

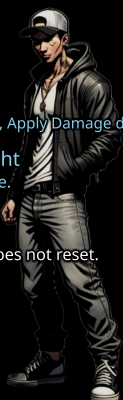
Knuckles

10

1. Jab
Deal 1 Damage, Apply Damage dealt as Power
2. Power Straight
Deal 4 Damage.

Special

Unused Power does not reset.



1

Boxing Minion

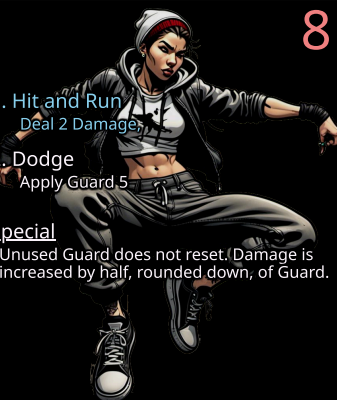
Runner

8

1. Hit and Run
Deal 2 Damage.
2. Dodge
Apply Guard 5

Special

Unused Guard does not reset. Damage is increased by half, rounded down, of Guard.



1

Boxing Minion

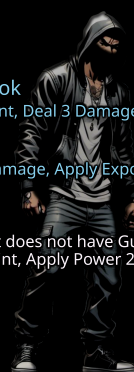
Shadow

12

1. Hazy Hook
Apply Feint, Deal 3 Damage.
2. Ambush
Deal 5 Damage, Apply Exposed

Special

If Opponent does not have Guard, when Applying Feint, Apply Power 2 instead.



1

Boxing Minion

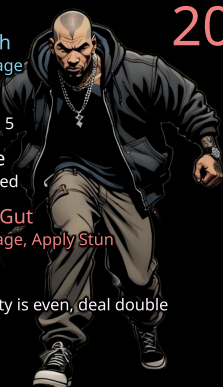
Jefe

20

1. Right Punch
Deal 5 Damage.
2. Cover Up
Apply Guard 5
3. Hard Shove
Apply Exposed
4. Kick to the Gut
Deal 8 Damage, Apply Stun

Special

If current Vitality is even, deal double damage.



1

Boxing Miniboss

Big Boy

22

1. Huge Left
Deal 5 Damage
2. Bigger Right
Deal 8 Damage

Special

Add 1/5 of Vitality, rounded down, to Damage dealt.



2

Boxing Minion

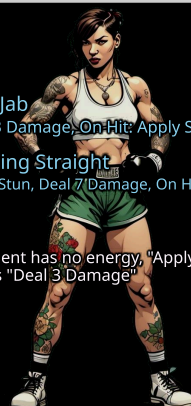
Stellar

15

1. Flash Jab
Deal 3 Damage, On Hit: Apply Stun
2. Shooting Straight
Apply Stun, Deal 7 Damage, On Hit: Apply Stun

Special

If Opponent has no energy, "Apply Stun" becomes "Deal 3 Damage"



2

Boxing Minion

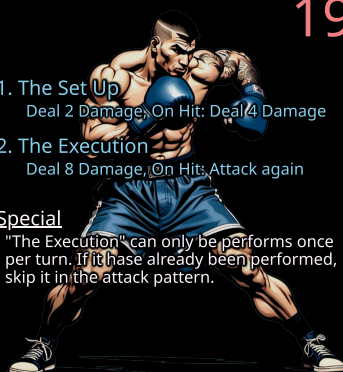
Two Hits

19

1. The Set Up
Deal 2 Damage, On Hit: Deal 4 Damage
2. The Execution
Deal 8 Damage, On Hit: Attack again

Special

"The Execution" can only be performed once per turn. If it has already been performed, skip it in the attack pattern.



