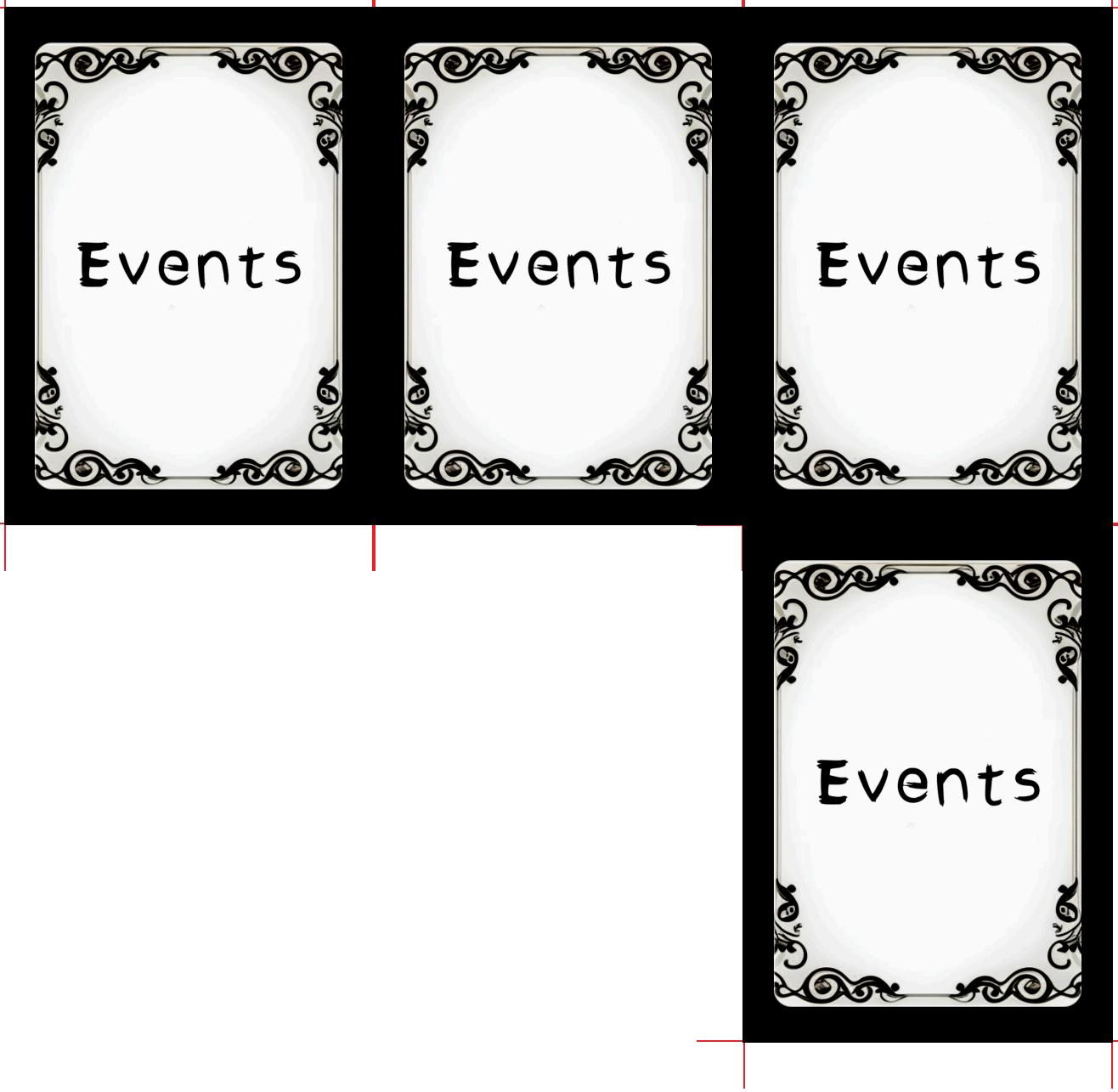


1. Roleta Sweep
   Reversal, Apply Clinch, Stun
2. Ezequiel Choke
   Apply Submit 10, Weakened
3. De La Riva Guard
   Reversal, Apply Guard 15
4. Apparition
   Apply Guard 6, Exposed
5. D'Arce Choke
   Apply Submit 15
6. Oss!
   Take two more turns

Special:
Reversal: Discard all Locked In Attack, and Stances, Apply Submit 5 for each card discared this way.

