

TITLE BOUT II STRATEGY CARDS

Strategy Selection: COUNTERING OFFENSE (FO)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	-2		-2	+4			
Stick and Move		-2		-2			
Keep Away	-2	-3	-4	-3			All Counter become MISSES for this boxer, as he emphasizes movement.
Defensive Shell	+3	-4	-2				All Counter become MISSES for this boxer, as he throws fewer punches.
Work the Body	-1	+2		+2			
Smothering Attack	-1	+2			-1		
Load Up on Punches	+1		-2	+2			
Go for the KO	+2	+2	-2	+3			

Strategy Selection: STICK AND MOVE (FO)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense		+2	-2				
Stick and Move	+1	-2	-2	-2	-1	-1	
Keep Away	+2	-2	-4				All Counter become MISSES for this boxer, as he emphasizes movement.
Defensive Shell	+3	-2	-4		-3		Treat all Counterpunches as Misses for this fighter.
Work the Body		-2					
Smothering Attack	-1			+2	-1		
Load Up on Punches	+1		-2	+2		+1	
Go for the KO	+2		-2	+2			

Strategy Selection: KEEP AWAY (FO)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	+3	-3	-4	-4	-2		
Stick and Move	+3	-2	-3	-3	-1		
Keep Away	-4	-4	-4		-4	-1	All Counter become MISSES for this boxer, as he emphasizes movement.
Defensive Shell	-4	-4	-6			-2	All Counter become MISSES for this boxer, as he throws few punches.
Work the Body	+1	-1	-2				
Smothering Attack			-2				
Load Up on Punches	+1	-2	-2				
Go for the KO	+2	-3	-3				

Strategy Selection: DEFENSIVE SHELL (CU)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	-1				-1	-3	All adjustments when using this strategy are based on the fact that a fighter using this strategy is in survival mode. He won't risk being hit by opening up, although he might attempt to back up his opponent by countering if a clear opening presents itself.
Stick and Move	-2				-1	-2	
Keep Away	-3				-1	-4	
Defensive Shell	-4					-10	
Work the Body	-1				+1	-2	
Smothering Attack					+1	-1	All other modifications that result from the Defensive Shell strategy are found on the respective strategy chosen by the opposition.
Load Up on Punches					+1		
Go for the KO					+1	+1	

Strategy Selection: WORK THE BODY (FI)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense							When a Fighter uses this strategy, he does so in the hope of it having a negative effect on his Opponent's Endurance. If the Fighter, SCORES more points than his Opponent, reduce the Opponent's END by 8 (in addition to any points scored). If the Fighter scores an even number of points or fewer than his Opponent, reduce the Opponent's END by 4 (in addition to any points scored).
Stick and Move			-2				
Keep Away	-1		-3				
Defensive Shell	+2		-4				
Work the Body		+2	+2		+1		
Smothering Attack		+1	+2				
Load Up on Punches		+2	+2		+2		
Go for the KO		+3	+3		+2		

Strategy Selection: SMOTHERING ATTACK (FI)							
	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	+1						All MISSES become CLINCHES! If BOTH fighters are employing this strategy, you must track clinches for each of them. At the end of the round, if the scoring requires a CHECK, the fighter who has clinched the fewest number of times receives the benefit of the check. NOTE: this DOES NOT negate the Constant Clincher trait!
Stick and Move		-1					
Keep Away	-1	-2	-2				
Defensive Shell	+3	-4	-4				
Work the Body	+1						
Smothering Attack		+2	-2		+1		
Load Up on Punches	+1	+2	-2			+1	
Go for the KO	+2	+3	-2			+1	

Strategy Selection: LOAD UP ON PUNCHES (KO)

	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	+1		-2		+1		
Stick and Move		-1	-1			-1	
Keep Away	-1					-1	
Defensive Shell	+3		-4		+1	-2	
Work the Body		+1			+1		
Smothering Attack		+2	+2	+2		-2	
Load Up on Punches		+2	-2		+1		
Go for the KO	+2				+2	+1	

Strategy Selection: GO ALL OUT FOR THE KO (KO)

	CF	PL	DEF	CP	HP	KD1	SPECIAL
Countering Offense	+1						
Stick and Move	+2						
Keep Away	+3					-1	
Defensive Shell					+1	-2	
Work the Body				+2	+1		
Smothering Attack				+2	-1	+1	
Load Up on Punches		+2	-3		+2	+1	
Go for the KO	+1		-4		+3	+2	

Strategy Selection: NO STRATEGY THIS ROUND

Use this card to bluff an opponent into thinking that you've played a strategy. Not placing a card face down will inform your opponent that he needn't counter a strategy and may play any one he wants without having to cross-check it with one that you've played. If you play NO STRATEGY and your opponent selects one, your **OPPONENT** will receive the following benefits based upon his choice of strategy:

Opponent Selects:	He Adjusts his Ratings as Follows:
Countering Offense	Improve DEF by 1 and add +2 to his CP
Stick and Move	Improve DEF by 2 and lower his HP by -1
Keep Away	Improve DEF by 3, lower HP by -2
Defensive Shell	Improve DEF by 4, lower HP by -4 and lower CF by -2
Work the Body	When a Fighter uses this strategy, he does so in the hope of it having a negative effect on his Opponent's Endurance. If the Fighter, SCORES more points than his Opponent, reduce the Opponent's END by 8 (in addition to any points scored). If the Fighter scores an even number of points or fewer than his Opponent, reduce the Opponent's END by 4 (in addition to any points scored).
Smothering Attack	Improve CF by 1; Lower DEF by +2 (0 = 2; -4 = -2; etc.)
Load Up on Punches	Improve HP and CF by 1; Lower DEF by +2
Go for the KO	Improve HP by 2 and CF by 1; Lower DEF by +4 (-2 = +2, etc)