2

Boxing Minion

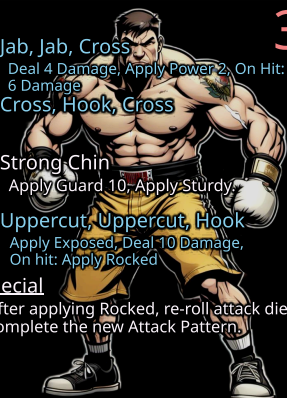
The Champ

36

1. Jab, Jab, Cross
Deal 4 Damage, Apply Power 2, On Hit: Deal 6 Damage
2. Cross, Hook, Cross
3. Strong Chin
Apply Guard 10, Apply Sturdy
4. Uppercut, Uppercut, Hook
Apply Exposed, Deal 10 Damage, On hit: Apply Rocked

Special

After applying Rocked, re-roll attack die and complete the new Attack Pattern.



2

Boxing Miniboss

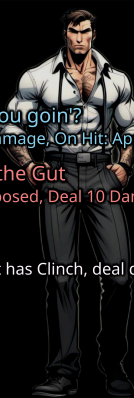
Enforcer

26

1. Where you going?
Deal 7 Damage, On Hit: Apply Clinch
2. Knee to the Gut
Apply Exposed, Deal 10 Damage

Special

If Opponent has Clinch, deal double damage.



3

Boxing Minion



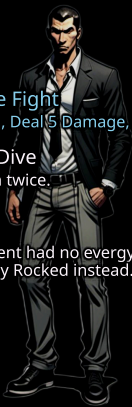
Fixer

20

1. Throw the Fight
Apply Stun, Deal 5 Damage, On Hit: Apply Stun
2. Take the Dive
Apply Stun twice.

Special

If the Opponent had no energy when Stun is Applied, Apply Rocked instead.



3

Boxing Minion

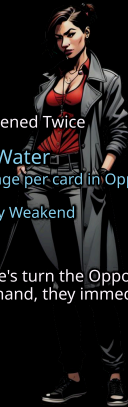
Snake

24

1. Low Blow
Apply Weakened Twice
2. Spike the Water
Deal 5 Damage per card in Opponent's Hand,
On Hit: Apply Weakened

Special

If during Snake's turn the Opponent has no cards in their hand, they immediately draw 5 cards.



3

Boxing Minion

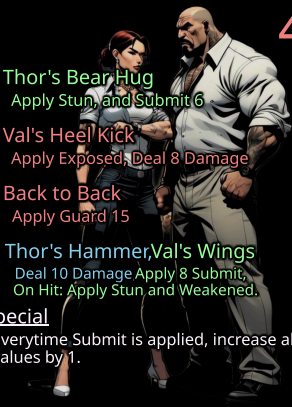
Valkyrie and Thor

46

1. Thor's Bear Hug
Apply Stun, and Submit 6
2. Val's Heel Kick
Apply Exposed, Deal 8 Damage
3. Back to Back
Apply Guard 15
4. Thor's Hammer, Val's Wings
Deal 10 Damage Apply 8 Submit,
On Hit: Apply Stun and Weakened.

Special

Everytime Submit is applied, increase all values by 1.



3

Boxing Miniboss

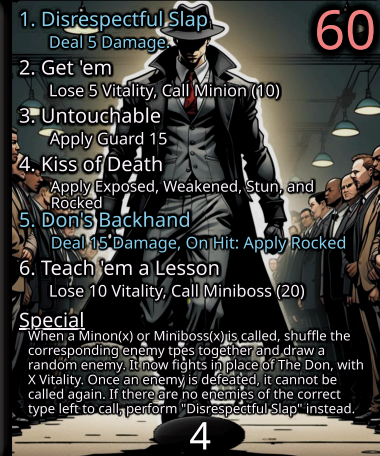
The Don

60

1. Disrespectful Slap
Deal 5 Damage
2. Get 'em
Lose 5 Vitality, Call Minion (10)
3. Untouchable
Apply Guard 15
4. Kiss of Death
Apply Exposed, Weakened, Stun, and Rocked
5. Don's Backhand
Deal 15 Damage, On Hit: Apply Rocked
6. Teach 'em a Lesson
Lose 10 Vitality, Call Miniboss (20)

Special

When a Minion(x) or Miniboss(x) is called, shuffle the corresponding enemy types together and draw a random enemy. It now fights in place of The Don, with X Vitality. Once an enemy is defeated, it cannot be called again. If there are no enemies of the correct type left to call, perform "Disrespectful Slap" instead.