4

BJJ Boss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## Clinic

You may pick up to 1 option:

1. Heal 15 Vitality.

2. Randomly remove one card from your draw deck to heal for 50% of your Max Vitality.

3. Randomly remove one card from your draw deck to raise you Max Vitality by 10.

1

BJJ Healer

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BJJ Healer

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4

BJJ Healer

## Gym

You may pick up to 1 option:

1. Learn a new skill. *(Draw 3 skill cards from your skill deck and pick up to 1 to add to your Draw deck)*

2. Choose and remove 1 card from your Draw deck.

3. Lose 5 health to choose and remove 2 cards from your Draw deck.

1

BJJ Training

## Gym

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BJJ Training

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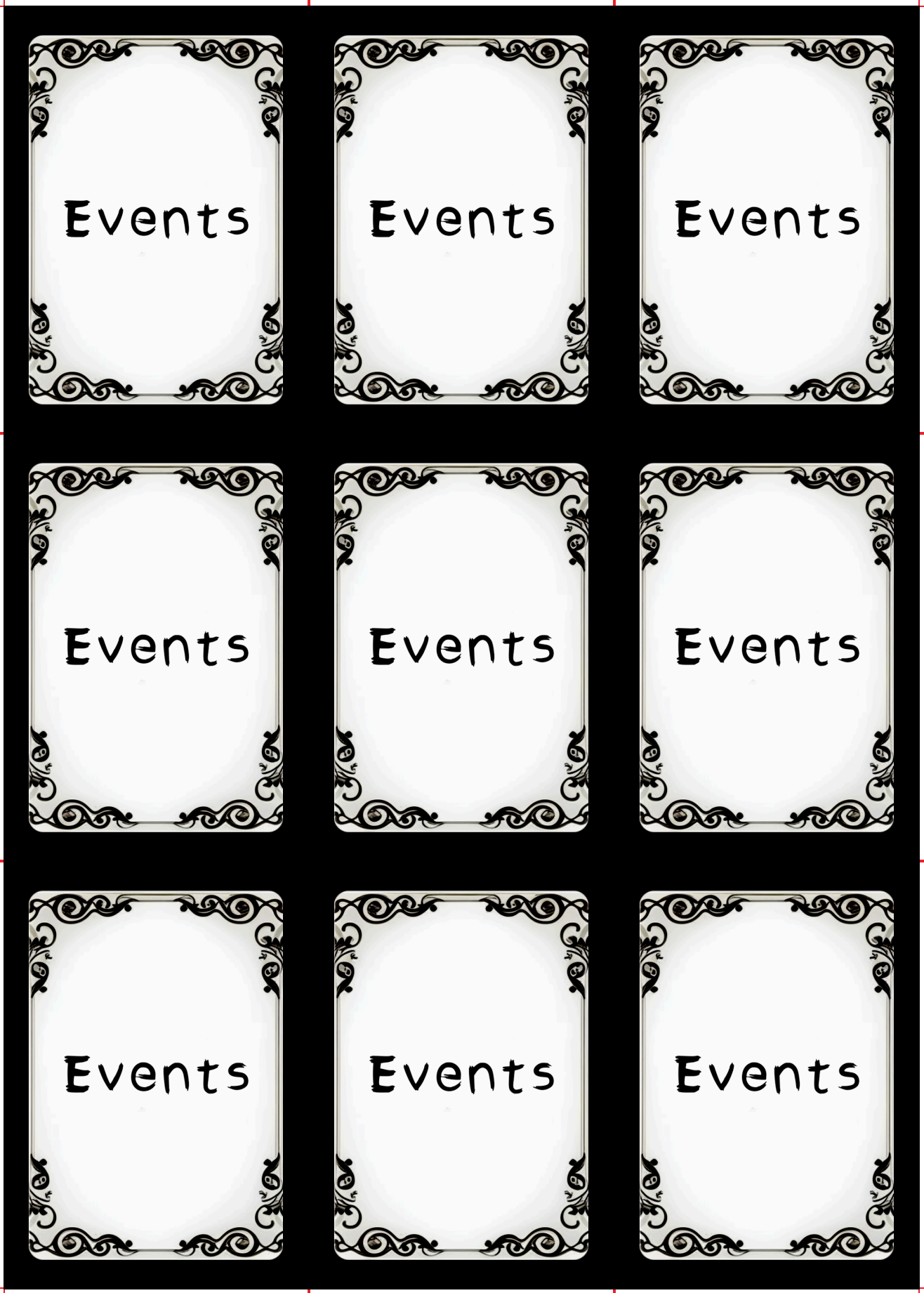
BJJ Training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4

