

# SOLO STRATEGY TABLES (FOR USE WITH EITHER STRATEGY SYSTEM)

ROUND 1 (BOXER)			
	Choices	Random Number	
	No Strategy	1-9	
FO	Stick and Move	10-15	
FO	Countering Offense	16-17	
FO	Keep Away	18-20	
FI	Work the Body	-	
FI	Smothering Attack	-	
KO	Load Up on Punches	-	
KO	Go all Out for the KO	-	
CU	Defensive Shell	-	
ROUND 1 (SLUGGER)			
	Choices	Random Number	
	No Strategy	1-9	
FO	Stick and Move	10	
FO	Countering Offense	-	
FO	Keep Away	-	
FI	Work the Body	11-17	
FI	Smothering Attack	18-20	
KO	Load Up on Punches	-	
KO	Go all Out for the KO	-	
CU	Defensive Shell	-	

ROUNDS 2 – 4 (BOXER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	8-12	8-9	
FO	Countering Offense	13-14	10	
FO	Keep Away	15-17	11	
FI	Work the Body	18	12-15	
FI	Smothering Attack	19-20	16-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		
ROUNDS 2 – 4 (SLUGGER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	8	8	
FO	Countering Offense	9-10	9	
FO	Keep Away	11	10	
FI	Work the Body	12-15	11-16	
FI	Smothering Attack	16-20	17-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		

ROUNDS 5 – 7 (BOXER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	8-14	8-9	
FO	Countering Offense	15-16	9-10	
FO	Keep Away	17	11	
FI	Work the Body	18	12-14	
FI	Smothering Attack	19-20	15-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		
ROUNDS 5 – 7 (SLUGGER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	8	8	
FO	Countering Offense	9-10	9	
FO	Keep Away	11	-	
FI	Work the Body	12-16	10-14	
FI	Smothering Attack	17-20	15-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		

ROUNDS 8, 9, or 11 (BOXER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy			
FO	Stick and Move			
FO	Countering Offense			
FO	Keep Away			
FI	Work the Body			
FI	Smothering Attack			
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		
ROUNDS 8, 9, or 11 (SLUGGER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-9	1-9	
FO	Stick and Move	10	-	
FO	Countering Offense	11	-	
FO	Keep Away	-	-	
FI	Work the Body	12-15	10-14	
FI	Smothering Attack	16-20	15-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic	If carry over from a KD has occurred or in danger of suffering a TKO from PTS, Cut, or Swelling	

ROUNDS 13 or 14 (BOXER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	8-11	-	
FO	Countering Offense	12-13	8	
FO	Keep Away	14-16	-	
FI	Work the Body	17	9-16	
FI	Smothering Attack	19-20	17-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		
ROUNDS 13 or 14 (SLUGGER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-7	1-7	
FO	Stick and Move	-	-	
FO	Countering Offense	8	-	
FO	Keep Away	9-10	8	
FI	Work the Body	11-14	9-13	
FI	Smothering Attack	15-20	14-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	Automatic if there's a carry-over effect from a knockdown or in danger of being TKO on points or from either a Cut or Swelling.		

FINAL ROUND 10 <sup>th</sup> , 12 <sup>th</sup> , or 15 <sup>th</sup> (BOXER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-3	1-3	
FO	Stick and Move	4-9	4-9	
FO	Countering Offense	10-15	10-12	
FO	Keep Away	16-18	-	
FI	Work the Body	19	13-17	
FI	Smothering Attack	20	18-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	May not be selected in the last round of a fight		
ROUNDS 10 <sup>th</sup> , 12 <sup>th</sup> , or 15 <sup>th</sup> (SLUGGER)				
	Choices	Random Number	Alt Random Number	Use ALT RN IF: You believe (or know) that Your OPP is behind on the cards.
	No Strategy	1-3	1-3	
FO	Stick and Move	-	-	
FO	Countering Offense	-	-	
FO	Keep Away	5	-	
FI	Work the Body	6-10	4-10	
FI	Smothering Attack	11-20	11-20	
KO	Load Up on Punches	CHOICE: If OPP is near a TKO, you may automatically select either of the KO options		
KO	Go all Out for the KO			
CU	Defensive Shell	May not be selected in the last round of a fight		