4

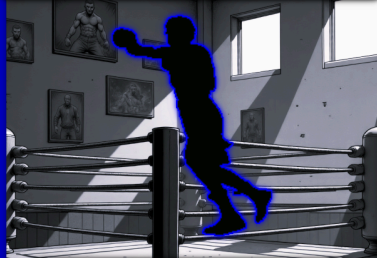
Boxing Boss







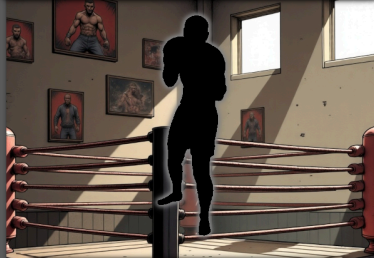
1 Wild Punch



Deal 4 Damage
Cannot Apply Guard
until End of Turn

Upperbody Basic Punch Attack

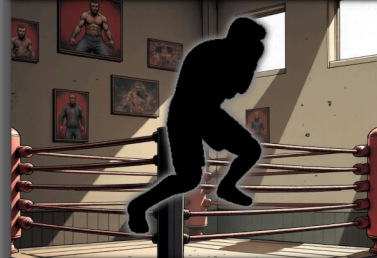
X Hands Up



Apply Guard 2X

Boxing Action

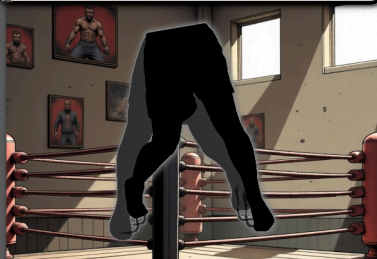
2 Bob and Weave



Counter - Any Attack Type:
Negate Damage,
Play one Attack from your hand at
no cost

Boxing Action

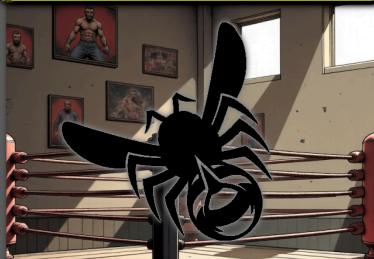
1 Fancy Footwork



Apply Feint OR Apply Guard 4
Draw a Card

Boxing Action

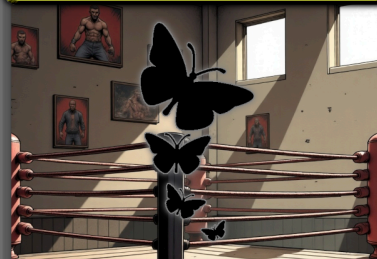
1 Like a Bee



Increase all Power by 1
Attacks that do not Apply Power
now have:
"On Hit: Apply Power 1"

Boxing State

1 Like a Butterfly



All Attacks have:
"On Hit: Apply Guard X where X is
the amount of Damage Dealt"

Boxing State



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

Boxing Healer

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.

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Boxing Healer

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You may pick up to 1 option:

1. Heal 15 Vitality.
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Boxing Healer

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.

3

Boxing Healer

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.

4

Boxing Healer

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.

4

Boxing 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

Boxing Training

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

Boxing Training

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.

2

Boxing Training



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.

3

Boxing Training

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.

4

Boxing Training

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.

4

Boxing Training

Camp

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

Boxing Focus

Camp

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.

2

Boxing Focus

Camp

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.