BJJ Training

## Rolling

You may pick up to 1 option:

1. You may search your Skills deck for an Energy card and add it to your Draw deck. Shuffle your Skills deck afterwards.

2. Pay 10 life to search your Skills deck for 1 stance or style card and add it to your Draw deck. Shuffle your Skills deck afterwards.

3. Pay 5 life to draw 5 cards from the bottom of your Skills deck and choose 1 to add to your Draw deck. Return the cards you did not chose to the bottom of your Skills deck.

1

BJJ Focus

## Rolling

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2

BJJ Focus

## Rolling

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3

BJJ Focus

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4

BJJ Focus

## Rolling

You may pick up to 1 option:

1. You may search your Skills deck for an Energy card and add it to your Draw deck. Shuffle your Skills deck afterwards.

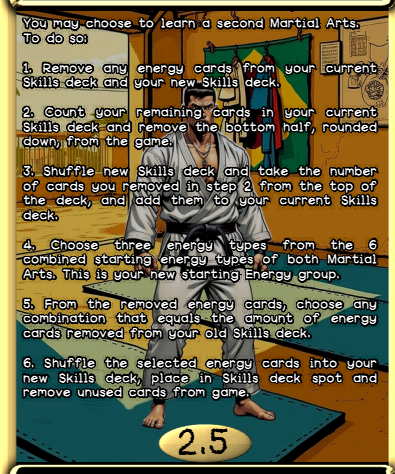
2. Pay 10 life to search your Skills deck for 1 stance or style card and add it to your Draw deck. Shuffle your Skills deck afterwards.

3. Pay 5 life to draw 5 cards from the bottom of your Skills deck and choose 1 to add to your Draw deck. Return the cards you did not chose to the bottom of your Skills deck.

4

BJJ Focus

## Professor



You may choose to learn a second Martial Arts. To do so:

1. Remove any energy cards from your current Skills deck and your new Skills deck.

2. Count your remaining cards in your current Skills deck and remove the bottom half, rounded down, from the game.

3. Shuffle new Skills deck and take the number of cards you removed in step 2 from the top of the deck, and add them to your current Skills deck.

