



Lunch Money Card Summary

Basic Attack Cards

ELBOW, HAIL MARY, HEADBUTT, HOOK, JAB, KICK, PIMP SLAP, UPPERCUT: Does damage listed on card.

ROUNDHOUSE, SPINNING BACKFIST: Does damage listed on card. If Dodged, damage applied to next player.

Weapons

KNIFE, CHAIN, PIPE, HAMMER: Returns to attacker's hand after damage listed on card is delivered.

Defense Cards

DODGE, BLOCK: Counters Basic Attacks, Weapons, Big Combo (partially), Poke in the Eye, Stomp, and Uppercut². Dodge (not Block) counters Grab.

FIRST AID: Restores two counters.

FREEDOM: Counters Grab, Headlock, or Choke.

DISARM: Counters Weapon, which is discarded.

Specialty Cards

BIG COMBO: Does 6 damage. Combo description required. Each Dodge or Block played cancel 3 points of damage.

CHOKE (Grab + Choke) or (Block + Grab + Choke): 1 damage immediately, 1 damage on each of the attacker's turns indefinitely. Victim may break the Choke on her turn with Freedom, Stomp, Headbutt, or Humiliation. While being choked, victim may only play one of those cards, discard cards, or launch Basic Attacks at

players other than the choker at half damage. Neither choker nor victim may play Defense cards (other than as listed above) while the Choke continues. Choke may be released at any time.

GRAB (Grab) or (Block + Grab): Successful Grab permits one free Basic Attack, or works in combination with other cards as described.

HEADLOCK (Grab + Headlock) or (Block + Grab + Headlock): Attacker may unload all Jabs, Uppercuts, and Stomps in hand on victim. Victim cannot do anything but play Freedom, Stomp, or Humiliation to escape, and may only play one of those cards or draw on her turn. Victim may not defend against any attacks. Attacker may not attack other players. Headlock may be released at any time.

HUMILIATION: Cancels any action, at any time. Description required. Allows one free Basic Attack.

POKE IN THE EYE: Does 1 damage. Attacker gets free Basic Attack. Next player's Basic Attack (if on Poke victim) may not be Dodged or Blocked. If Poke Victim is next, she loses her turn.

POWERPLAY (Grab + Powerplay) or (Block + Grab + Powerplay): Must describe physical manhandling. Does 3 points of damage, and permits an additional free Basic Attack.

STOMP: Victim's next attack does half damage (rounded down).

UPPERCUT²: Attacker gets additional free Basic Attack.



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