3

Boxing Focus

Camp

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

Boxing Focus

Camp

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

Boxing Focus

Coach

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

Boxing Trainer



3 Beast Mode

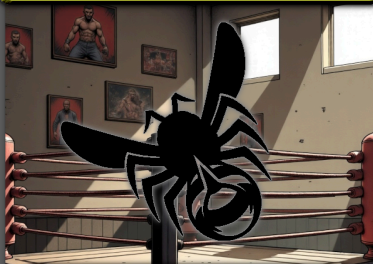


Increase all Power by 3

Attacks that do not Apply Power
now have:
"On Hit: Apply Power 3"

Generic State

1 Like a Bee



Increase all Power by 1

Attacks that do not Apply Power
now have:
"On Hit: Apply Power 1"

Boxing State

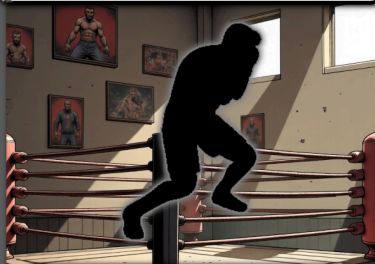
2 Bob and Weave



Counter - Any Attack Type:
Negate Damage,
Play one Attack from your hand at
no cost

Boxing Action

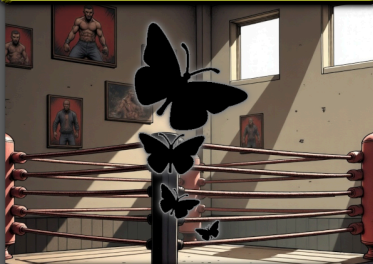
2 Bob and Weave



Counter - Any Attack Type:
Negate Damage,
Play one Attack from your hand at
no cost

Boxing Action

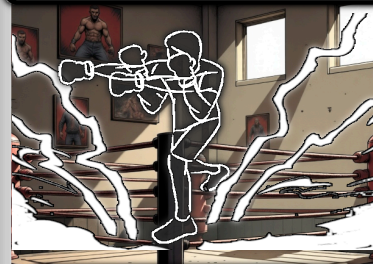
1 Like a Butterfly



All Attacks have:
"On Hit: Apply Guard X where X is
the amount of Damage Dealt"

Boxing State

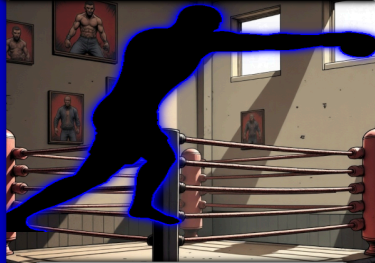
2 Combo Artist



When Flow is Triggered Draw a
Card
Combo lowers cost by 1 more.
Every 2nd or more attack in a
Combo has, "On Hit: Apply Rocked"

Boxing Stance

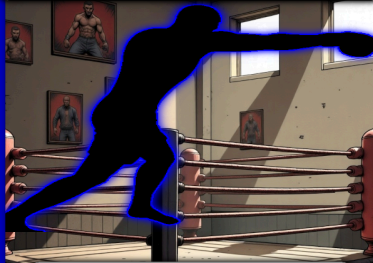
1 Cross (2)



Flow - Apply Power 1
Deal 4 Damage
Combo - 1, 3

Boxing Upperbody Punch Attack

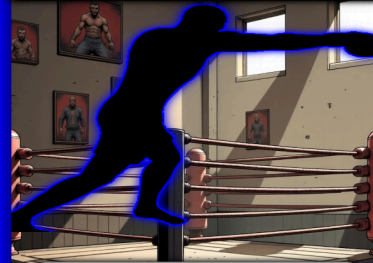
1 Cross (2)