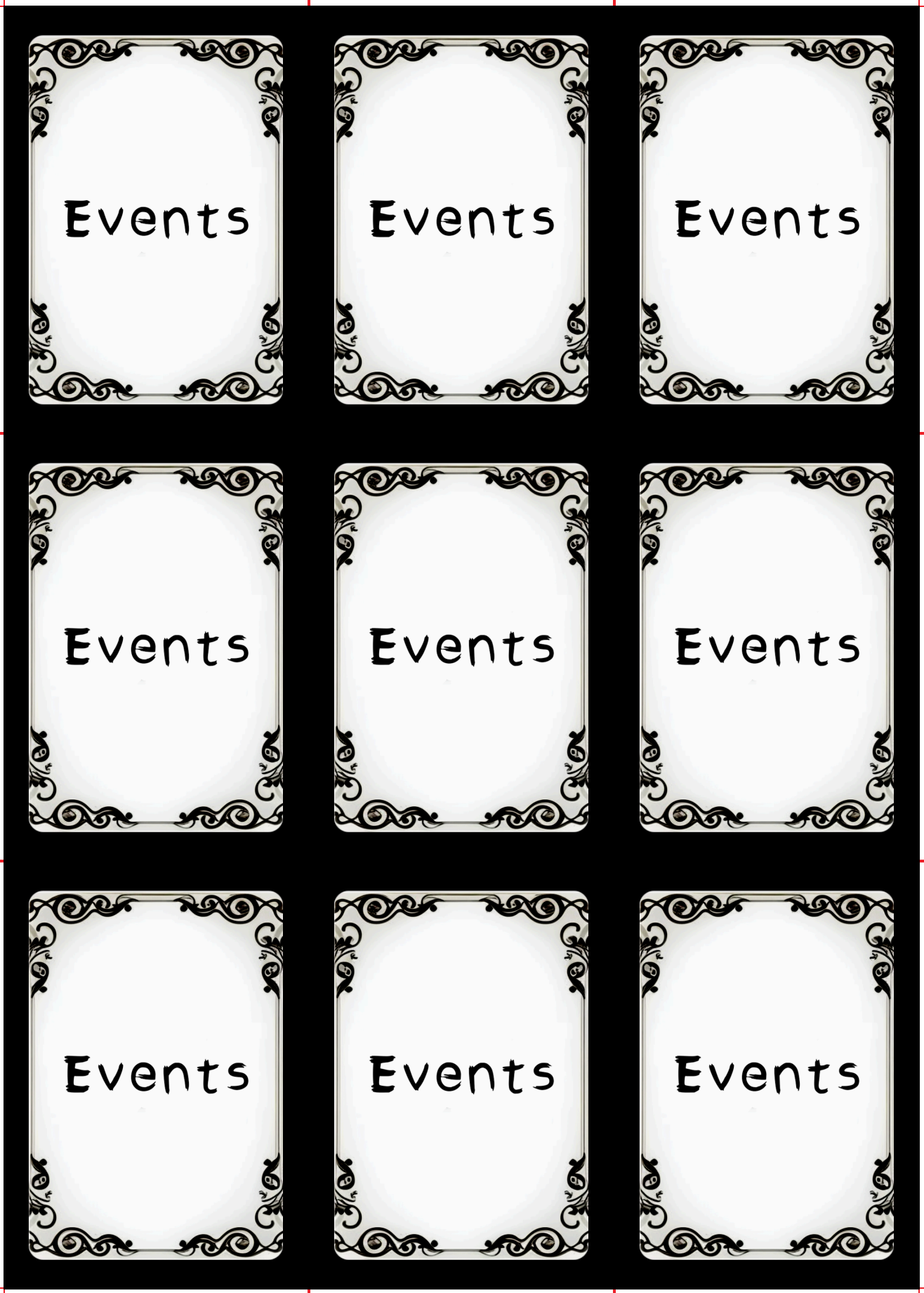
4. Choose three energy types from the 6 combined starting energy types of both Martial Arts. This is your new starting Energy group.

5. From the removed energy cards, choose any combination that equals the amount of energy cards removed from your old Skills deck.

6. Shuffle the selected energy cards into your new Skills deck, place in Skills deck spot and remove unused cards from game.

2.5

BJJ Trainer


Events
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2 Americana

Apply Submit 4
Lock It In(4) - Full Mount or Side Control
Apply Submit 6, Focus

BJJ Grapple Joint Attack

2 Americana

Apply Submit 4
Lock It In(4) - Full Mount or Side Control
Apply Submit 6, Focus

BJJ Grapple Joint Attack

2 Americana

Apply Submit 4
Lock It In(4) - Full Mount or Side Control
Apply Submit 6, Focus

BJJ Grapple Joint Attack

2 Americana

Apply Submit 4
Lock It In(4) - Full Mount or Side Control
Apply Submit 6, Focus

BJJ Grapple Joint Attack

1 Armbar

Lock It In(4) - Any Guard, Control, or Mount
Double the amout of Submit Applied, Focus

Apply Weakened, Submit 4

BJJ Grapple Joint Attack

1 Armbar

Lock It In(4) - Any Guard, Control, or Mount
Double the amout of Submit Applied, Focus

Apply Weakened, Submit 4

BJJ Grapple Joint Attack

1 Armbar

Lock It In(4) - Any Guard, Control, or Mount
Double the amout of Submit Applied, Focus

Apply Weakened, Submit 4

BJJ Grapple Joint Attack

3 Back Mount

Evolve: Full Mount
Foucus
Apply Clinch
Increase the amount of Submit and Lock It In by 4 this turn.

BJJ Mount Stance

2 Back Take

Put Back Mount into play from your Hand, Draw or Discard piles and put in play replacing any current Stance.

BJJ Action

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2 Back Take

Put Back Mount into play from your Hand, Draw or Discard piles and put in play replacing any current Stance.