Flow - Apply Power 1
Deal 4 Damage
Combo - 1, 3

Boxing Upperbody Punch Attack

1 Cross (2)



Flow - Apply Power 1
Deal 4 Damage
Combo - 1, 3

Boxing Upperbody Punch Attack





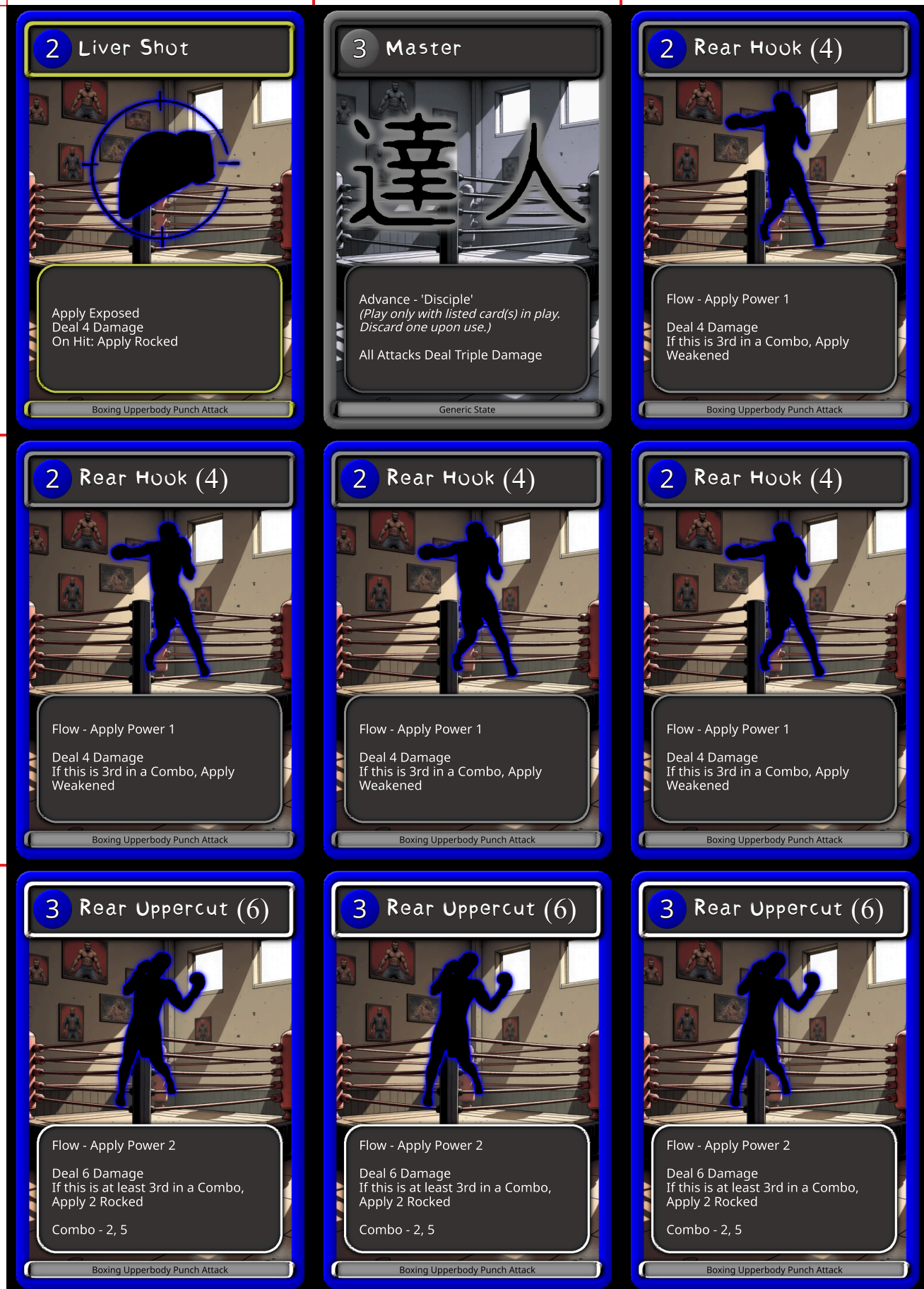
























**Attack
Patterns**

**Attack
Patterns**

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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.

Faint-
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 tags 1 energy card.
or First attack in pattern doesn't happen.

Power-
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Guard-
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Card becomes a State. It remains active until either:
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Resolves when played and again at the Start of Turn while active.

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Lowers Cost by 1 if listed card is Active. Discard listed Card.

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Rocked-
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or Pull 2 patterns, choose which to use.

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or First attack in pattern doesn't happen.