BJJ Action

1 Closed Guard

Focus
Apply Guard 3
If Closed Guard is replaced by another Stance, return it to your hand instead of the discard pile.

BJJ Guard Stance

1 Closed Guard

Focus
Apply Guard 3
If Closed Guard is replaced by another Stance, return it to your hand instead of the discard pile.

BJJ Guard Stance

2 Crank

Trigger any card that is Locked In

BJJ Action

1 Creonte

Draw 3 Cards, Discard 1 and any Active Stance

BJJ Action

1 Creonte

Draw 3 Cards, Discard 1 and any Active Stance

BJJ Action

2 Flying Triangle

Counter - Upperbody Attacks:
Take half Damage
Apply Submit Damage Taken +3
If Half Guard is Active:
Put Triangel into Play from your Hand, Discard or Draw Pile.

BJJ Counter

2 Flying Triangle

Counter - Upperbody Attacks:
Take half Damage
Apply Submit Damage Taken +3
If Half Guard is Active:
Put Triangel into Play from your Hand, Discard or Draw Pile.

BJJ Counter

2 Full Mount

Evolve: North South or Side Control
Focus
Applies Weakend and Stun
Increase the amount of Submit and Lock it In by 3 this turn

BJJ Mount Stance

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2 Get your Hooks in

Doubles the Amount of Submit Applied this turn

BJJ Action

3 Greatest Defender

Guard ignores Exposed
Guard doesn't reset at Start of Turn

Generic State

3 Guillotine

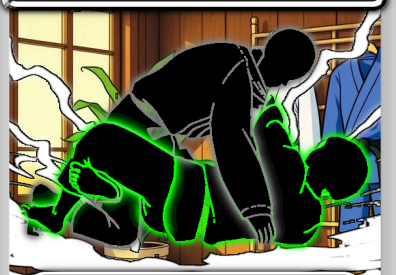
Apply Submit 3

Lock It In(13) - Closed Guard
Apply Submit 20, Focus

Lock It In(13) - Full Mount
Apply Submit 20, Focus

BJJ Grapple Choke Attack

1 Half Guard



Evolve: Closed Guard or Side Control
Focus
Apply Guard 5
If Any Grapple is Locked in: Apply Guard 5

BJJ Guard Stance

1 Half Guard

Evolve: Closed Guard or Side Control
Focus
Apply Guard 5
If Any Grapple is Locked in: Apply Guard 5

BJJ Guard Stance

1 Half Guard

Evolve: Closed Guard or Side Control
Focus
Apply Guard 5
If Any Grapple is Locked in: Apply Guard 5

BJJ Guard Stance

1 Headlock

Apply Submit 2

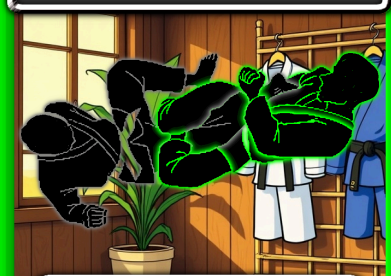
Generic Grapple Attack

1 Headlock

Apply Submit 2

Generic Grapple Attack

2 Ankle Lock



Apply Submit 5

Lock It In(5) - Side Control or Full Mount
Apply Submit 12

BJJ Grapple Joint Attack

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2 Ankle Lock

Apply Submit 5

Lock It In(5) - Side Control or Full Mount
Apply Submit 12

BJJ Grapple Joint Attack

2 Ankle Lock

Apply Submit 5

Lock It In(5) - Side Control or Full Mount
Apply Submit 12

BJJ Grapple Joint Attack

2 Imanari Roll

Counter - Lowerbody Attacks
Take half Damage
Apply Submit Damage Taken x 3
Put Ankle Lock into play from your Hand

BJJ Counter

2 Imanari Roll

Counter - Lowerbody Attacks
Take half Damage
Apply Submit Damage Taken x 3
Put Ankle Lock into play from your Hand

BJJ Counter

1 Judo Throw

Apply Exposed
Apply Submit 2

Generic Grapple Attack

1 Just one more Roll

Draw a Card

BJJ Action

1 Just one more Roll

Draw a Card

BJJ Action

1 Just one more Roll

Draw a Card

BJJ Action

2 Kimura

Apply Submit 6
Lock It In(9)- Any Guard, or Side Control
Apply Stun, Submit 18

BJJ Grapple Joint Attack

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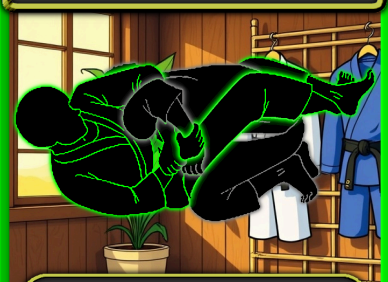
2 Kimura



Apply Submit 6
Lock It In(9)- Any Guard, or Side Control
Apply Stun, Submit 18

BJJ Grapple Joint Attack

2 Knee cut pass

Put Full Mount from Hand, Draw or Discard piles into play replacing any current Stance.

BJJ Action

2 Knee cut pass

Put Full Mount from Hand, Draw or Discard piles into play replacing any current Stance.

BJJ Action

1 Kneebar

Apply Submit 4
Lock It In(4) - Any Control or Mount
Apply Weakened, Submit 12

BJJ Grapple Joint Attack

1 Kneebar

Apply Submit 4
Lock It In(4) - Any Control or Mount
Apply Weakened, Submit 12

BJJ Grapple Joint Attack

1 Kneebar

Apply Submit 4
Lock It In(4) - Any Control or Mount
Apply Weakened, Submit 12

BJJ Grapple Joint Attack

2 North South

Evolve: Side Control or Full Mount
Focus
Apply Stun
Increase the Amount of Submit and Lock It In by 3 this turn

BJJ Control Stance

2 North South

Evolve: Side Control or Full Mount
Focus
Apply Stun
Increase the Amount of Submit and Lock It In by 3 this turn

BJJ Control Stance

3 North South Choke

Apply Submit 4
Lock It In(8) - North South
Apply Stun, Submit 12

BJJ Grapple Choke Attack

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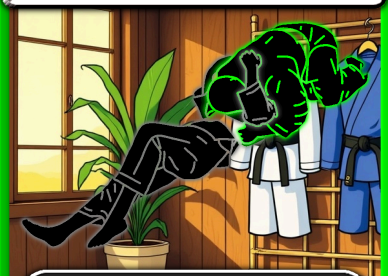
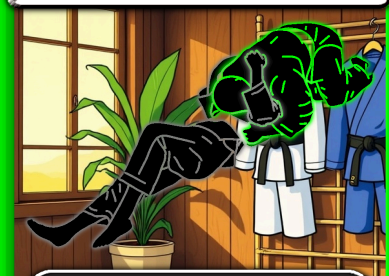
3 North South Choke



Apply Submit 4
Lock It In(8) - North South
Apply Stun, Submit 12

BJJ Grapple Choke Attack

3 North South Choke



Apply Submit 4
Lock It In(8) - North South
Apply Stun, Submit 12

BJJ Grapple Choke Attack

2 Over/Under

Put Side Control from Hand, Draw or Discard piles into play replacing any current Stance.

BJJ Action

2 Over/Under

Put Side Control from Hand, Draw or Discard piles into play replacing any current Stance.

BJJ Action

3 Rear Naked Choke

Apply Submit 4
Lock It In(14) - Back Mount
Apply Submit 16, Focus

BJJ Grapple Choke Attack

2 Side Control

Evolve: Closed Guard or Half Guard
Focus
Apply Weakened
Increase the amount of Submit and Lock It In by 1 this turn.

BJJ Control Stance

2 Side Control

Evolve: Closed Guard or Half Guard
Focus
Apply Weakened
Increase the amount of Submit and Lock It In by 1 this turn.

BJJ Control Stance

3 Triangle

Apply Submit 3
Lock It In(11) - Half Guard
Apply Submit 12, Clinch, Focus

BJJ Grapple Choke Attack

3 Triangle

Apply Submit 3
Lock It In(11) - Half Guard
Apply Submit 12, Clinch, Focus

BJJ Grapple Choke Attack

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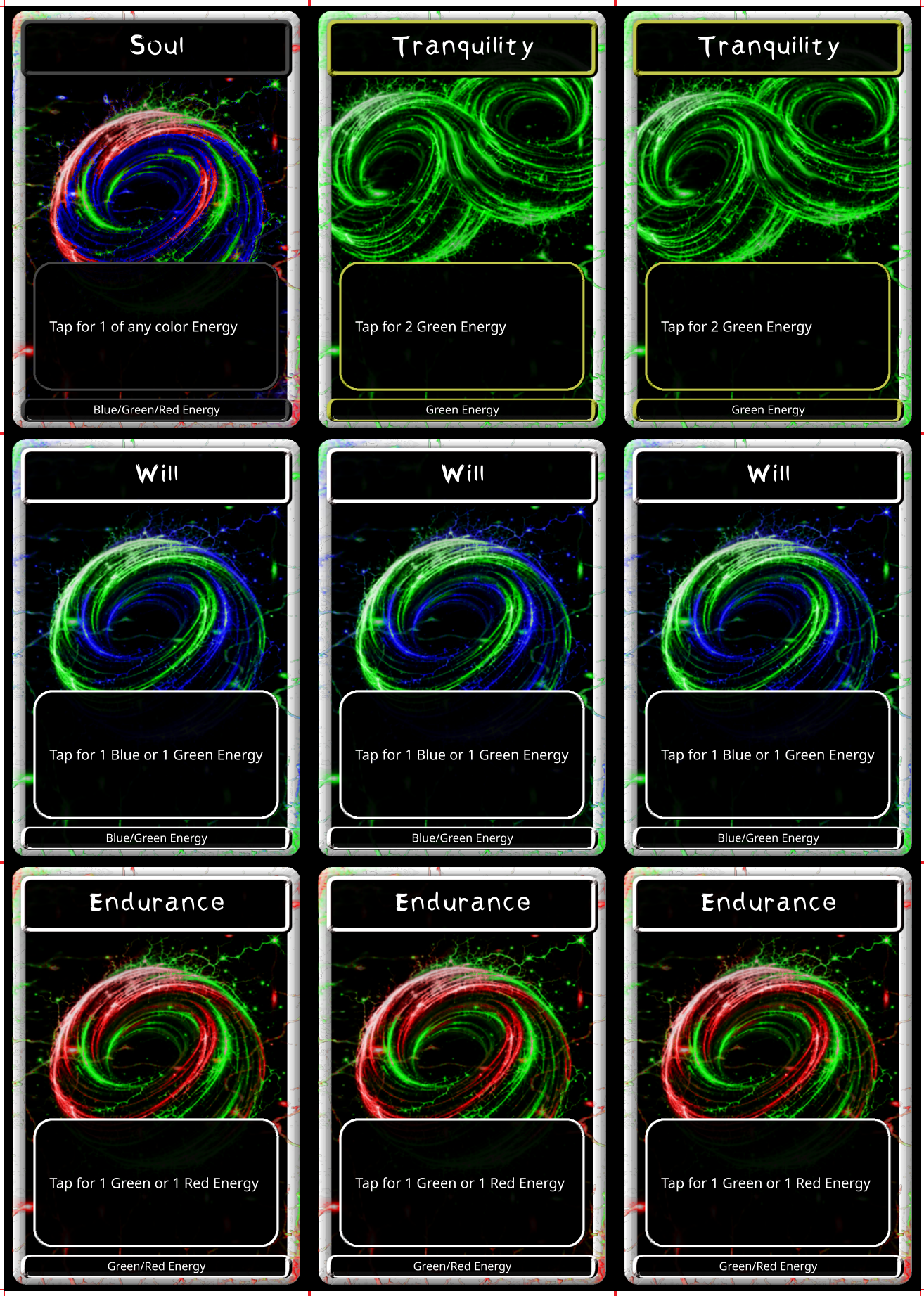
Soul
Tap for 1 of any color Energy
Blue/Green/Red Energy
Tranquility
Tap for 2 Green Energy
Green Energy
Tranquility
Tap for 2 Green Energy
Green Energy
Will
Tap for 1 Blue or 1 Green Energy
Blue/Green Energy
Will
Tap for 1 Blue or 1 Green Energy
Blue/Green Energy
Will
Tap for 1 Blue or 1 Green Energy
Blue/Green Energy
Endurance
Tap for 1 Green or 1 Red Energy
Green/Red Energy
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Tap for 1 Green or 1 Red Energy
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Endurance
Tap for 1 Green or 1 Red Energy
Green/Red Energy

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